| Jason of Hu                    | lberg          |                |                 | Tim         | 1                  |                      | Mystra                 |                                  | Lawful Goo      | od         |                                     |          |
|--------------------------------|----------------|----------------|-----------------|-------------|--------------------|----------------------|------------------------|----------------------------------|-----------------|------------|-------------------------------------|----------|
| NAME                           |                |                |                 | PLAY        | ERNAME             |                      | DEITY                  |                                  | ALIGNMENT       |            |                                     |          |
| CoM11 Sor                      | 55000          |                |                 | Hum         |                    | ledium               | 6' 4"                  | 242 lbs.                         |                 |            |                                     |          |
| CLASS                          | EXPER          | IENCE          |                 | RACE        | SI                 | ZE                   | HEIGHT                 | WEIGHT                           | VISION          |            |                                     |          |
| 11                             | 66000          |                |                 | 29          |                    | lale                 |                        | ,                                | -1              |            |                                     |          |
| Character Level                | NEXT L         | EVEL.          |                 | AGE         | G                  | ENDER                | EYES                   | HAIR                             | POINTS          |            |                                     |          |
| ABILITY NAME BASE B<br>SCORE M | ASE ABILITY    | ABILITY<br>MOD | TEMP<br>SCORE   | TEMP<br>MOD |                    | WOUNDS/CURRENT       | HP SUBDUAL DA          |                                  | DAMAGE REDUCTIO | N          | SPEE                                | )        |
|                                | -6 23          |                | 23              | +6          | VP<br>Vitality 11  |                      |                        | WP Wound Points 16               |                 |            | Walk 40                             | ) ft.    |
| Dextenty                       | 18             |                | 18              | +4          | AC armor class TOT |                      |                        |                                  | 0 + 3           | MISS AI    | 40 -4  RCANE ARMO SPELL CHEC        | OR SPELL |
| Constitution                   | +3 16<br>+3 16 |                | 16<br>16        | +3          | INITIATIVE         | +8 = +4 -            | +4<br>MISC<br>MODIFIER | SKILL NAME                       |                 | SKILL      | MAX RAI<br>ABILITY<br>IODIFIER RANK | NKS 14/7 |
| WIS 15 -                       | -2 15          | +2             | 15              | ۲2          | BASE ATTACK        | +11/+6/-             | / A                    | opraise                          | INT             | 3 =        | 3 +                                 | +        |
| vvisdom                        |                |                | 10              | 12          | bonus              | T11/T0/-             | · Do                   | alance                           | DEX             | 0 =        | 4 +                                 | + -4     |
| CHA 18                         | ⊦4  22         | +6             | 22              | +6          |                    |                      |                        | uff                              | CHA             | 11 =       | 6 + 5.0                             |          |
|                                |                |                |                 |             |                    |                      | _                      | limb                             | STR             | 2 =        | 6 +                                 | + -4     |
| SAVING THROWS                  |                | SAVI           |                 |             | GIC MISC EPIC      | TEMP conditional mod | _                      | oncentration<br>raft (Untrained) | CON<br>INT      | / =<br>3 = | 3 + 4.0                             | ) +      |
| FORTITUDI                      | +19            | =  +7          | <b>'</b>  +  +; | 3 + +       | 3 + +6 + +0 -      | +                    |                        | iplomacy                         | CHA             | 24 =       | •                                   | .0 + 4   |
| REFLEX                         | +16            | = +3           | 3 + +           | 4           | 3 + +6 + +0        |                      |                        | isguise                          | CHA             | 6 =        | 6 +                                 | +        |
| (dexterity)                    | 710            | ) =   T \      | <u> </u>        | + + +       | 3 + +0 + +0        |                      |                        | scape Artist                     | DEX             | 0 =        | 4 +                                 | + -4     |
| WILL<br>(wisdom)               | +18            | 8 = +7         | <b>'</b>  +  +: | 2  +  +     | 3 + +6 + +0 -      | +                    |                        | orgery                           | INT             | 3 =        | 3 +                                 | +        |
| (wisdoill)                     |                |                |                 |             |                    |                      |                        | ather Information                | CHA             | 6 =        | 6 +                                 | +        |
|                                |                |                |                 |             |                    |                      |                        |                                  |                 |            |                                     |          |
| MELEE                          | TOT<br>+17/+1  |                |                 | +11/-       | +6/+1 + +6 +       | SIZE MISC EPIC       | TEMP H                 | andle Animal                     | CHA             | 11 =       | -                                   | ) +      |

|                        | Т   | OTAL       |     | BASE ATTA | CK BONUS |    | STAT | SIZE |     | MISC | _ | EPIC | TEN | ИP |
|------------------------|-----|------------|-----|-----------|----------|----|------|------|-----|------|---|------|-----|----|
| MELEE<br>attack bonus  | +17 | /+12/+7    | =   | +11/+     | 6/+1     | +  | +6   | + +0 | +   | +0   | + | +0   | +   |    |
| RANGED<br>attack bonus | +15 | /+10/+5    | =   | +11/+     | 6/+1     | +  | +4   | + +0 | +   | +0   | + | +0   | +   |    |
| GRAPPLE attack bonus   | +17 | /+12/+7    | =   | +11/+     | 6/+1     | +  | +6   | + +0 | +   | +0   | + | +0   | +   |    |
| UNARMED                |     | TOTAL ATT. | ACI | K BONUS   | DAMA     | GE |      | CRIT | CAI | - 1  |   | REAC | CH  |    |
| O. C. A. KINIED        |     | +17/+      | 12  | 2/+7      | 1d3-     | ⊦6 |      | 20/  | х2  |      |   | 5 ft |     |    |

|                | Aur  | ic 'Farand | ol      |      | HAI    | ND   | TYPE | SIZE   | CRITICA | L | REACH  |
|----------------|--|------------|---------|------|--------|------|------|--------|---------|---|--------|
|                | 710110 1 0101100   |            |         |      |        | ried | S    | M      | 17-20/x | 2 | 5 ft.  |
|                |  | Γο Hit     | Dam     |      |        |      | Т    | o Hit  |         |   | Dam    |
| 1H-P           | +24  | /+19/+14   | 1d10+14 | 2W-F | P-(OH) |      | +18  | /+13/+ | 8       | 1 | d10+14 |
| 1H-O           | +20  | /+15/+10   | 1d10+11 | 2W-I | P-(OL) |      | +20/ | +15/+1 | 0       | 1 | d10+14 |
| 2H +24/+19/+14 |  |            | 1d10+17 | 2W   | /-ОН   |      |      | +14    |         | 1 | d10+11 |
| Special        | Special Properties (Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/Icy Burst)), Ignore 20 |            |         |      |        |      |      |        |         |   |        |

(Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/lcy Burst)), Ignore 20 hardness, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Targeted Dispel Magic 3/day upon successful hit, good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold damage

|     | Crossh                   | OW +2 (Light) |        | HAND  | TYPE     | SIZE  | CRITICAL | REACH |
|-----|--------------------------|---------------|--------|-------|----------|-------|----------|-------|
|     | 0.000                    | Carried       | I P    | M     | 19-20/x2 | 5 ft. |          |       |
|     | 30 ft.                   | 80 ft.        | 160    | ft.   | 240      | ft.   | 32       | 0 ft. |
| TH  | TH +17/+12/+7 +17/+12/+7 |               | +15/+1 | 10/+5 | +13/+    | -8/+3 | +11/-    | +6/+1 |
| Dam | 1d8+2                    | 1d8+2         | 1d8    | +2    | 1d8      | 3+2   | 1d       | 8+2   |
| Spe | Special Properties       |               |        |       |          |       |          |       |

|      | onghow +3  | (Distant Shot/Iron | wood)   | HAND  | TYPE  | SIZE  | CRITICAL  | REACH  |  |
|------|--|--------------------|---------|-------|-------|-------|-----------|--------|--|
|      | -0.1.9.0011 10   | woou,              | Carried | Р     | М     | 20/x3 | 5 ft.     |        |  |
|      | 30 ft.   | 20000 ft.          | 4000    | 0 ft. | 6000  | 0 ft. | 800       | 00 ft. |  |
| TH   | +20/+15/+10 +20/+15/+10 +18/+13  |                    | 13/+8   | +16/+ | 11/+6 | +14/- | +14/+9/+4 |        |  |
| Dam  | 1d8+4  | 1d8+4              | 1d8     | +4    | 1d8   | 3+4   | 1d        | 8+4    |  |
| Spec | Special Properties weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn |                    |         |       |       |       |           |        |  |

\*: weapon is equipped

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

| ARMOR                                | TYPE        | AC      | MAXDEX | CHECK    | SPELL FAILURE |
|--------------------------------------|-------------|---------|--------|----------|---------------|
| *Mithral Full Plate +2               | Light       | +10     | +3     | -3       | 25            |
| (Light Full Plate +2), 30hp/inch     | n and 15 ha | ardness |        |          |               |
| *Mystic Shield                       | Heavy       | +4      |        | -1       | 15            |
| (Shield +2 (Heavy/                   | Metal))     |         |        |          |               |
| *Ring of Protection +3               |             | +3      |        | +0       | 0             |
| *Mystic Shield<br>(Shield +2 (Heavy/ | Heavy       | +4      |        | -1<br>+0 | 15<br>0       |

|            | LAY ON HANDS |  |  |  |  |  |  |
|------------|--------------|--|--|--|--|--|--|
| HP per day |              |  |  |  |  |  |  |
|            |              |  |  |  |  |  |  |
|            |              |  |  |  |  |  |  |

|   |                      | SKILLS            |                   |      |               | IAX RANKS |                 |   |
|---|----------------------|-------------------|-------------------|------|---------------|-----------|-----------------|---|
|   | SKILL NAME           | KEY ABILITY       | SKILL<br>MODIFIER |      | LITY<br>IFIER | RANKS     | MISC<br>MODIFIE | R |
| 1 | Appraise             | INT               | 3                 | = 3  | 3 +           |           | +               |   |
| 1 | Balance              | DEX               | 0                 | = 4  | 1 +           |           | + -4            |   |
| 1 | Bluff                | CHA               | 11                | = 6  | ) +           | 5.0       | +               |   |
| 1 | Climb                | STR               | 2                 | = 6  | ) +           |           | + -4            |   |
| 1 | Concentration        | CON               | 7                 | = 3  | } +           | 4.0       | +               |   |
| 1 | Craft (Untrained)    | INT               | 3                 | = 3  | 3 +           |           | +               |   |
| 1 | Diplomacy            | CHA               | 24                | = 6  | ) +           | 14.0      | + 4             |   |
| 1 | Disguise             | CHA               | 6                 | - 6  | 6 +           |           | +               |   |
| 1 | Escape Artist        | DEX               | 0                 | = 4  | 1 +           |           | + -4            |   |
| 1 | Forgery              | INT               | 3                 | = 3  | 3 +           |           | +               |   |
| 1 | Gather Information   | CHA               | 6                 | - 6  | ) +           |           | +               |   |
|   | Handle Animal        | CHA               | 11                | = 6  | ) +           | 5.0       | +               |   |
| 1 | Heal                 | WIS               | 2                 | = 2  | 2 +           |           | +               |   |
| 1 | Hide                 | DEX               | 0                 | = 4  | 1 +           |           | + -4            |   |
| 1 | Intimidate           | CHA               | 8                 | - 6  | ) +           |           | + 2             |   |
| 1 | Jump                 | STR               | 6                 | = 6  | ) +           |           | +               |   |
|   | Knowledge (Religion) | INT               | 18                | = 3  | 3 +           | 5.0       | + 10            |   |
| 1 | Listen               | WIS               | 8                 | = 2  | 2 +           | 6.0       | +               |   |
| 1 | Move Silently        | DEX               | 0                 | = 4  | 1 +           |           | + -4            |   |
|   | Profession (Hunter)  | WIS               | 7                 | = 2  | 2 +           | 5.0       | +               |   |
| 1 | Ride                 | DEX               | 18                | = 4  | 1 +           | 12.0      | + 2             |   |
| 1 | Search               | INT               | 9                 | = 3  | 3 +           | 6.0       | +               |   |
| 1 | Sense Motive         | WIS               | 13                | = 2  | 2 +           | - 11.0    | +               |   |
|   | Spellcraft           | INT               | 9                 | = 3  | 3 +           | 6.0       | +               |   |
| 1 | Spot                 | WIS               | 8                 | = 2  | 2 +           | 6.0       | +               |   |
| 1 | Survival             | WIS               | 2                 | = 2  | 2 +           |           | +               |   |
| 1 | Swim                 | STR               | -2                | = 6  | ) +           |           | + -8            |   |
| 1 | Use Rope             | DEX               | 9                 | = 4  | 1 +           | 5.0       | +               |   |
|   |                      |                   |                   | =    | +             |           | +               |   |
|   |                      |                   |                   | =    | +             |           | +               |   |
|   | √: can be used unit  | trained. X: exclu | usive sk          | ills |               |           |                 |   |

|               | TURN UNDE                               | AD               |                |
|---------------|---|------------------|----------------|
| TURNING CHECK | K UNDEAD AFFECTED<br>(MAXIMUM HIT DICE) | Turning<br>Check | 1d20+8         |
| Up to 0       | 4                                       | Turn level       | 8              |
| 1 - 3         | 5                                       | Turn damage      | 2d6 +14        |
| 4 - 6         | 6                                       | J                |                |
| 7 - 9         | 7                                       | You destro       |                |
| 10 - 12       | 8                                       | creatures with   | total hit dice |
| 13 - 15       | 9                                       | up t             | o 4.           |
| 16 - 18       | 10                                      |                  |                |
| 19 - 21       | 11                                      |                  |                |
| 22+           | 12                                      |                  |                |
| TURN/DAY      |   |                  |                |

| E  | QUIPME  | NT                     |            |        |             |                |                                 |
|--|---|------------------------|------------|--------|-------------|----------------|---------------------------------|
| ITEM   |   | LOCATIO                | NC         | QTY    | WT          | COST           | Blind-Fight                     |
| Auric 'Farandol  |   | Carried                | ł          | 1      | 6.0         | 165035.0       |                                 |
| (Sword +4 (Bastard/Adamantine/Bonded/Dispellir<br>Burst)), Ignore 20 hardness, Bonded Weapon:+2<br>Damage, redirect sunder damage to self, alarm or<br>5d6 damage if weapon broken, cannot be disarm<br>Dispel Magic 3/day upon successful hit, good-alig<br>damage vs. evil,1 negative level bestowed to evil<br>cold damage. On a critical hit deals +1d10 additio<br>damage | to Hit and<br>n weapon, take<br>ed., Targeted<br>ned,+2d6 holy<br>wielder, +1d6 |                        |            |        |             |                | Cleave                          |
| Bag of Holding (Type 4)  |   | Equippe                | ed         | 1      | 60.0        | 10000.0        | (Sword (Bastard                 |
| 3 lbs., 1 Book of Magic - found in tomb  |   | _qa.ppo                |            | ·      | 00.0        |                | Improved Critica                |
| Book of Magic - found in tomb  |   | Bag of Hole<br>(Type 4 |            | 1      | 3.0         | 0.0            | (Bastard))<br>Improved Initiati |
| Boots of Swiftness and Blink   | ing   | Equippe                | ed         | 1      | 1.0         | 240000.0       | Power Attack                    |
| Cloak of Charisma +4   | •   | Equippe                |            | 1      | 2.0         | 16000.0        |                                 |
|  |   | Carried                |            | 1      | 4.0         |                |                                 |
| Crossbow +2 (Light)  |   | Carried                |            | 1      | 4.0         | 8335.0         | Speed Burst                     |
| Dwarven Bracers of Archery   | (Greater)   | Equippe                | ed         | 1      | 1.0         | 25000.0        | Track                           |
| (Bracers of Archery (Greater))   | (0.00.0.)   | 1.11.                  |            |        |             |                |                                 |
| Longbow +3 (Distant Shot/Iro   | onwood)   | Carried                | t          | 1      | 3.0         | 162375.0       | _                               |
| weapon can be used against any target within line<br>penalty for range., Wooden but functions as steel,  | e of sight at no<br>, does not burn   |                        |            |        |             |                | Weapon Focus (Bastard))         |
| Mithral Full Plate +2  |   | Equippe                | ed         | 1      | 25.0        | 14500.0        | Weapon Specia                   |
| (Light Full Plate +2), 30hp/inch and 15 hardness   |   |                        |            |        |             |                | (Sword (Bastard                 |
| Mystic Shield  |   | Equippe                | ed         | 1      | 15.0        | 4170.0         | Armor Proficience               |
| (Shield +2 (Heavy/Metal))  | if a  | Equippo                |            | 1      | 0.0         | 104000.0       |                                 |
| Mystra's Blessed Amulet of L<br>(Amulet Save Bonus (Sacred) (+3/Skill Bonus (Co<br>(Knowledge (Religion) +10)/Crystal (Deep)/Raise<br>Dead//Cleric/20th)), 30hp/inch and 10 hardness, \$<br>all saving throws of +3, Competance bonus to sel   | ompetance)<br>Sacred bonus to   | Equippe                | eu         | '      | 0.0         | 104000.0       | Armor Proficience               |
| Knowledge (Religion) +10   |   |                        |            |        |             |                |                                 |
| ם בוכובום<br>Traveler's Outfit   |   | Equippe                | ed         | 1      | 5.0         | 0.0            |                                 |
| Ring of Protection +3  |   | Equippe                |            | 1      | 0.0         | 18000.0        | Armor Proficience               |
| Ring of Fire and Ice   |   | Equippe                | ed.        | 1      | 0.0         | 0.0            | , annor i roncient              |
| When worn, the ring offers a limited immunity to F<br>energy attacks by absorbing up to 10 spell levels<br>and Cold energy. It can then discharge that same<br>beam (range touch) upon command as a standar  | (10d6) of Fire<br>energy as a   | Equippo                | , <b>u</b> | •      | 0.0         | 0.0            |                                 |
| either Fire or Cold., 30hp/inch and 10 hardness  |   |                        |            |        |             |                | Martial Weapon                  |
| TOTAL WEIGHT (   | CARRIED/V/  | ALUE                   |            |        | 117<br>lbs. | 767415.0<br>gp | Shield Proficience              |
| WEIG   | HT ALLO   | WANCE                  |            |        |             |                | Simple Weapon                   |
| Light 200  | Medium  |                        |            | Н      | eavy        | 600            | ,                               |
| Lift over head 600 Lift  | t off ground  | 1200                   | F          | Push / | Drag        | 3000           | Tower Shield Pr                 |

|                | WEIGHT ALLOWANCE |                 |      |             |      |  |  |
|----------------|------------------|-----------------|------|-------------|------|--|--|
| Light          | 200              | Medium          | 400  | Heavy       | 600  |  |  |
| Lift over head | 600              | Lift off ground | 1200 | Push / Drag | 3000 |  |  |

### **SPECIAL ABILITIES**

Aura of Courage (Su): Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.

Aura of Good (Ex): Overwhelming Blink for 10 rounds 3 times/day

Detect Evil (Sp): At will, detect evil as the spell.

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

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

Lay on Hands (Su) 66 hp/day

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 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

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)

Spell Points - Champion of Mystra [13], with a max level of 3

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

|   | 55470   |
|---|---|
| Direct Field                                | 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.   |
| mproved Critical (Sword<br>(Bastard))       | When using the weapon you selected, your threat range is doubled.   |
| mproved 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<br>(Bastard))           | You gain a +1 bonus on all attack rolls you make using the selected weapon.   |
| Weapon Specialization<br>(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**

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

#### **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 At Will Detect Evil

Effect:
Reveals creatures, spells, or objects of selected alignment.

\* =Domain/Speciality Spell

Target: Cone-shaped emanation

Caster Level: 11

# Champion of Mystra Spells

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

| Maria   | -             | 0                                     |                      | LEVEL 1                                  | Para and                          | 0                     | 0                                       | 0.1  |             |
|---|---------------|---------------------------------------|----------------------|--|-----------------------------------|-----------------------|---|--|-------------|
| Name Axiomatic Water  | <b>DC</b>     | Saving Throw<br>Will negates [object] | Time<br>1 minute     | <b>Duration</b> Instantaneous            | Touch                             | Comp.<br>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    | d 1 minute/level                         |                                   | and all allies        | Yes (harmless) s within a 50-ft. burst, | Enchantment<br>(Compulsion)<br>[Mind-Affecting]<br>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           | d 1 minute/level                         | centered on the cas<br>50 ft.     | ster<br>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<br>13 | ead.                                  | 1 standard           | d 1 round/level                          | Personal                          | V,S                   | . ,                                     |  | FH.P: pq.35 |
| □□□□□ Blessings of Insight  | 10            |                                       | action               | 1 Todita/icvci                           |                                   | 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<br>iter touched | Yes (object)                            | Transmutation<br>[Good]<br>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 minutes/level                       | -                                 | •                     | N/A                                     |  | SC: Dc 47   |
| Clear Mind  Clear Mind  Clicate A government begins the same against mind offer   | 13            | N/A                                   | 1 standard<br>action | d 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       | 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]<br>Caster Level: 5                              |             |
| Creates 2 gallons/level of pure water.  Cure Light Wounds   | 13            | Will half (harmless);                 | 1 standard           | Instantaneous                            | Touch                             | V,S                   | Yes (harmless); see                     | Conjuration  | PHB: pg.215 |
| Effect: Cures 1d8 +1/level [max +5] damage.   |               | see text                              | action               |  | Target: Creature tou              |                       | text                                    | (Healing) Caster Level: 5  | F3.2.10     |
| Deafening Clang   | 13            |                                       | 1 swift              | 1 round                                  | Touch                             | V,S,DF                | No                                      |  | SC: Pg.59   |
| Effect:   |               | text                                  | action               |  | Target: Your weapo                | on                    |   | [Sonic]<br>Caster Level: 5   |             |
| Deal an extra 1d6 of sonic damage with each successful h  | it and<br>13  | causes deafeness for 1<br>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 standare           | Concentration, up to 1 minutes/level [D] |                                   | V,S,M/DF              |   | Divination   | PHB: pg.220 |
| Detect Undead  Ffect:   | .5            | ==                                    | action               |  | Target: Cone-shape                |                       |   | Caster Level: 5  | P9-EE0      |
| Reveals undead within 60 ft.  | 10            | None                                  | 1 04 1-              | d 4 minute                               | - '                               |                       |   |  | DUD: == 004 |
| Divine Favor  | 13            | None                                  | 1 standard action    | . i minute                               | Personal                          | V,S, DF               | No                                      | Evocation  | PHB: pg.224 |
| Effect: You gain +1 on attack and damage rolls. [Every three cast   | er lev        |                                       |                      |  | Target: You                       |                       |   | Caster Level: 5  |             |
| Divine Sacrifice  | 13            | None                                  | 1 standard action    | d 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               | nage each t          | ime you make such an attack, whether c   | Target: You<br>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   | .5            | (harmless)                            | action               |  |                                   |                       | . 50 (                                  | ·  | pg.zzu      |
| Exist comfortably in hot or cold environments.  | 40            | Name                                  | 4 = 1 :              | d d anning different                     | Target: Creature tou              |                       | Ma                                      | Caster Level: 5  | CO. B. 70   |
| □□□□□ Energized Shield, Lesser  | 13            | None                                  | 1 standard action    | 1 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             | ce; see text         |  | Target: Touch                     |                       |   | Caster Level: 5  |             |
| DDDD Exorcise the Damned  | 13            |                                       |                      | d 5 rounds/level                         | Self                              | V,S,DF                |   | Enchantment  | FH.P: pg.36 |
| Effect:<br>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)<br>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           | d 1 hour/level                           | Touch                             | V,DF                  | No                                      |  | SC: Pg.106  |
| diding  | .5            | ==                                    | action               | - = = = = = = = = = = = = = = = = = = =  |                                   |                       |   | (Creation) Caster Level: 5   | g           |
| Create Magical Barding type depends on level; see text.   | 40            | NIA                                   | 4 ===="f"            | 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<br>[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<br>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               | ck 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.  |               |                                       | 1 standare           | d 1 round/level                          | Touch                             | V,S,M                 | Yes [harmless]                          |  | SC: Pg.132  |
|   | 13            |                                       |                      |  |                                   | v , U , IVI           | . 00 [11411111600]                      | , wjaration  | 55.1 g.152  |
| Determine the relative power levels or tagets, see text.  Company the relative power levels or tagets, see text.  | 13            | Will negates<br>[harmless]            | action               |  | Target: Creature tou              |                       |   | [Mind-Affecting]<br>Caster Level: 5                                |             |

|  |            |                           |                          | pion of Mystra S                          |  |             |                        |   | 2112         |
|--|------------|---------------------------|--------------------------|---|--|-------------|------------------------|---|--------------|
| □□□□ Magic Weapon  | 13 W<br>(h |                           | 1 standard action        | 1 minute/level                            |  |             | Yes (harmless, object) | Transmutation  Caster Level: 5                                | PHB: pg.251  |
| Weapon gains +1 bonus.   |            |                           |                          |   | Target: Weapon tou                           |             |                        |   |              |
| Mantle of Good   | 13 N       |                           | 1 standard action        | 10 minutes/level [D]                      | Personal  Target: You                        | V,S,M       | N/A                    | Abjuration [Good]  Caster Level: 5                            | SC: Pg.137   |
| Gain SR 12 + your caster level against spells with the evil of   |            |                           | 1 standard               | Instantaneous                             | _  | V,S,DF      | No                     | Abjuration  | SC: Pg.142   |
| ect:   |            |                           | action                   | otanianosas                               | Target: Creature tou                         |             |                        | Caster Level: 5   | 00.1 g.112   |
| Creature gains a second save against a mind-affecting spe  |            |                           | 1 standard               | 1 hour/level                              | Personal                                     | V,S,DF      | N/A                    | Divination  | SC: Pg.149   |
| ect: -4 insight bonus to Spot and Listen, gain scent ability. Mus  | et romain  |                           | action                   |   | Target: You                                  |             |                        | Caster Level: 5   |              |
| Poultice   | 13 W       | /ill (harmless)           | 1 minute                 |   | Target: One individu                         | V,S,DF      | Yes (harmless)         | Conjuration,<br>Transmutation<br>(Healing)<br>Caster Level: 5 | FH.P: pg.36  |
| Used in conjuction of healing check, if successful double the<br>y attempts to resist disease for the duration of the spell.     |            |                           |                          | · · · · · · · · · · · · · · · · · · ·     |  |             |                        |   |              |
| □□□□ Protection from Chaos   |            |                           | 1 standard action        | 1 minute/level [D]                        | Touch  Target: Creature tou                  |             | No; see text           | Abjuration [Lawful]  Caster Level: 5                          | PHB: pg.266  |
| +2 to AC and saves, counter mind control, hedge out element  |            |                           | 1 standard               | 1 minute/level [D]                        | -  |             | No; see text           | Abjuration [Good]   | PHR: na 266  |
| l⊒⊔⊒⊒ Protection from Evil   |            |                           | action                   | i minute/lever [D]                        | Target: Creature tou                         |             | NO, See text           | Caster Level: 5   | FПБ. pg.200  |
| +2 to AC and saves, counter mind control, hedge out eleme  |            |                           | 1 standard               | 1 round/level [max 10 rounds]             | •  | V,S         | No                     | Conjuration   | FH.P: pg.37  |
| fect:  |            | -                         | action                   | r roundiever (max to rounde)              | Target: One object of                        |             |                        | Caster Level: 5   | pg.o.        |
| Flames deal 1d4 points of damage to evil creatures; will no  |            |                           |                          | 10 minutes/level                          |  | V,S,F       | No                     | Divination  | PHB: pg.269  |
| fect:  |            |                           | action                   |   | Target: You                                  |             |                        | Caster Level: 5   | , 5          |
| Read scrolls and spellbooks.  Resistance   |            |                           | 1 standard               | 1 minute                                  | -  | V,S,M/DF    | Yes (harmless)         | Abjuration  | PHB: pg.272  |
| fect:  |            |                           | action                   |   | Target: Creature tou                         |             | ,                      | Caster Level: 5   | -            |
| Subject gains +1 on saving throws.  DDD Resist Planar Alignment  |            |                           |                          | 1 round/level                             | Touch  | V,S,DF      | Yes [harmless]         | Abjuration  | SC: Pg.174   |
| fect:  | [h         |                           | action                   |   | Target: Creature tou                         |             | -                      | Caster Level: 5   |              |
| Grants limited protection from a plane's alignment traits; se  | 13 W       | /ill negates<br>narmless) | 3 rounds                 | Instantaneous                             | Touch  | V,S         | Yes (harmless)         | Conjuration<br>(Healing)                                      | PHB: pg.272  |
| fect:<br>Dispels magical ability penalty or repairs 1d4 ability damag  | ,          | idillii655)               |                          |   | Target: Creature tou                         | ched        |                        | (Healing)<br>Caster Level: 5                                  |              |
|  | 13 W       |                           | 1 standard action        | Instantaneous                             | Touch  | V,S,DF      | Yes [harmless]         | Abjuration  | SC: Pg.174   |
| fect:<br>Allows one retry on a failed save against an ongoing spell,   | -          | -                         |                          |   | Target: Creature tou                         | ched        |                        | Caster Level: 5   |              |
| Paint a lane save against an origoning spell,  | 13 N       | /A                        |                          | 1 round                                   | Personal                                     | V,S         | N/A                    | Transmutation   | SC: Pg.176   |
| <sup>r</sup> ect:<br>Subject's charge attack deals double damage of first attack   | k.         |                           |                          |   | Target: You                                  |             |                        | Caster Level: 5   |              |
|  | 13 V       |                           | 1 standard action        | Instantaneous & 1 hour/level; see text    | Touch  | V,S,DF      | Yes [harmless]         | Transmutation   | SC: Pg.182   |
| fect:<br>Removes fatigue and povides +4 bonus on Con checks; se  | -          |                           | _0.011                   |   | Target: Creature tou                         | ched        |                        | Caster Level: 5   |              |
|  |            |                           | 1 standard action        | 10 minutes/level                          | Touch  | V,S,DF      | No                     | Divination  | SC: Pg.182   |
| fect:<br>Any evil creature with the ability to cast divine spells cause:   |            |                           | e radiance; s            | ee text.                                  | Target: Object touch                         | ed          |                        | Caster Level: 5   |              |
|  | 13 W       |                           | 1 standard action        | 1 minute/level [D]                        |  |             | Yes (harmless)         | Transmutation   | CoD.P: pg.58 |
| fect:<br>Your mount's speed is doubled. If a paladin's mount it also   |            |                           |                          |   | Target: One touched<br>larger than the caste | r           |                        | Caster Level: 5   |              |
| □□□□Sticky Saddle  | 13 N       |                           | 1<br>immediate<br>action | 1 round/level [D]                         |  |             | N/A                    | Transmutation   | SC: Pg.206   |
| fect:<br>It becomes impossible for you to fall or be thrown off your n   | mount      |                           |                          |   | Target: You                                  |             |                        | Caster Level: 5   |              |
|  |            |                           | 1 swift action           | 1 round/level                             | Personal                                     | V,DF        | N/A                    | Abjuration  | SC: Pg.210   |
| fect:<br>Gain benefit of the Mobility feat.  |            |                           |                          |   | Target: You                                  |             |                        | Caster Level: 5   |              |
|  | 13 W       |                           | 1 standard action        | 1 hour/level                              | Touch  | V,S         | Yes                    | Transmutation   | SC: Pg.223   |
| fect:<br>+10 feet enhancement bonus to speed but cannot attack do  | luring the |                           |                          |   | Target: Animal or ma                         | igical beas | touched                | Caster Level: 5   |              |
|  | 13 W       | /ill negates              | 1 standard action        | 8 hours [D]                               | Touch  | V,S,DF      | Yes (harmless)         | Abjuration  | CoD.P: pg.58 |
| fect:<br>You fall asleep immediately, but your eyes remain open an   | nd active. | You remain fully con      | scious of yo             | ur surroundings as if fully awake and car | Target: Creature tou                         | ched        |                        | Caster Level: 5   |              |
| e if every direction. Gain Alertness feat. You may wake any  | 13 F       | ortitude negates          | 1 standard               |   | Touch  | V,S, DF     | Yes (harmless)         | Transmutation   | PHB: pg.298  |
| fect:  | (h         | narmless)                 | action                   |   | Target: Creature tou                         | ched        |                        | Caster Level: 5   |              |
| Subject gains 1 temporary hp.  UDD Vision of Glory   | 13 N       |                           |                          | 1 minute or until discharged              | Touch  | V,S,DF      | Yes                    | Divination  | SC: Pg.231   |
| fect:  |            |                           | action                   |   | Target: Creature tou                         | ched        |                        | Caster Level: 5   |              |
| Grants a +1 morale bonus to a single saving throw [target's<br>Grants a +1 morale bonus to a single saving throw [target's size] |            | lone                      | 1<br>immediate           | Instantaneous                             | 30 ft.                                       | V           | No                     | Transmutation<br>[Sonic]                                      | SC: Pg.236   |
| fect:  |            |                           | action                   |   | Target: All allies with                      | in 30 ft.   |                        | Caster Level: 5   |              |
| Removes flat-footed condition from all allies.   |            |                           |                          |   |  |             |                        |   |              |
| Name   | DC S       | aving Throw               | Time                     | LEVEL 2                                   | Range  | Comp.       | Spell Resistance       | School  | Source       |
|  | 14 W       | /ill negates              |                          | 1 round/level                             |  | V,S,DF      | Yes [harmless]         | Abjuration [Good]   |              |
|  | t,         |                           |                          |   | Target: Lawful good                          | creature to | uched                  | Caster Level: 5   |              |
| <i>fect:</i><br>Gain DR 5/evil.  |            |                           | 1 swift                  | Instantaneous                             | Personal                                     | V,DF        | No                     | Transmutation   | SC: Pg.18    |
| <sup>fect:</sup><br>∃ain DR 5/evil.<br>□□□□□ Aura of Glory   | 14 N       |                           | action                   |   |  |             |                        |   |              |
| Gain DR 5/evil.  |            |                           |                          |   | Target: 10-ft. radius                        | spread      |                        | Caster Level: 5   |              |

|  |                     |   | Champion of Mystra  | Spells                             |                       |                         |   |                           |
|--|---------------------|---|---|------------------------------------|-----------------------|-------------------------|---|---------------------------|
| □□□□ Bull's Strength   | 14                  | Will negates<br>(harmless)  | 1 standard 1 minute/level action  | Touch \                            | /,S,M/DF              | Yes (harmless)          | Transmutation   | PHB: pg.207               |
| ffect: Subject gains +4 to Str for 1 minutes/level.  |                     | (   |   | Target: Creature touc              | hed                   |                         | Caster Level: 5   |                           |
| □□□□ Checkmate's Light   | 14                  | None  | 1 standard 1 round/level [D] action   | Touch \                            | /,S,DF                | No                      | Evocation [Lawfu  | I] SC: Pg.46              |
| Effect: Imbue weapon with +1/3 levels enhancement bonus [Ma  | ax +5 at            | t 15th level] and is Lawf   |   | Target: Melee weapo<br>20 ft       | n touched             | d                       | Caster Level: 5   |                           |
| adius of red light.  | 14                  | Will negates  | 1 standard 10 minutes/level   |                                    | /,S                   | Yes [harmless]          | Abjuration  | SC: Pg.47                 |
| □□□□□ Cloak of Bravery   | •                   | [harmless]  | action  | Target: 60-ftradius e              |                       |                         | [Mind-Affecting] Caster Level: 5                              | 55. r g                   |
| You and your allies gain a morale bonus on saves again   | st fear             | effects equal to your cas<br>Will negates                             | ster level [Max +10].<br>1 standard 1 hour/level [D]  | -                                  | /,S                   | No No                   | Illusion (Glamer)   | SC: Pg.48                 |
| JJJJJ Cloak Pool  Effect:  | 14                  | [harmless,object]   | action  | Target: One color po               |                       | 140                     | [Mind-Affecting]  Caster Level: 5                             | 30. Fg.40                 |
| Causes a color pool on the Astral Plane to seemingly cer   |                     |   | 4 standard 4 houselforce (D) or water discharged  | • •                                |                       | Van (hannlan)           |   | DUD II 400                |
| Crown of Smiting   | 14                  | Will negates<br>(harmless)  | 1 standard 1 hour/level [D] or until discharged action  |                                    | /,S,F                 | Yes (harmless)          | Evocation   | PHB II: pg.108            |
| iffect: Choose alignment [chaotic, evil, good or lawful]. Once parameter has the designated alignment or Displayers for  |                     |   | nus on damage rolls no next melee or ranged atta  | Target: Creature touc<br>ack if    | nea                   |                         | Caster Level: 5   |                           |
| he opponent has the designated alignment or Discharge for a property Defiance  | 14                  | Will negates  | 1 standard 1 minute   | Touch                              | /,S                   | Yes (harmless)          | Enchantment   | FH.P: pg.35               |
| Effect:  |                     | (harmless)  | action  | Target: Creature touc              | hed                   |                         | Caster Level: 5   |                           |
| Target can be affected by fear, but can choose their action Delay Poison   | ons inst            | Fortitude negates   | 1 standard 1 hour/level   | Touch                              | /,S, DF               | Yes (harmless)          | Conjuration   | PHB: pg.217               |
| Effect:  |                     | (harmless)  | action  | Target: Creature touc              | hed                   |                         | (Healing)<br>Caster Level: 5                                  |                           |
| Stops poison from harming subject for 1 hour/level.  | 14                  |   | 1 standard 1 hour   | 10 ft.                             | /,S                   |                         | Abjuration  | CoD.P: pg.55              |
| ffect:   |                     |   | action  | Target: All allies withi           | n a 10-ft.            | -radius, centered on yo | ou Caster Level: 5  |                           |
| Every ally within 10 ft. gains the paladin's immunity to fee   | ar. If alr<br>14    | ready suffering from fea<br>N/A                                       | r they get a new save with a +8 bonus to the new r<br>1 standard 1 hour/level or until discharged [D] | roll.                              | /,S,DF                | N/A                     | Divination  | SC: Pg.70                 |
| Effect:  |                     |   | action  | Target: You                        |                       |                         | Caster Level: 5   | J .                       |
| Gain 5 + your caster level [max bonus of 15] to one skill  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD  | check of            | during the duration of the<br>Will negates                            | e spell.<br>1 standard 1 minute/level   | -                                  | /,S,DF                | Yes [harmless]          | Enchantment   | SC: Pg.70                 |
| IIII DIVINE FIOLECTION   |                     | [harmless]  | action  |                                    | ,_,                   | [                       | (Compulsion)<br>[Mind-Affecting]                              | g v                       |
| Effect: +1 morale bonus to AC and saving throws.   |                     |   |   | Target: Allies in a 20-            | ftradius              | burst                   | Caster Level: 5   |                           |
| Divine Pursuit   | 14                  | None  | 1 full round variable; see text   |                                    | /,S                   | No                      | Divination  | FH.P: pg.35               |
| Effect: Make Knowledge [Religion] check DC 20 in order to trac   |                     |   |   | Target: One evil crea              |                       |                         | Caster Level: 5   |                           |
| □□□□□ Drums of the Righteous   | 14                  | None  | 1 standard 1 round/level action   | 30 ft.                             | /,S,F/DF              | Yes (harmless)          | Enchantment<br>[Good, Sonic]                                  | CoD.P: pg.56              |
| Effect: Grants allies +1 luck bonus to attack rolls. It causes e   | evil crea           | atures a -1 luck penalty  | y to attack rolls. Smite Evil gains a +2 luck bonu  | Target: All allies within<br>us to | n 30 ft.              |                         | Caster Level: 5   |                           |
| amage. See text.   | 14                  | Will negates  | 1 standard 1 minute/level   | Touch \                            | /,S,M/DF              | Yes                     | Transmutation   | PHB: pg.225               |
| Effect:  |                     | (harmless)  | action  | Target: Creature touc              | hed                   |                         | Caster Level: 5   | . 5                       |
| Subject gains +4 to Cha for 1 minutes/level.   | 14                  | None  | 1 standard 1 round/level  | -                                  | /,S,DF                | No                      | Abjuration [See   | SC: Pg.79                 |
| Effect:  |                     |   | action  | Target: Touch                      |                       |                         | text]<br>Caster Level: 5                                      | 3 1                       |
| As lesser energized shield, except energy resistance is 1  | 10 and              | damage dealt is 2d6<br>Fortitude negates                              | 1 standard 1 round/level  | -                                  | /,S,M                 | Yes [harmless]          | Transmutation   | SC: Pg.90                 |
| ILLL Fell the Greatest Foe   | •                   | [harmless]  | action  | Target: Creature touc              |                       | roo (namiooo)           | Caster Level: 5   | 00.1 g.00                 |
| Deal 1d6 damage per size category difference.  | 14                  | None  | 1 standard 1 round/level  | -                                  | /,S,M                 | No                      | Evocation   | SC: Pg.95                 |
| ☐☐☐☐☐Flame of Faith  | 14                  | None  | action  | Target: Nonmagical v               |                       |                         | Caster Level: 5   | 30. Fg.93                 |
| Normal or masterwork weapon becomes temporary +1 fl  |                     |   | A minute A minute/level   |                                    |                       | No                      |   | CC: D= 100                |
| □□□□□ Hand of Divinity   | 14                  | None  | 1 minute 1 minute/level   |                                    | /,S,DF                | NO                      | Evocation [See text]  | SC: Pg.109                |
| Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.   |                     |   |   | Target: Creature touc              |                       |                         | Caster Level: 5   | EU                        |
| □□□□□ Holy Meditation  Effect:   | 14                  |   | 1 minute 2 hours  | Personal \ Target: You             | /,S,M                 |                         | Evocation  Caster Level: 5                                    | FH.P: pg.36               |
| Upon completion of the ritual the character enjoys the be  | enefits o           | of a full eight hours rest.<br>None                                   | . 1 standard 1 round/level  | -                                  | /,S                   | Yes [harmless]          | Transmutation   | SC: Pg.115                |
| □□□□□ Holy Mount   | 14                  | .40110  | action  |                                    |                       | . oo [namiess]          | Caster Level: 5   | 50.1 g.115                |
| Special mount gains celestial template   | 1.4                 | None  | 1 standard 1 misute/lovel   | Target: Your special               |                       | No                      |   | FH.P: pg.36               |
| □□□□□ Holy Shield  | 14                  | None  | 1 standard 1 minute/level action  |                                    | /,S,DF                | No                      | Enchantment   | rп.г. pg.30               |
| Effect: A shield gains an enchantment bonus equal to the caste   |                     |   |   | Target: One item                   |                       |                         | Caster Level: 5   |                           |
| □□□□□ Knight's Move  | 14                  | N/A   | 1 swift Instantaneous action  | text                               | /,S,DF                | N/A                     | Transmutatin<br>(Teleportation)                               | SC: Pg.129                |
| Effect: Teleport and end up flanking an opponent.  |                     |   |   | Target: You                        |                       |                         | Caster Level: 5   |                           |
| Loyal Vassal   | 14                  | Will negates [harmless]   | 1 standard 10 minutes/level; see text action  |                                    | /,S,DF                | Yes [harmless]          | Abjuration [Lawfu   | l] SC: Pg.134             |
| Effect: +3 sacred bonus against mind-affecting effect; see text.   |                     |   |   | Target: One willing cr             |                       | uched/3 levels          | Caster Level: 5   |                           |
| □□□□ Mark of Doom  | 14                  | None  | 1 standard 1 round/level action   | Medium (150 ft.)                   | /,S,DF                | No                      | Necromancy  | PHB II: pg.119            |
| Effect: Subject marked takes 1d6 damage any time it continues  | fighting            | g; see text.  |   | Target: One creature               |                       |                         | Caster Level: 5   |                           |
| DDDD Mentor  | 14                  | None  | 1 hour 1 round/level  | 30 ft.                             | /,S,DF                | No                      | Conjuration<br>(Calling) [Good]                               | CoD.P: pg.56              |
| Effect: Summons long dead paladin to give you advice.  |                     |   |   | Target: One summon                 | ed spirit             |                         | Caster Level: 5   |                           |
| One Mind   | 14                  | N/A   | 1 standard 1 hour/level action  | Personal                           | /,S,DF                | N/A                     | Divination  | SC: Pg.149                |
|  |                     | todl +4 insight honus to  |   | Target: You                        |                       |                         | Caster Level: 5   |                           |
|  | mount               |   | opor and Listen, gain scent ability. Must remain w  |                                    | /,S,M/DF              | Vos                     | Transmutation   | DHB: pa 250               |
| Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.  |                     |   | 1 standard 1 minute/level   |                                    | , > na/L)E            |                         | Transmutation   | PHB: pg.259               |
| Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.  | mount               | Will negates<br>(harmless)  | 1 standard 1 minute/level action  |                                    |                       | 163                     |   |                           |
| Both you and mount gain +2 bonus on attack rolls [while of tt. of mount.] Oft. of mount.] Owl's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.   | 14                  | Will negates<br>(harmless)  | action  | Target: Creature touc              | hed                   |                         | Caster Level: 5   |                           |
| Both you and mount gain +2 bonus on attack rolls [while of tt. of mount.] Oft. of mount.] Owl's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.   |                     | Will negates  |   | Target: Creature touc              |                       | No                      | Conjuration,<br>Transmutation                                 | FH.P: pg.37               |
| 10 ft. of mount.   | 14                  | Will negates<br>(harmless)  | action  1 minute Instantaneous  | Target: Creature touc              | hed                   |                         | Conjuration,  | FH.P: pg.37               |
| Both you and mount gain +2 bonus on attack rolls [while 0 fit. of mount.]  Offit. of mount.  Ffect: Subject gains +4 to Wis for 1 minutes/level.  Purify Mount  Ffect: Instantly removes all poisons from the mount and cures in the mount and cure in the mount and cures in the mount and cure in the mount and cure in the mount and cures in the mount and cure in the mount and c | 14                  | Will negates<br>(harmless)  None  mage such poisons have Will negates | action  1 minute Instantaneous  e cause up to the time of casting. 1 standard 1 round                 | Target: Creature touc Touch        | hed                   |                         | Conjuration,<br>Transmutation<br>(Healing)                    | FH.P: pg.37<br>SC: Pg.164 |
| Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.  Off. of mount.  Fifect:  Subject gains +4 to Wis for 1 minutes/level.  Description of the property of the subject gains +4 to Wis for 1 minutes/level.  | 14<br>14<br>any dar | Will negates (harmless)  None  mage such poisons have                 | action  1 minute Instantaneous e cause up to the time of casting.                                     | Target: Creature touc Touch        | ched<br>/,S<br>/,S,DF | No Yes [harmless]       | Conjuration,<br>Transmutation<br>(Healing)<br>Caster Level: 5 |                           |

|  |   |   |  | npion of Mystra   |  |   |   |   |  |
|--|---|---|--|---|--|---|---|---|--|
| Remove Paralysis   | 14  | Will negates<br>(harmless)  | 1 standard action  | Instantaneous   | Close (35 ft.)  Target: Up to four c   | V,S<br>reatures, no   | Yes (harmless) two of which can be  | Conjuration<br>(Healing)<br>Caster Level: 5   | PHB: pg.271  |
| Frees one or more creatures from paralysis or slow effect  |   | Forth to control  | 4 - 1 - 1 - 1  | 40  | more than 30 ft. apa   | art   |   |   | DUD 070  |
| I□□□□ Resist Energy  ffect:  | 14  | Fortitude negates<br>(harmless)   | action   | 10 minutes/level  | Touch  Target: Creature to   | V,S, DF<br>uched  | Yes (harmless)  | Abjuration  Caster Level: 5   | PHB: pg.272  |
| Ignores first 10 points of damage/attack from specified er   | nergy ty<br>14  | /pe.<br>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  | es, +1 p  | er five caster levels [ma<br>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   |
| :<br>::ffect:  |   |   | action   |   | Target: One special  |   |   | (Creation) [Force]<br>Caster Level: 5   |  |
| Creates a special chariot behind the paladin's special mo  | ount.<br>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)<br>Caster Level: 5  | -  |
| Spell designed for battle fields, heals all creatures for 1 h  | p to sta<br>14  | abalize them, undead tal<br>N/A   | te 1 point of<br>1 swift   | damage [Will negates].<br>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:   |   | ga.co (object)  | action   | ·==:=   | Target: One creatur  |   | (-3,000)  | Caster Level: 5   | pg.201   |
| Conceals alignment for 24 hours.   | 14  | None  | 1 standard   | 10 minutes/level  | Personal or touch  | ,   | No  | 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 r  | Target: You or crea<br>may   | ture touche   | a   | Caster Level: 5   |  |
| ıke a partial action each round.<br>☑□□□□ 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<br>(Compulsion)<br>[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<br>(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  | l attacks. Deals 2d6 da   | mage to ch   | aotic 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  | I attacks. Deals 2d6 da   | -  | naotic creature [Double to outsiders] 1 round/level   |  | V,S,M   | 20 ft. high]<br>N/A   | Caster Level: 5  Abjuration [Good]  | SC: Pg.31  |
| Rain falls around you4 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  Effect: Gain damage reduction 10/magic.   |   |   | 1 standard action  |   | Personal   |   |   | Abjuration [Good]  Caster Level: 5  Conjuration,  | SC: Pg.31<br>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.  Dibessing of Bahamut  Effect: Gain damage reduction 10/magic.  | 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<br>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.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD  | 15  |   | 1 standard action  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.  Dipidic Blessing of Bahamut  ffect: Gain damage reduction 10/magic. Channel Healing  ffect: Ranged touch to use Lay on Hands at a distance.  | 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   | V,S,M V,S V,S   | N/A Yes (harmless); see   | Abjuration [Good]  Caster Level: 5  Conjuration, Transmutation (Healing) Caster Level: 5  Conjuration   | FH.P: pg.35  |
| 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   | V,S,M<br>V,S<br>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.  Discrete Bahamut  Tect: Gain damage reduction 10/magic. Channel Healing  Tect: Ranged touch to use Lay on Hands at a distance. Cure Moderate Wounds  Tect: Cures 2d8 +1/level [max +10] damage.  | 15<br>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<br>15  | N/A Will half (harmless); see text  | 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<br>15<br>15  | N/A Will half (harmless); see text None   | 1 standard action  1 standard action  1 standard action  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<br>15<br>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<br>15<br>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<br>15<br>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<br>15<br>15<br>15<br>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  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 I 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<br>15<br>15<br>15<br>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  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 I 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  Until 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 16 17 17 18 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  Oped is equal to the CH. 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 v,S uched 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   | 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 16 17 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  Until 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.   | 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  Poped is equal to the CH. 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  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.   | 15 15 15 15 15 15 15 16 17 17 18 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  Oped is equal to the CH. 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 Id 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.  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, 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 Id 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                                      | 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  | 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 Id 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 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   |
| 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 16 17 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  None  oped is equal to the CH. 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  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 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   |
| 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 16 17 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  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 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. still affected fully.  N/A  Will half (harmless)  dealt 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 affected fully.  N/A  Will half (harmless)  lealt damage] Flies at 30  Will negates (harmless)  None  S. Evil creatures take 2d   | 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  vocated  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, 1                             | 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  Poped is equal to the CH. still affected fully.  N/A  Will half (harmless)  lealt 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  Oped is equal to the CH. still affected fully.  N/A  Will half (harmless)  lealt damage] Flies at 30  Will negates (harmless)  None  S. 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  Oped is equal to the CH. still affected fully.  N/A  Will half (harmless)  lealt damage] Flies at 30  Will negates (harmless)  None  S. Evil creatures take 2d  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  |

| DDDDDM-sis Massas Ossatas  |  |   | Cham   | npion of Mystra S   | pells  |  |   |  |  |
|--|--|---|--|---|--|--|---|--|--|
| ⊒□□□□Magic Weapon, Greater   | 15   | Will negates<br>(harmless, object)  | 1 standard action  |   | •  | V,S,M/DF   | Yes (harmless, object)  | Transmutation  | PHB: pg.251  |
| Effect:<br>Weapon gains +1/4 levels [max +5] bonus.  |  | (Jamileos, Object)  | action   |   | Target: One weapor<br>must be in contact w<br>casting]   | n or fifty pro<br>vith each ot   | jectiles [all of which<br>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  | 15   | N/A   |  | 1 hour/level  | Personal   | V,S,DF   | N/A   | Divination   | SC: Pg.149   |
| ffect:   |  |   | action   |   | Target: You  |  |   | Caster Level: 5  |  |
| Both you and mount gain +2 bonus on melee damage and fust remain within 10 ft. of mount.   |  | 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 egual  | to your curent Wisdom   | bonus, which   | chever is greater.  | Target: You  |  |   | Caster Level: 5  |  |
|  | 15   | None  |  | 1 round/level   | 40 ft.   | V,S, DF  | Yes   | Enchantment<br>(Compulsion)  | PHB: pg.264  |
|  |  |   | action   |   | Toward All alliance  | 16   | 40.6  | (Compulsion)<br>[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<br>(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<br>(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.  Resurgence, Mass   | 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:<br>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.<br>15   | N/A   | 1 standard   | 1 hour/level  | Personal   | V,DF   | N/A   | Conjuration  | SC: Pg.182   |
| Effect:  |  |   | action   |   | Target: You  |  |   | (Healing)<br>Caster Level: 5   |  |
| Improves your turning ability to that of a cleric.   | 15   | None  | 1 standard   | 1 round/level   | Personal   | V,S,DF   | No  | Abjuration   | CoD.P: pg.57   |
| Effect:  |  |   | action   |   | Target: See text   |  |   | Caster Level: 5  | · <del>-</del>   |
| Sneak attacks provoke an AoO from you even if flat-footed  | l.<br>15   | Reflex negate   | 1 standard   | Instantaneous; see text   | -  | V,DF   | Yes   | Evocation  | CoD.P: pg.57   |
| J⊒⊒⊒⊒Shield Flash<br>⊞ect:   |  | 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   |
| JJJJJenver Bedeem  | 15   | None  | 1 minute   | 1 hour/level [D]  |  | V,S,DF   | No  | Conjuration<br>(Calling) [Good]  | CoD.P: pg.58   |
| Effect: Summons a silvery, incorporeal spirit that flies [240 ft G   | ood m  | naneuverability]. It seek   | ds out innoc   | ents in danger with the radius and leads  | Target: Guiding spir<br>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<br>utsider the damage is doubled.  | e [max   | 6d4] to evil creature [   | except unde  | ad or other souless creatures], if an ev  |  |  |   |  |  |
|  | 15   | Will negates<br>(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 doe ure paradino saving unows 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:  |  | None  | action   |   | -  |  | NO  | Transmutation  Caster Level: 5   | Race Sto: pg.117   |
| Effect: Give weapon touched undead bane special ability; add +2  |  | None  | action<br>ls +2d6 of bo  |   | Touch  Target: Weapon tou  |  | Yes [harmless,object]   | Caster Level: 5  | Race Sto: pg.117<br>SC: Pg.237   |
| Effect: Give weapon touched undead bane special ability; add +2   UIIII Weapon of the Deity  | enhan  | None  | action<br>ls +2d6 of bo  | onus damage.  | Touch  Target: Weapon tou Touch  | ched<br>V,DF   |   | Caster Level: 5 Transmutation  |  |
| Effect: Give weapon touched undead bane special ability; add +2Weapon of the Deity Effect: Imbue a weapon favored by your deity with special enhanc  | enhan<br>15<br>cemen   | None cement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex   | action  Is +2d6 of both 1 standard action  | onus damage.<br>1 round/level   | Touch  Target: Weapon tou  Touch  Target: Weapon tou   | ched<br>V,DF<br>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<br>15  | None<br>cement bonus and dea<br>Fortitude negates<br>[harmless,object]  | action  Is +2d6 of both 1 standard action  | onus damage.  | Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.)   | ched<br>V,DF<br>ched<br>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: Giffec | enhan<br>15<br>cement<br>15  | None  accement 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.<br>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<br>15<br>cement<br>15  | None  accement 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.<br>1 round/level<br>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   |
| 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<br>15<br>cement<br>15  | None  accement 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.<br>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<br>15<br>cement<br>15  | None  cement bonus and dea  Fortitude negates [harmless,object]  as and abilities. See tex Reflex negates  ee text.   | action  Is +2d6 of bot 1 standard action  t. 1 standard action  Time   | onus damage.<br>1 round/level<br>1 round/level [D]  | Touch Target: Weapon tou Touch Target: Weapon tou Close (35 ft.) Target: One Medium monstrous humanoi  | ched<br>V,DF<br>ched<br>V,DF<br>n or smaller   | Yes [harmless,object] Yes humanoid or   | Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Creation) Caster Level: 5   | SC: Pg.237<br>SC: Pg.242   |
| Effect: Give weapon touched undead bane special ability; add +2  | enhan<br>15<br>cement<br>15<br>rget; se  | None  cement bonus and dea  Fortitude negates [harmless,object]  as 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  | enhan<br>15<br>cement<br>15<br>rget; se  | None  cement bonus and dea  Fortitude negates [harmless,object]  as 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<br>15<br>cement<br>15<br>rget; sr  | None  comment bonus and dea  Fortitude negates [harmless,object]  is 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  | onus 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   |
| ######################################   | enhan<br>15<br>cement<br>15<br>rget; sr  | None  cement bonus and dea Fortitude negates [harmless,object] ts 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  | onus 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<br>15<br>cement<br>15<br>rget; si  | None  cement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  volls. 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  | Drus damage.  1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  olls to your enemies. Exp Cost:100. 1 round/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.   | ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP d foes within  | 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<br>15<br>cement<br>15<br>rget; si  | None  cement bonus and dea Fortitude negates [harmless,object] ts and abilities. See tex Reflex negates ee text.  Saving Throw  None  volls. 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   | Drus damage.  1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  olls to your enemies. Exp Cost:100. 1 round/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   | ched V,DF ched V,DF n or smaller d  Comp. V,S V,S,DF,XP d foes within  | 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<br>15<br>15<br>15<br>16<br>16<br>16<br>16<br>16  | None  cement bonus and dea Fortitude negates [harmless,object]  s and abilities. See tex Reflex negates  ee text.  Saving Throw  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   | Drus damage.  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<br>15<br>cement<br>15<br>rget; se<br>DC<br>16<br>16<br>16<br>a 1d6<br>16<br>d petrii       | None  cement bonus and dea Fortitude negates [harmless,object]  s and abilities. See tex Reflex negates  ee text.  Saving Throw  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  | Drus damage.  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<br>15<br>cement<br>15<br>rget; se<br>DC<br>16<br>16<br>16<br>a 1d6<br>16<br>d petrii       | None  comment bonus and dea Fortitude negates [harmless,object] Is and abilities. See tex Reflex negates  ee text.  Saving Throw  None  Will negates (harmless) holy damage, weapons See text lication.   | 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  | Drustion 2 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  1 round/level  ills 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.   | 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<br>15<br>cement<br>15<br>15<br>DC<br>16<br>16<br>16<br>a 1d6<br>16<br>d petrif             | None  cement bonus and dea Fortitude negates [harmless,object]  ts and abilities. See tex Reflex negates  ee text.  Saving Throw  None  volls, and -2 luck penalt Will negates (harmless) holy damage, weapons See text fication. Fortitude half  | action  Is +2d6 of bot 1 standard action  It standard action  Time 1 standard action  1 standard action  1 standard action  or on these ro 1 standard action  are conside 1 minute  1 standard action  1 standard action   | Drund/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  1 round/level  1 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 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<br>15<br>cement<br>15<br>rget; se<br>DC<br>16<br>16<br>16<br>a 1d6<br>16<br>d petrii       | None  comment bonus and dea Fortitude negates [harmless,object] Is and abilities. See tex Reflex negates  ee text.  Saving Throw  None  Will negates (harmless) holy damage, weapons See text lication.   | action  Is +2d6 of bot 1 standard action  It standard action  Time 1 standard action  1 standard action  1 standard action  or on these ro 1 standard action  are conside 1 minute  1 standard action  1 standard action   | Drustion 2 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  1 round/level  ills 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 creadher the content of the | 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<br>15<br>cement<br>15<br>rget; so<br>DC<br>16<br>16<br>16<br>a 1d6<br>16<br>d petrit<br>16 | None  comment bonus and dea Fortitude negates [harmless,object]  as 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); 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  | Drund/level [D]  LEVEL 4  Duration 2 rounds/level  11 round/level 11 rounds/level 12 rounds/level 13 rounds/level 14 rounds/level 15 rounds/level 16 rounds/level 16 rounds/level 17 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 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<br>15<br>cement<br>15<br>15<br>DC<br>16<br>16<br>16<br>a 1d6<br>16<br>d petrif             | None  comment bonus and dear Fortitude negates [harmless,object] as and abilities. See text 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  | Drund/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  1 round/level  1 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. 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<br>15<br>rget; sr<br>DC<br>16<br>16<br>16<br>16<br>16<br>16                                | None  cement bonus and dea Fortitude negates [harmless,object]  ts and abilities. See tex Reflex negates  ee text.  Saving Throw  None  volls, and -2 luck penalt Will negates (harmless) holy damage, weapons See text fication. Fortitude half  Will half (harmless); see text  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 ro 1 standard action  are conside 1 minute  1 standard action  | Drund/level [D]  LEVEL 4  Duration 2 rounds/level  11 round/level 11 rounds/level 12 rounds/level 13 rounds/level 14 rounds/level 15 rounds/level 16 rounds/level 16 rounds/level 17 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  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  Effect: Imbue a weapon favored by your deity with special enhance  Word of Binding  Effect: Creates masterwork manacles that attempt to bind your tark  Name  Avenger's Might  Effect: Add CHA bonus to damage and strength checks.  Battle Prayer  Effect: You and your allies melee and ranged attacks deal an extra  Break Enchantment  Effect: Frees subjects from enchantments, alterations, curses, and  Castigate  Effect: Deafen or damage foes, depending on their alignment.  Cure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage.  Death Ward  Effect: Grants immunity to death spells and negative energy effect   | enhan<br>15<br>rget; sr<br>DC<br>16<br>16<br>16<br>16<br>16<br>16                                | None  cement bonus and dea Fortitude negates [harmless,object]  ts and abilities. See tex Reflex negates  ee text.  Saving Throw  None  volls, and -2 luck penalt Will negates (harmless) holy damage, weapons See text fication. Fortitude half  Will half (harmless); see text  Will half (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 | Drund/level [D]  LEVEL 4  Duration 2 rounds/level  11 round/level  11 round/level  12 rounds/level  13 rounds/level  14 round/level  15 rounds/level  16 rounds/level  16 rounds/level  17 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 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,DF  uched  V,S,DF  ure touched | 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<br>15<br>rget; so<br>16<br>16<br>16<br>16<br>16<br>16<br>16<br>16                          | None  cement bonus and dea Fortitude negates [harmless,object] to and abilities. See tex Reflex negates are text.  Saving Throw  None  None  Vill negates (harmless) holy damage, weapons See text dication. 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 | onus damage. 1 round/level [D]  LEVEL 4  Duration 2 rounds/level  1 round/level  1 round/level  style="color: 100%;">Duration 2 rounds/level  1 round/level  ills to your enemies. Exp Cost:100. 1 round/level  red good-aligned for overcoming DR. 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 |

|  |                                     |  | Chan  | npion of Mystra S   | spells   |  |  |   |                           |
|--|-------------------------------------|--|---|---|--|--|--|---|---------------------------|
| ⊒⊒⊒⊒ Dispel Evil   | 16                                  | See text   | 1 standard action   | 1 round/level or until discharged,<br>whichever comes first                                     | Touch  | V,S, DF  | See text   | Abjuration [Good]   | PHB: pg.222               |
| Effect:<br>+4 bonus against attacks.   |                                     |  | action  | whichever comes hist  |  | n enchantm                                       | creature from another<br>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                             | e is used during a turnin  |   |   | Target: All eligible to  | arget within                                     | radius, centered on you                          | Caster Level: 5   |                           |
| Divine Retaliation   | 16                                  | None   |   | 1 round   | 0 ft.  | V,S,DF   | No   | Evocation [Force]   | PHB II: pg.110            |
| Effect:  |                                     |  |   |   | Target: Magic weap   | on of force                                      |  | Caster Level: 5   |                           |
| Create divine weapon that mimics deity's favored weapon<br>same as base weapon + 1-1/2 Str or Wis modifier [your choi  | ice]. Th                            | ne weapon strikes for lik  | e amount ag   | ainst any creature that attacks you.  |  |  |  |   |                           |
| □□□□ Draconic Might  | 16                                  | Fortitude negates<br>[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 Natural   | l Armo                              | r. Immune to Sleep & pa  | aralysis effec  | ts.   | Target: Living creat   | ure touched                                      |  | Caster Level: 5   |                           |
| □□□□□ Favor of the Martyr  | 16                                  | None   |   | 1 minute/level  | Medium (150 ft.)   | V,S  | Yes [harmless]                                   | Necromancy  | SC: Pg.89                 |
| Effect:  | laion a                             | ffacts and attacks that f  |   | ically by pain; and tayt  | Target: One willing  | creature   |  | Caster Level: 5   |                           |
| Become immune to nonlethal damage, charm and compute Holy Sword  | 16                                  | None   | 1 standard  | 1 round/level   | Touch  | V,S  | No   | Evocation [Good]  | PHB: pg.242               |
| Effect:  |                                     |  | action  |   | Target: Melee weap   | on touched                                       |  | Caster Level: 5   |                           |
| Weapon becomes +5, deals +2d6 damage against evil.   | 16                                  | None   | 1 standard  | 1 round/level   | Touch  | V,S  | No   | Evocation   | SC: Pg.131                |
| Effect:  | . •                                 | ···-   | action  |   | Target: Weapon tou   |  | -  | Caster Level: 5   | g                         |
| Like holy sword; weapon acts as +5 axiomatic [+5 enha  | anceme                              | ent bonus on attack an   | d damage r  | oll, lawful-aligned, deals an extra 2d6   |  | iorieu   |  | Caster Level: 5   |                           |
| damage to chaotic]; see text   | 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.  |                                     |  |   |   | Target: Creature to  | uched  |  | Caster Level: 5   |                           |
| Designates action that will trigger curse on subject.  DDDDDDMeteoric Strike   | 16                                  | None or Reflex half;   |   | 1 round or until dischared  | 0 ft.  | V,S  | See text   | Transmutation   | PHB II: pg.120            |
| Effect:  |                                     | see text   | action  |   | Target: Your melee   | weapon   |  | [Fire]<br>Caster Level: 5   |                           |
| Your next successful melee attack deal 1d6 + 1d6/4 cast<br>Reflex for half of that].   | ter leve                            | els fire damage; all adja  | cent creatur  | es take half the damage [SR applies ar  |  |  |  |   |                           |
| □□□□□ Neutralize Poison  | 16                                  | Will negates<br>(harmless, object)   | 1 standard action   | 10 minutes/level  | Touch  | V,S,M/DF   | Yes (harmless, object)                           | Conjuration<br>(Healing)  | PHB: pg.257               |
| Effect:<br>Immunizes subject against poison, detoxifies venom in or  | on cub                              |  | dollori   |   | Target: Creature or touched  | object of up                                     | to 1 cu. ft./level.                              | Caster Level: 5   |                           |
| One Soul   | 16                                  | Will negates   |   | 1 minute/level [D]  | Touch  | V,S,DF   | Yes (harmless)                                   | Abjuration  | CoD.P: pg.57              |
| Effect:  |                                     | (harmless)   | action  |   | Target: Special Mou  | unt touched                                      |  | Caster Level: 5   |                           |
| You add your mounts HP to your total. Your mount has n<br>rom your HP total.   | no HP a                             | and uses your total inst   | ead. Any da   | mage taken by you or the mount is take  | en   |  |  |   |                           |
| Purge the Soul   | 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, Under   | ad]. Pa                             |  | penalty to a  | I rolls for next 24 hours though.   | Target: One being of   | of formerly g                                    | ood alignment                                    | Caster Level: 5   |                           |
| □□□□□ Rally  | 16                                  | Will negates<br>(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   | rine Fa                             | vor. Remove Fear and   | Remove Par  | alvsis. The bless and divine favor last f   | Target: You and all<br>or  | allies   |  | Caster Level: 5   |                           |
| one minute, the others are instantaneous. XP cost:250.   | 16                                  | Will negates   |   | Instantaneous   | Touch  | V,S,M  | Yes (harmless)                                   | Conjuration   | PHB: pg.272               |
| □□□□□ Restoration  | 10                                  | (harmless)   | Jiouilus  |   |  |  | . 55 (1101111655)                                | (Healing)   | ID. pg.212                |
| Effect: Restores level and ability score drains.   |                                     |  |   |   | Target: Creature to  |  |  | Caster Level: 5   |                           |
| ⊒□□□□ Revenance  | 16                                  | None; see text   | 1 standard action   | 1 minute/level  | Touch  | V,S,DF   | Yes [harmless]                                   | Conjuration<br>(Healing)  | SC: Pg.175                |
| Effect:  Brings an ally back to life for duration of spell; see text.  |                                     |  |   |   | Target: Dead ally to   | uched  |  | Caster Level: 5   |                           |
| DDDD Righteous Aura  | 16                                  | N/A  | 1 standard action   | 1 hour/level  | Personal   | V,S,DF   | N/A  | Abjuration [Good,<br>Light]   | SC: Pg.177                |
| Effect:  | with:-                              | 20 ft take 2d0 d "   |   | IdCl: ooo toyt  | Target: You  |  |  | Caster Level: 5   |                           |
| Glow as if daylight, +4 sacred bonus to Cha; if you die all  |                                     |  |   | d6]; see text.<br>1 minute/level  | 30 ft.   | V,S,DF   | Yes [harmless]                                   | Abjuration [Good]   | SC: Pg.178                |
| □□□□□ Sacred Haven   | 16                                  |  |   |   |  |  |  |   |                           |
|  |                                     | [harmless]   | action  |   |  | es in a 30-ft                                    | radius burst centered                            | Caster Level: 5   |                           |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  | even v                              | [harmless]<br>when flatfooted or attack  | ed by invisit   |   | Target: You and alli on you  |  |  |   | FH.P: pg.37               |
| Effect:<br>Creatures gains +2 sacred bonus to AC, plus retains Dex   |                                     | [harmless]   | ed by invisit   | ile creature.<br>1 round/level  | Target: You and alli<br>on you<br>5 ft. radius from the<br>caster  | V,S  | No   | Abjuration  | FH.P: pg.37               |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains Dex Creatures Gains +2 sacred bonus to AC, plus retains +2 sacred bonus to AC, | even v<br>16<br>ust mak             | [harmless] when flatfooted or attack None  se a Will save DC 10 + 0                                      | ed by invisit<br>1 standard<br>action<br>CHA + Half t   | 1 round/level he casters level in order to carry out sur  | Target: You and alli<br>on you<br>5 ft. radius from the<br>caster<br>Target: Caster and  | V,S  | No   |   | FH.P: pg.37               |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage Effect: Anyone attempting to harm the paladin or their charge mu in action, this includes cast an area affect spell that would e  | even v<br>16<br>ust mak             | [harmless] when flatfooted or attack None  se a Will save DC 10 + 0                                      | ed by invisit  1 standard action  CHA + Half t harge; see t 1 standard                          | 1 round/level he casters level in order to carry out sur  | Target: You and alli<br>on you<br>5 ft. radius from the<br>caster<br>Target: Caster and  | V,S  | No   | Abjuration  | FH.P: pg.37<br>SC: Pg.219 |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Greatures gains +2 sac | even v<br>16<br>ust makencomp       | [harmless] when flatfooted or attack None  see a Will save DC 10 + 0 pass the paladin or his co          | ed by invisit<br>1 standard<br>action<br>CHA + Half t<br>harge; see t                           | 1 round/level he casters level in order to carry out sue ext.                                   | Target: You and alli<br>on you<br>5 ft. radius from the<br>caster<br>Target: Caster and  | V,S<br>one other in<br>S,DF                      | No<br>dividual                                   | Abjuration  Caster Level: 5   |                           |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Creatures gains +2 sacred bonus to AC, plus retains Dex Creatures gains +2 sacred bonus to AC, plus retains Dex Creatificate: Anyone attempting to harm the paladin or their charge mu in action, this includes cast an area affect spell that would endead the communicate with all allies in range.  Effect: You can mentally communicate with all allies in range.  | even v<br>16<br>ust makencomp<br>16 | [harmless] when flatfooted or attack None  see a Will save DC 10 + 10 bass the paladin or his of None    | ed by invisited action  CHA + Half tharge; see that action                                      | 1 round/level he casters level in order to carry out sue axt. 10 minutes/level [D]              | Target: You and alli<br>on you<br>5 ft. radius from the<br>case Target: Caster and<br>th<br>100 ft.<br>Target: 100-ftradiu               | V,S<br>one other in<br>S,DF<br>us emanatio       | No<br>dividual<br>No<br>n centered on you        | Abjuration  Caster Level: 5  Divination  Caster Level: 5                            | SC: Pg.219                |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Creatures gains +2 sacred bonus to AC, plus retains Dex Cffect: Anyone attempting to harm the paladin or their charge mu an action, this includes cast an area affect spell that would en Cffect: You can mentally communicate with all allies in range. Cffect: You can mentally communicate with all allies in range.  | even v<br>16<br>ust makencomp       | [harmless] when flatfooted or attack None  see a Will save DC 10 + 0 pass the paladin or his co          | ed by invisited action  CHA + Half tharge; see that action                                      | 1 round/level he casters level in order to carry out sue ext.                                   | Target: You and alli on you 5 ft. radius from the caster Target: Caster and th 100 ft.  Target: 100-ftradiu. Personal                    | V,S<br>one other in<br>S,DF<br>us emanatio       | No<br>dividual                                   | Abjuration  Caster Level: 5  Divination  Caster Level: 5  Transmutation             |                           |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Greatures gains +2 sac | even v<br>16<br>ust makencomp<br>16 | [harmless] when flatfooted or attack None  te a Will save DC 10 + 1 bass the paladin or his of None  N/A | ed by invisit 1 standard action  CHA + Half t harge; see t 1 standard action  1 standard action | 1 round/level he casters level in order to carry out surext. 10 minutes/level [D] 1 round/level | Target: You and alli<br>on you<br>5 ft. radius from the<br>caster<br>Target: Caster and ch<br>100 ft.<br>Target: 100-ftradiu<br>Personal | V,S one other in S,DF us emanatio V,S,DF         | No<br>dividual<br>No<br>n centered on you<br>N/A | Abjuration Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 | SC: Pg.219<br>SC: Pg.231  |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Greatures gains +2 sac | even v<br>16<br>ust makencomp<br>16 | [harmless] when flatfooted or attack None  see a Will save DC 10 + 10 bass the paladin or his of None    | ed by invisit 1 standard action  CHA + Half t harge; see t 1 standard action  1 standard action | 1 round/level he casters level in order to carry out sue axt. 10 minutes/level [D]              | Target: You and alli on you 5 ft. radius from the caster Target: Caster and th 100 ft.  Target: 100-ftradiu. Personal                    | V,S one other in S,DF us emanatio V,S,DF  V,S,DF | No<br>dividual<br>No<br>n centered on you        | Abjuration  Caster Level: 5  Divination  Caster Level: 5  Transmutation             | SC: Pg.219                |

# 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 |

| Effect:  |   |          |                          |            | LEVEL 0                                  |                       |                            |  |                    |                                      |
|--|---|----------|--------------------------|------------|--|-----------------------|----------------------------|--|--------------------|--------------------------------------|
| Part   California   Californi   | Name  | DC       | Saving Throw             | Time       | Duration                                 | Range                 | Comp.                      | Spell Resistance                                 | School             | Source                               |
| Company   Comp   | □□□□ Amanuesis  | 16       | Will negates [object]    |            | d 10 minute/level                        | Close (35 ft.)        | V,S                        | Yes [object]                                     | Transmutation      | SC: Pg.9                             |
| Contact   Cont   |   |          |                          |            |  | Target: Object or o   | bjects with v              | writing  | Caster Level: 5    |                                      |
| Possible of the cathog standy dealing 1 pct of standy dealing 1 pct of standard concentration, up to 1 minutes/level [D] 60 ft. V.S. No.   | Effect:   |          |                          | action     |  | Target: See text      | V,S                        | No   | (Creation)         | SC: Pg.42                            |
| February    | +2] for purpose of the caltrop attack] dealing 1 pt of damage | e and la | and speed reduced by h   | alf.       |  |                       | V C                        | No   | Divination         | DUP: ng 240                          |
|  | · ·   | 10       | None                     |            | Concentration, up to 1 minutes/level [D] |                       | ,-                         |  |                    | FTID. pg.219                         |
| Effect: Object planes like a torch. Object planes like like planes like like like like like like like like   | Detects spells and magic items within 60 ft.                  | 40       | Name                     | 4          | d 40 minutes (level [D])                 | - '                   |                            |  |                    | DUD: 040                             |
| Objects or creatures fall slowly.    Caster Level: 5   Caster Level: 5   Caster Level: 5   | <u> </u>  | 16       | None                     |            | 10 minutes/ievei [D]                     |                       |                            | NO   |                    | РНВ: pg.248                          |
| Effect: Read scrolls and spellblocks.  Read scrolls and spellblocks.   |   |          |                          |            |  | rarget: Object touc   | nea                        |  |                    |                                      |
| Red spellbooks.    Sick   Sick | □□□□□ Read Magic  | 16       | None                     |            | d 10 minutes/level                       | Personal              | V,S,F                      | No   | Divination         | PHB: pg.269                          |
| Effect: Sticks one object to another; see text.    Target: Nonmagical, unattended object weighing up to Caster Level: 5  |   |          |                          |            |  | Target: You           |                            |  | Caster Level: 5    |                                      |
| Sticks one object to another; see text.    Sibs   Second S | Stick   | 16       | Will negates [object]    |            | d Instantaneous                          | Touch                 | V,S,M                      | Yes [object]                                     | Transmutation      | SC: Pg.206                           |
| Name   DC   Saving Throw   Time   Duration   Page   Comp.   Spell Resistance   School   Source   |   |          |                          |            |  |                       | il, unattende              | ed object weighing up to                         | Caster Level: 5    |                                      |
| Transmitation   PHB: pg.229    |   |          |                          |            | LEVEL 1                                  |                       |                            |  |                    |                                      |
| Caster Level: 5   Caster Lev   | Name  |          |                          |            |  |                       |                            | Spell Resistance                                 |                    |                                      |
| Checks or creatures fall slowly.    Creature/level, no two of which may be more than 20 ft. apart apar | □□□□□ Feather Fall  | 17       | (harmless) or Will       |            | Until landing or 1 round/level           | Close (35 ft.)        | V                          | Yes (object)                                     | Transmutation      | PHB: pg.229                          |
| Scholar's Touch   17   |   |          |                          |            |  | creature/level, no to | m or smalle<br>wo of which | r freefalling object or<br>may be more than 20 t |                    |                                      |
| ### Filed: ### Abort the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.  | □□□□□ Scholar's Touch   | 17       | None                     |            | d Concentration, up to 5 rounds          |                       | V,S,M,F                    | No   | Divination         | DoomDrea: Races of<br>Destiny Pg.167 |
| Shield   |   | it once  | Not perfect recall and r |            | o to road the language                   | Target: One book/r    | ound                       |  | Caster Level: 5    | , - g                                |
| Effect: Invisible disc gives +4 to AC, blocks magic missiles.  |   |          |                          |            |  | Personal              | V,S                        | No   | Abjuration [Force] | PHB: pg.278                          |
| ## Personal V, F No Divination PHB: pg.296  ## Personal V, F No Di | Effect:   |          |                          | action     |  | Target: You           |                            |  | Caster Level: 5    |                                      |
| Effect: +20 on your next attack roll.  LEVEL 2  Name DC Saving Throw Time Duration Eagle's Splendor 18 Will negates (harmless) (harmless) 1 standard 1 minute/level action Target: Creature touched Target: Creature touched Target: You Caster Level: 5   |   | 17       | None                     | 1 standard | d See text                               | Personal              | V, F                       | No   | Divination         | PHB: pg.296                          |
| +20 on your next attack roll.  LEVEL 2  Name DC Saving Throw Time Duration Range Comp. Spell Resistance School Source    Gaster Level: 5   | Effect:   |          |                          | action     |  | Target: You           |                            |  | Caster Level: 5    |                                      |
| Name DC Saving Throw Time Duration Range Comp. Spell Resistance School Source Touch V.S.M/DF Yes Transmutation PHB: pg.225  Effect: Subject gains +4 to Cha for 1 minutes/level.  Target: Creature touched Caster Level: 5  SUBJECT Saving Throw Time Duration PHB: pg.225  Target: Creature touched Caster Level: 5  Target: You Caster Level: 5  Target: You Caster Level: 5  | +20 on your next attack roll.                                 |          |                          |            |  |                       |                            |  |                    |                                      |
| Effect: Subject gains +4 to Cha for 1 minutes/level Wraithstrike  18 Will negates (harmless) 1 standard 1 minute/level action  18 Will negates (harmless) 1 standard 1 minute/level 10 Touch 10 V,S,M/DF Yes 10 Transmutation 10 PHB: pg.225  1 standard 1 minute/level 10 Touch 10 V,S,M/DF Yes 10 Transmutation 10 PHB: pg.225  1 standard 1 minute/level 10 Target: Creature touched 10 Caster Level: 5  10 Target: You 10 Target: You 10 Caster Level: 5  10 Caster Level: 5  10 Caster Level: 5   |   |          |                          |            |  |                       |                            |  |                    |                                      |
| Effect:  Makes your melee attacks become touch attacks.  (harmless) action  Target: Creature touched Caster Level: 5  Target: You Caster Level: 5  Target: You Caster Level: 5  Target: You Caster Level: 5  Caster Level: 5   |   |          |                          |            |  |                       |                            |  |                    |                                      |
| Subject gains +4 to Cha for 1 minutes/level.  DDDDDDWraithstrike  18 N/A  1 swift 1 round  action  Fersonal V,S N/A  Transmutation SC: Pg.243  Action  Target: You  Caster Level: 5  Makes your melee attacks become touch attacks.  | - •   | 18       |                          |            | i minute/level                           |                       |                            | res  |                    | РНВ: pg.225                          |
| action  Effect: Target: You Caster Level: 5  Makes your melee attacks become touch attacks.  |   |          |                          |            |  | ŭ                     |                            |  |                    |                                      |
| Makes your melee attacks become touch attacks.   |   | 18       | N/A                      |            | 1 round                                  |                       | V,S                        | N/A  |                    | SC: Pg.243                           |
| * - Domain/Speciality Spall  |   |          |                          |            |  | Target: You           |                            |  | Caster Level: 5    |                                      |
| =Domain/Openiani/Open |   |          |                          |            | * =Domain/Speciality Spell               |                       |                            |  |                    |                                      |

## Paladin Innate Spells

At Will Detect Evil (DC:13)

## **Notes:**

## **Character Sheet Notes:**

Spell Points:13 [3+3+5+5+6-9] Can cast 3rd level Paladin Spells