

Saelion

NAME

d10E2 d8E2 Clr

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	21	+5	21	+5	21	+5
CHA Charisma	15	+2	15	+2	15	+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+8

=

+3

+

+5

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+1

=

+8

+

+1

+

+0

+

-8

+

+0

+

RANGED  
attack bonus

+3

=

+8

+

+3

+

+0

+

-8

+

+0

+

GRAPPLE  
attack bonus

+1

=

+8

+

+1

+

+0

+

-8

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1/+1	1d3+1	20/x2	5 ft.

*Tomahawk				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+7/+7	1d6+1	2W-P-(OH)	+1/+1		1d6+1		
1H-O	+3/+3	1d6	2W-P-(OL)	+3/+3		1d6+1		
2H	+7/+7	1d6+1	2W-OH	-1		1d6		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+9/+9	+7/+7	+5/+5		+3/+3		+1/+1	
Dam	1d6+1	1d6+1	1d6+1		1d6+1		1d6+1	
Special Properties		(Axe (Throwing))						

\*: 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
*Studded Leather Jack	Light	+3	+5	-1	15

Robert Mansfield

PLAYERNAME

Half-Elf

Medium

RACE

SIZE

14

Male

AGE

GENDER

HP  
hit points

38

WOUNDS/CURRENT HP

AC  
armor class

18

TOTAL

FLAT

TOUCH

BASE

INITIATIVE  
modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+8/+3

Earth Goddess

DEITY

5' 7"

184 lbs.

HEIGHT

WEIGHT

Amber

Black,

EYES

HAIR

Neutral Good

ALIGNMENT

Low-light

VISION

0

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	7/3.5
✓ Acrobatics	DEX	4	=	3	+	+	1
✓ Appraise	INT	3	=	1	+	+	2
✓ Athletics	STR	2	=	1	+	+	1
✓ Athletics (Swim)	STR	1	=	1	+	+	
✓ Craft (Untrained)	INT	1	=	1	+	+	
✓ Deception	CHA	4	=	2	+	+	2
✓ Deception (Act in character)	CHA	6	=	2	+	+	4
✓ Endurance	CON	3	=	2	+	+	1
✓ Gather Information	CHA	6	=	2	+	+	4
✓ Heal	WIS	14	=	5	+	7.0	2
✓ Insight	WIS	7	=	5	+	+	2
✓ Perception	WIS	8	=	5	+	+	3
✓ Persuasion	CHA	11	=	2	+	7.0	2
✓ Ride	DEX	5	=	3	+	+	2
✓ Stealth	DEX	4	=	3	+	+	1
✓ Survival	WIS	7	=	5	+	+	2
✓ Thievery	DEX	5	=	3	+	+	2
✓ Use Rope	DEX	5	=	3	+	+	2
			=	+	+	+	
			=	+	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Studded Leather Jack	Equipped	1	20.0	25.0
Tomahawk (Axe (Throwing))	Equipped	1	2.0	8.0
Tribal Holy Symbol (Silver) (Holy Symbol (Silver))	Equipped	1	1.0	25.0
TOTAL WEIGHT CARRIED/VALUE			23 lbs. 58.0 gp	

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

Special Attacks	
<b>Warcraft</b> +2 BAB	[Eclipse, p.10]
<b>Warcraft / +1 to Weapon, with bab (Axe (Throwing), Axe (Throwing), Axe (Throwing))</b>	[Eclipse, p.10]

Special Qualities	
<b>Death and Dying</b> Disabled 0 HP till -2, Dying -3 and Dead -15	[Eclipse]
<b>Armor Proficiency (Light)</b> Proficient with Light Armors	[Eclipse, p.49]
<b>Immunity to magic sleep effects</b>	[PHB, p.16]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[PHB, p.16]
<b>Elven Blood</b> For all effects related to race, a half-elf is considered an elf.	[PHB, p.18]
<b>Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Axe (Throwing))</b> Grants Proficiency with all simple weapons and selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
<b>Duties (To Merrick)</b> You have duties. Grants 2 CP per level. [+8 total CP].	[Eclipse, p.17]
<b>Fast Learner (Focused on Skills)</b> +2 CP towards Skills per level. [+8 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
<b>History</b> You have a written history for the GM.	[Eclipse, p.19]
<b>Obligations (Must perform tribal rituals)</b> You have the listed obligations.	[Eclipse, p.19]
<b>Valuable</b> You have value to others.	[Eclipse, p.20]

Spell Caster Information	
<b>Spell Points</b> Cleric Spell Points=44	[Eclipse]
<b>Cleric</b> Cleric Level 5, Casterlevel is 5	[Eclipse, p.11]

Eclipse Abilities	
<b>Character Points Total</b> Character Points Total 164, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 8 CP, HD 10 deducts 12 CP, Companions adds 0 CP	[Eclipse]
<b>Companion</b> Gain a companion creature of your choice.	[Eclipse, p.27]
<b>Special Mount</b> You have a Special Mount companion	[Eclipse, p.27]
<b>Deep Sleep</b> You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	[Eclipse, p.30]
<b>Healing Touch</b> (6 CP). Healing Touch allows characters to heal themselves or another by touch for 8 ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.	[Eclipse, p.33]
<b>Healing Touch / Improved (Cure Serious Wounds)</b> (+6 CP) adds (character level/3) uses per week of one of the following: Remove Disease, Lesser Restoration, Remove Blindness/Deafness, Cure Serious Wounds, or Remove Curse. The character chooses which spell effect can be used when he or she gains Improved.	[Eclipse, p.33]
<b>Healing Touch / Switch</b> (+6 CP) requires Improved and allows the character to mimic any of the above spells as needed.	[Eclipse, p.33]
<b>Healing Touch / Empower</b> (+6 CP) requires Switch and adds Neutralize Poison and Restoration to the list.	[Eclipse, p.33]
<b>Innate Enchantment</b> adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	[Eclipse, p.34]
<b>Innate Enchantment / Expertise (Weapon Mastery) (Axe (Throwing))</b> You gain a +3 BAB with a particular weapon.	[Eclipse]
<b>Innate Enchantment / Enhanced Attribute (+2 Wisdom)</b> [At Will] Grants +2 Enhancement Bonus to Wisdom	[Eclipse]
<b>Innate Enchantment / Fortune's Favor</b> +2 Luck bonus to skills and checks.	[Eclipse]
<b>Innate Enchantment / Evasive (Shield of Faith)</b> You're good at evading attacks, and gain a +2 deflection bonus to your AC.	[Eclipse]
<b>Spell Conversion (Healing spells)</b> (6 CP). A character with Spell Conversion selects a limited number of spells according to his or her class theme, usually nine (one for each spell level). The user may convert a prepared spell of equal or higher level into one of them spontaneously. The user must already have access to the spells he or she selects for Spell Conversion. Clerics use this the most, but anyone may have it.	[Eclipse]

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

LANGUAGES
Common, Elven, Sylvan

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

Special Mount: Ra&#39;tha (Warhorse, Heavy)					
HP:	62	AC:	18	INIT:	+3
FORT:	+9	REF:	+8	WILL:	+4
*Hoof (Natural/Primary)	+13/+13/+13	DAM:	1d6+7	CRIT:	20/x2
*Bite (Natural/Secondary)	+5/+5	DAM:	1d4+3	CRIT:	20/x2
Special:					

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	15	Will negates [object]	1 standard action	10 minute/level	Close (35 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 5	
□□□□□Create Water		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 5	
□□□□□Cure Minor Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□Detect Poison		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 5	
□□□□□Guidance	15	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Inflict Minor Wounds	15	Will negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□Mending	15	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 5	
□□□□□Purify Food and Drink	15	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 5	
□□□□□Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□Resistance	15	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Virtue	15	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	16	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□□Bane	16	Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 5	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
□□□□□Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 Morale bonus on attack rolls and on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
□□□□□Blessed Aim	16	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 5	
□□□□□Bless Water	16	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□□Blood Wind	16	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V,S	Yes [harmless]	Evocation	SC: p.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 5	
□□□□□Cause Fear	16	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (35 ft.)	V,S	Yes	Necromancy [Fear,PHB: Mind-Affecting]	p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 5	
□□□□□Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 5	
□□□□□Command	16	Will negates	Standard Action	1 round	Close (35 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
□□□□□Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□Conviction	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

\* =Domain/Speciality Spell

# Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cure Light Wounds</div> </div>	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	PHB: p.215
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cures 1d8 +1/level [max +5] damage.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Delay Disease</div> </div>	16	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: p.63
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Halts any nonmagical disease for the duration of the spell.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Chaos</div> </div>		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 5	PHB: p.218
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Reveals creatures, spells, or objects of selected alignment.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Evil</div> </div>		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 5	PHB: p.218
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Reveals creatures, spells, or objects of selected alignment.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Good</div> </div>		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 5	PHB: p.219
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Reveals creatures, spells, or objects of selected alignment.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Law</div> </div>		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 5	PHB: p.219
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Reveals creatures, spells, or objects of selected alignment.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Undead</div> </div>		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination Caster Level: 5	PHB: p.220
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Reveals undead within 60 ft.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dispel Ward</div> </div>		None	1 standard action	Instantaneous	Medium (150 ft.)	V,S	No	Abjuration Caster Level: 5	SC: p.67
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Functions like dispel magic; see text</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Divine Favor</div> </div>		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation Caster Level: 5	PHB: p.224
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Doom</div> </div>	16	Will negates	Standard Action	1 minute/level	Medium (150 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: Mind-Affecting] Caster Level: 5	p.225
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ebon Eyes</div> </div>		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 5	SC: p.77
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: See normally in darkness both magical and natural.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Endure Elements</div> </div>	16	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 5	PHB: p.226
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Exist comfortably in hot or cold environments.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Entropic Shield</div> </div>		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration Caster Level: 5	PHB: p.227
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Ranged attacks against you have 20% miss chance.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Faith Healing</div> </div>	16	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: p.87
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Heal 8 + caster level [max +5] hit points.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Foundation of Stone</div> </div>		None	1 standard action	1 round/level	Close (35 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 5	SC: p.99
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grave Strike</div> </div>	16	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good] Caster Level: 5	SC: p.107
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Allows you to make sneak attacks against undead if you have the ability.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Guiding Light</div> </div>		None	1 standard action	1 minute/level [D]	Long (600 ft.)	V,S	Yes	Evocation Caster Level: 5	SC: p.108
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: +2 on ranged attacks</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Healthful Rest</div> </div>	16	Will negates [harmless]	10 minutes	24 hours	Close (35 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: p.111
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Doubles the natural healing rate.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hide from Undead</div> </div>	16	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration Caster Level: 5	PHB: p.241
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Undead can't perceive 1 subject/level.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Gauntlet</div> </div>	16	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 5	SC: p.119
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Incite</div> </div>	16	Will negates	1 swift action	1 minute/level	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.121
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Forces creature to act, it cannot delay or ready an action.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Light Wounds</div> </div>	16	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 5	PHB: p.244
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Touch deals 1d8 +1/level [max +5] damage.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inhibit</div> </div>	16	Will negates	1 standard action	Instantaneous	Medium (150 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.123
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Subject is forced to delay; see text.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invest Light Protection</div> </div>	16	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	PHB II: p.115
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ironguts</div> </div>	16	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration Caster Level: 5	SC: p.126
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Target gains +5 alchemical bonus on Fort saves against all poisons.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Lunia</div> </div>		None	1 standard action	10 minutes/level [D]	Medium (150 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 5	SC: p.132
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Stone</div> </div>	16	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 5	PHB: p.251
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Weapon</div> </div>	16	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 5	PHB: p.251
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect: Weapon gains +1 bonus.</div> </div>									

\* =Domain/Specialty Spell

## Cleric Spells

<div><div></div><div></div><div></div><div></div><div></div></div> <div>Moon Lust</div>	16	Will negates [harmless]	1 standard	1 round/level action	Medium (150 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: p.143
<div>Effect:</div> <div>Creature becomes fascinated for the duration of the spell.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Nightshield</div>	16	N/A	1 standard	1 minute/level [D] action	Personal	V,S	N/A	Abjuration	SC: p.148
<div>Effect:</div> <div>+1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.</div>					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Nimbus of Light</div>	16	N/A	1 standard	1 minute/level or until discharged [D] action	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<div>Effect:</div> <div>Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].</div>					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Obscuring Mist</div>		None	Standard	1 minute/level Action	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<div>Effect:</div> <div>Fog surrounds you.</div>					Target: Cloud spreads in 20-ft. radius from you, 20 ft. high			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Omen of Peril</div>	16	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<div>Effect:</div> <div>Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.</div>					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Portal Beacon</div>		None	1 standard	1 hour/level action	Close (35 ft.)	V,S	No	Transmutation	SC: p.161
<div>Effect:</div> <div>Up to six creatures can be chosen to relieve mental beacon.</div>					Target: One interplanar gate or portal			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Protection from Evil</div>	16	Will negates [harmless]	Standard	1 minute/level [D] Action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
<div>Effect:</div> <div>vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Protection from Law</div>	16	Will negates [harmless]	Standard	1 minute/level [D] Action	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.266
<div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Remove Fear</div>	16	Will negates [harmless]	Standard	10 minutes; see text Action	Close (35 ft.)	V,S	Yes [harmless]	Abjuration	PHB: p.271
<div>Effect:</div> <div>Suppresses fear or gives +4 on saves against fear for one subject/4 levels.</div>					Target: One creature/4 levels, no two of which can be more than 30 ft. apart			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Resist Planar Alignment</div>	16	Will negates [harmless]	1 standard	1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<div>Effect:</div> <div>Grants limited protection from a plane's alignment traits; see text.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Resurgence</div>	16	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<div>Effect:</div> <div>Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Sanctuary</div>	16	Will negates	Standard	1 round/level Action	Touch	V,S, DF	No	Abjuration	PHB: p.274
<div>Effect:</div> <div>Opponents can't attack you, and you can't attack.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Scholar's Touch</div>		None	Standard	Concentration, up to 5 rounds Action	Personal	V,S,M,F	No	Divination	Race Des: p.167
<div>Effect:</div> <div>Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.</div>					Target: One book/round			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Shield of Faith</div>	16	Will negates [harmless]	Standard	1 minute/level Action	Touch	V,S,M	Yes [harmless]	Abjuration	PHB: p.278
<div>Effect:</div> <div>Aura grants +2 deflection bonus.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Sign</div>	16	N/A	1 standard	10 minutes/level or until discharged action	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<div>Effect:</div> <div>+4 bonus on your next initiative check.</div>					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Snowshoes</div>	16	Will negates [harmless]	1 standard	1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<div>Effect:</div> <div>Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Spell Flower</div>	16	N/A	1 standard	1 round/level action	Personal	V,S	N/A	Transmutation	SC: p.198
<div>Effect:</div> <div>Hold the charge of one touch spell per arm; see text.</div>					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Summon Monster I</div>		None	1 round	1 round/level [D]	Close (35 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div>					Target: One summoned creature			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Updraft</div>	16	N/A	1 swift	Instantaneous action	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<div>Effect:</div> <div>Gain 10 ft. per level of altitude, and then gently float back to the ground.</div>					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Vigor, Lesser</div>	16	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<div>Effect:</div> <div>Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.</div>					Target: Living creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Vision of Glory</div>		None	1 standard	1 minute or until discharged action	Touch	V,S,DF	Yes	Divination	SC: p.231
<div>Effect:</div> <div>Grants a +1 morale bonus to a single saving throw [target's choice].</div>					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Wings of the Sea</div>	16	Fortitude negates [harmless]	1 standard	1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<div>Effect:</div> <div>Increases creatures swim speed by 30 ft.</div>					Target: Creature touched			Caster Level: 5	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Aid		None	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PHB: p.196
Effect: +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp.					Target: Living creature touched				
□□□□□Align Weapon	17	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] Caster Level: 5				
□□□□□Animalistic Power	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution.					Target: Creature touched Caster Level: 5				
□□□□□Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
Effect: Learns whether an action will be good or bad.					Target: You Caster Level: 5				
□□□□□Aura Against Flame	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.					Target: You Caster Level: 5				
□□□□□Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you Caster Level: 5				

\* =Domain/Speciality Spell

# Cleric Spells

■■■■■ Balor Nimbus	17	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Bear's Endurance	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Black Karma Curse	17	Will negates	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Blade Brothers	17	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: p.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					<i>Target:</i> Two willing creatures			<i>Caster Level:</i> 5	
■■■■■ Body Blades	17	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 5	
■■■■■ Bull's Strength	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Calm Emotions	17	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (150 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 5	
■■■■■ Close Wounds	17	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (35 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Cloud of Knives			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Consecrate		None	Standard Action	2 hours/level	Close (35 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 5	
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Curse of Ill Fortune	17	Will negates	1 standard action	1 minute/level	Medium (150 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
■■■■■ Darkness		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
■■■■■ Dark Way		None	1 standard action	1 round/level	Close (35 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			<i>Caster Level:</i> 5	
■■■■■ Deific Vegeance	17	Will half	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Deific Vengeance	17	Will half	Standard Action	Instantaneous	Close (35 ft.)	V,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
<i>Effect:</i> Cause 3d6 or 5d6 if the target is undead.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Delay Poison	17	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Divine Insight	17	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Divine Interdiction	17	Will negates or None [object]; see text	1 standard action	1 round/level	Close (35 ft.)	V	Yes or No [object]; see text	Abjuration	SC: p.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, <i>Caster Level:</i> 5 object, or point in space			<i>Caster Level:</i> 5	
■■■■■ Divine Protection	17	Will negates [harmless]	1 standard action	1 minute/level	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 5	
■■■■■ Eagle's Splendor	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 5	
■■■■■ Enthral	17	Will negates; see text	1 round	1 hour or less	Medium (150 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 5	
■■■■■ Extend Tentacles	17	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
<i>Effect:</i> Extends your tentacles by 5 ft.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Find Traps		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Frost Breath	17	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 5	
■■■■■ Fuse Arms	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched			<i>Caster Level:</i> 5	
■■■■■ Gentle Repose	17	Will negates (object)	Standard	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235

\* =Domain/Specialty Spell

# Cleric Spells

Action									
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 5	
■■■■■ Ghost Touch Armor	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched			<i>Caster Level:</i> 5	
■■■■■ Hand of Divinity		None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: p.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Healing Lorecall	17	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Hold Person	17	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (150 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 5	
■■■■■ Inflict Moderate Wounds	17	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Inky Cloud		None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjunction (Creation)	SC: p.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you			<i>Caster Level:</i> 5	
■■■■■ Insight of Good Fortune	17	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (35 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: p.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Insignia of Alarm		None	Standard Action	Instantaneous	Long (600 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<i>Effect:</i> Spell alerts all wearers.					<i>Target:</i> All wearers of special insignia within range			<i>Caster Level:</i> 5	
■■■■■ Iron Silence	17	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels			<i>Caster Level:</i> 5	
■■■■■ Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (150 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 5	
■■■■■ Living Undeath	17	Fortitude negates (harmless)	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Make Whole	17	Will negates (harmless, object)	Standard Action	Instantaneous	Close (35 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: p.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level			<i>Caster Level:</i> 5	
■■■■■ Mark of Judgement	17	Will negates	1 standard action	1 round/level	Medium (150 ft.)	V,S,DF	Yes	Necromancy	PHB II: p.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 5	
■■■■■ Mark of the Outcast	17	Will negates	1 standard action	Permanent	Close (35 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Master's Touch (Skillful)	17	Will negates (harmless)	1 immediate action	Instantaneous	Close (35 ft.)	V	Yes (harmless)	Divination	PHB II: p.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Owl's Wisdom	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Protection from Negative Energy	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Protection from Positive Energy	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Quick March	17	Will negates [harmless]	1 standard action	1 round	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 5	
■■■■■ Remove Paralysis	17	Will negates (harmless)	Standard Action	Instantaneous	Close (35 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 5	
■■■■■ Resist Energy	17	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■ Share Talents	17	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched			<i>Caster Level:</i> 5	
■■■■■ Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	Standard Action	Instantaneous	Close (35 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: p.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 5	
■■■■■ Shield Other	17	Will negates (harmless)	Standard Action	1 hour/level [D]	Close (35 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
■■■■■ Shroud of Undeath	17	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■ Silence	17	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (600 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 5	

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□ Sound Burst	17	Fortitude partial	Standard Action	Instantaneous	Close (35 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 5		
□□□□□ Spawn Screen	17	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 5		
□□□□□ Spell Immunity, Lesser	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Spiritual Weapon		None	Standard Action	1 round/level [D]	Medium (150 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 5		
□□□□□ Stabilize	17	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 5		
□□□□□ Status	17	Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 5		
□□□□□ Stay the Hand	17	Will negates	1 immediate action	Instantaneous	Medium (150 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: p.126
<i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 5		
□□□□□ Stone Bones	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 5		
□□□□□ Stone Fist		None	Standard Action	5 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
<i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Stretch Weapon	17	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 5		
□□□□□ Summon Elysian Thrush		None	10 minutes	8 hours	Close (35 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: p.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 5		
□□□□□ Summon Monster II		None	1 round	1 round/level [D]	Close (35 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 5		
□□□□□ Undetectable Alignment	17	Will negates (object)	Standard Action	24 hours	Close (35 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 5		
□□□□□ Veil of Shadow	17	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Zone of Truth	17	Will negates	Standard Action	1 minute/level	Close (35 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 5		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid, Mass		None	1 standard action	1 minute/level	Close (35 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 5		
□□□□□ Air Breathing	18	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 5		
□□□□□ Align Weapon, Mass	18	Will negates [harmless, object]	1 standard action	1 minute/level	Close (35 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: p.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 5		
□□□□□ Alter Fortune		None	1 immediate action	Instantaneous	Close (35 ft.)	V,X	No	Divination	PHB II: p.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 5		
□□□□□ Anarchic Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SC: p.11
<i>Effect:</i> Storm imposes penalties and damages lawful creatures.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 5		
□□□□□ Antidragon Aura	18	Will negates [harmless]	1 standard action	1 minute/level	Close (35 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: p.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 5		
□□□□□ Attune Form	18	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 5		
□□□□□ Awaken Sin	18	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 5		
□□□□□ Bestow Curse	18	Will negates	Standard Action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Blade of Pain and Fear	18	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: p.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 5		
□□□□□ Blindness/Deafness	18	Fortitude negates	Standard Action	Permanent [D]	Medium (150 ft.)	V	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 5		

\* =Domain/Specialty Spell



# Cleric Spells

Blindsight	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Chain of Eyes	18	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Screying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 5		
Circle Dance	18	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 5		
Cloak of Bravery	18	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 5		
Cloak Pool	18	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (35 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: p.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool		<i>Caster Level:</i> 5		
Continual Flame		None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 5		
Conviction, Mass	18	Will negates [harmless]	1 standard action	10 minutes/level	Medium (150 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 5		
Corona of Cold	18	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 5		
Create Food and Water		None	10 minutes	24 hours; see text	Close (35 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<i>Caster Level:</i> 5		
Crown of Grave	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Crown of Might	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Crown of Protection	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Crown of Smiting	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: p.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls on next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Cure Serious Wounds	18	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Curse of Arrow Attraction	18	Will negates	1 standard action	1 round/level	Medium (150 ft.)	V,S,M	Yes	Transmutation	PHB II: p.109
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.					<i>Target:</i> One creature		<i>Caster Level:</i> 5		
Darkfire		None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 5		
Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
Deeper Darkness		None	Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
Demon Dirge	18	NWill half	1 standard action	1d6 rounds; see text	Close (35 ft.)	V,S,DF	Yes	Transmutation	SC: p.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature		<i>Caster Level:</i> 5		
Devil Blight	18	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (35 ft.)	V,S,DF	Yes	Transmutation	SC: p.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature		<i>Caster Level:</i> 5		
Dispel Magic		None	Standard Action	Instantaneous	Medium (150 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 5		
Divine Retaliation		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: p.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 5		
Downdraft	18	Reflex partial; see text	1 standard action	Instantaneous	Long (600 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]		<i>Caster Level:</i> 5		
Energized Shield		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch		<i>Caster Level:</i> 5		
Energy Aegis	18	Will negates (harmless)	1 immediate action	1 round	Close (35 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 5		
Energy Vortex	18	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damagecentered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst		<i>Caster Level:</i> 5		

\* =Domain/Specialty Spell

# Cleric Spells

Energy Vulnerability	18	Will negates	1 standard action	1 round/level	Medium (150 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
<i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.					<i>Target:</i> One or more creatures within a 10-ft.-radius			<i>Caster Level:</i> 5	
Favorable Sacrifice	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
<i>Effect:</i> Gain benefit from deity; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Fell the Greatest Foe	18	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					<i>Target:</i> Nonmagical weapon touched			<i>Caster Level:</i> 5	
Ghost Touch Weapon	18	Will negates [harmless,object]	1 standard action	1 minute/level	Close (35 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
<i>Effect:</i> Hit incorporeal normally.					<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]			<i>Caster Level:</i> 5	
Girallon's Blessing	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 5 sq. ft./level			<i>Caster Level:</i> 5	
Grace	18	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: p.107
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Hamatula Barbs	18	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Helping Hand		None	Standard Action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: p.239
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 5	
Hesitate	18	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.114
<i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action].					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
Holy Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: p.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 5	
Ice Axe		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.118
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].					<i>Target:</i> Battleaxe-shaped weapon of swirling ice			<i>Caster Level:</i> 5	
Inflict Serious Wounds	18	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Insignia of Blessing		None	Standard Action	5 minutes	Long (600 ft.)	V,S,F	Yes (harmless)	Enchantment (Comulsion) [Mind-Affecting]	Race Des: p.166
<i>Effect:</i> +1 morale bonus on attack rolls and on saving throws against fear effects.					<i>Target:</i> All wearers of special insignia within range			<i>Caster Level:</i> 5	
Insignia of Healing	18	Will half (Harmless)	Standard Action	Instantaneous	Long (600 ft.)	V,S,F	Yes (harmless); see text	Conjuration (Healing)	Race Des: p.166
<i>Effect:</i> Heals 1d8+5 to all wearers.					<i>Target:</i> All wearers of special insignia within range			<i>Caster Level:</i> 5	
Insignia of Warding	18	Will negates (Harmless)	Standard Action	5 minutes	Long (600 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<i>Effect:</i> +1 divine bonus to AC and on Fort saves.					<i>Target:</i> All wearers of special insignia within range			<i>Caster Level:</i> 5	
Interplanar Message	18	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: p.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
Invest Moderate Protection	18	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
<i>Effect:</i> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Invisibility Purge		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: p.245
<i>Effect:</i> Dispels invisibility within 5 ft./level					<i>Target:</i> You			<i>Caster Level:</i> 5	
Knight's Move	18	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: p.129
<i>Effect:</i> Teleport and end up flanking an opponent.					<i>Target:</i> You			<i>Caster Level:</i> 5	
Know Opponent	18	Will negates	1 standard action	Instantaneous	Close (35 ft.)	S,DF	Yes	Divination	SC: p.129
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
Know Vulnerabilities	18	Will negates	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Divination	SC: p.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (150 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 5	
Locate Object		None	Standard Action	1 minute/level	Long (600 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level			<i>Caster Level:</i> 5	
Magic Circle against Evil	18	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 5	
Magic Circle against Law	18	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.250
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 5	
Magic Vestment	18	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement					<i>Target:</i> Armor or shield touched			<i>Caster Level:</i> 5	

\* =Domain/Speciality Spell

# Cleric Spells

□□□□□Mantle of Chaos	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos] SC: p.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.								
□□□□□Mantle of Law	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law] SC: p.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.								
□□□□□Mark of Doom		None	1 standard action	1 round/level	Medium (150 ft.)	V,S,DF	No	Necromancy PHB II: p.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.								
□□□□□Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth] PHB: p.252
<i>Effect:</i> You and your gear merge with stone.								
□□□□□Mold Touch		None	Standard Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation) PGtF: p.106
<i>Effect:</i> NATURE GRANTED>Create 5-foot-diameter patch of brown mold to appear; see text								
□□□□□Nauseating Breath	18	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation) SC: p.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.								
□□□□□Obscure Object	18	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration PHB: p.258
<i>Effect:</i> Masks object against scrying.								
□□□□□Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: p.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								
□□□□□Protection from Energy	18	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.								
□□□□□Remove Blindness/Deafness	18	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.270
<i>Effect:</i> Cures normal or magical conditions.								
□□□□□Remove Curse	18	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration PHB: p.270
<i>Effect:</i> Frees object or person from curse.								
□□□□□Remove Disease	18	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.								
□□□□□Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.								
□□□□□Resurgence, Mass	18	Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								
□□□□□Ring of Blades	18	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation) SC: p.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.								
□□□□□Safety	18	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration SC: p.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.								
□□□□□Searing Light		None	Standard Action	Instantaneous	Medium (150 ft.)	V,S	Yes	Evocation PHB: p.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 5 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage.								
□□□□□Sheltered Vitality	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.								
□□□□□Shield of Warding	18	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good] SC: p.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].								
□□□□□Sink	18	Will negates	1 standard action	1 round	Close (35 ft.)	V,S,DF	Yes	Transmutation SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.								
□□□□□Skull Watch	18	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy SC: p.191
<i>Effect:</i> Alarm affect; see text								
□□□□□Slashing Darkness		None	1 standard action	Instantaneous	Medium (150 ft.)	V,S	Yes	Evocation SC: p.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.								
□□□□□Snowshoes, Mass	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (35 ft.)	V,S	Yes [harmless]	Transmutation SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.								
□□□□□Sonorous Hum	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic] SC: p.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.								
□□□□□Spark of Life	18	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy SC: p.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.								
□□□□□Speak with Dead	18	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy PHB: p.281 [Language-Dependent]
<i>Effect:</i> Corpse answers one question/2 levels.								
□□□□□Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.								
□□□□□Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth] PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.								
□□□□□Summon Monster III		None	1 round	1 round/level [D]	Close (35 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.								

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□ Suppress Glyph	18	Will negates [object]	1 standard 1 minute/level action	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.				<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 5		
□□□□□ Telepathic Bond, Lesser		None	1 standard 50 minutes action	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.				<i>Target:</i> You and One willing creature within 30'		<i>Caster Level:</i> 5		
□□□□□ Tremor	18	See text	1 standard 1 round/3 levels action	Medium (150 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 5		
□□□□□ Vigor, Mass Lesser	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 5		
□□□□□ Visage of the Deity, Lesser	18	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's; see text				<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Wall of Light		None	1 standard 1 minute/level [D] action	Close (35 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.				<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 5		
□□□□□ Water Breathing	18	Will negates (harmless)	Standard Action 2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 5		
□□□□□ Water Walk	18	Will negates (harmless)	Standard Action 10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 5		
□□□□□ Weapon of Impact	18	Will negates [harmless,object]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Double threat range of weapon.				<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]		<i>Caster Level:</i> 5		
□□□□□ Weapon of the Deity	18	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.				<i>Target:</i> Weapon touched		<i>Caster Level:</i> 5		
□□□□□ Wind Wall	18	None; see text	Standard Action 1 round/level	Medium (150 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell