

Turk

NAME

Jason Pingol

PLAYERNAME

Earth Goddess

DEITY

Neutral Good

ALIGNMENT

Clr14 Com2

CLASS

120000

EXPERIENCE

Kercpa

RACE

Tiny

SIZE

1' 6"

HEIGHT

8 lbs.

WEIGHT

Darkvision (60 ft.)

VISION

16

Character Level

136000

NEXT LEVEL

18

AGE

Male

GENDER

Hazel

EYES

Red, Wild, grass

HAIR

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED						
STR Strength	10	+0	10	+0	10	+0	HP hit points	134									Climb 40 ft., Walk 30 ft.								
DEX Dexterity	24	+7	26	+8	26	+8	AC armor class	36	28	28	10	6	2	8	2	0	0	8	MISS chance	5	ARCANE spell failure	+0	ARMOR check penalty	0	SPELL resist
CON Constitution	14	+2	14	+2	14	+2	TOTAL				FLAT				TOUCH				BASE						
INT Intelligence	16	+3	16	+3	16	+3	INITIATIVE				+10				= +8				+ +2						
WIS Wisdom	20	+5	24	+7	24	+7	BASE ATTACK				bonus				+11/+6/+1										
CHA Charisma	15	+2	16	+3	16	+3																			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+15	= +9	+2	+4	+0	+0		
REFLEX (dexterity)	+16	= +4	+8	+4	+0	+0		
WILL (wisdom)	+23	= +12	+7	+4	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP	
MELEE attack bonus	+12	= +11	+0	+2	-1	+0	
RANGED attack bonus	+20	= +11	+8	+2	-1	+0	
GRAPPLE attack bonus	+2	= +11	+0	-8	-1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+12	1d6	20/x2	0 ft.

*Kercpa Longbow +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	T	20/x3	0 ft.
30 ft.	100 ft.	200 ft.		300 ft.		400 ft.
TH	+22/+22	+22/+22		+20/+20		+18/+18
Dam	1d4+2	1d4+2		1d4+2		1d4+2
Special Properties	Wooden but functions as steel, does not burn					

Oaktop Mace Ironwood (+1)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	T	20/x2	0 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+15/+15	1d8+3	2W-P-(OH)	+9/+9		1d8+3
1H-O	+11/+11	1d8+3	2W-P-(OL)	+11/+11		1d8+3
2H	+15/+15	1d8+3	2W-OH	+5		1d8+3
Special Properties	can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					

*: 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
*Turk's Sacred Buckler	Shield	+2		+0	5
+2 to Turning Level					
*Belt, Monk's		+8		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5
✓	Acrobatics	DEX	13	= 8	+ 5.0	+
✓	Appraise	INT	3	= 3	+	+
✓	Athletics	STR	1	= 0	+ 1.0	+
✓	Athletics (Climb)	STR	17	= 0	+ 1.0	+ 16
✓	Craft (Bowmaking)	INT	5	= 3	+ 2.0	+
✓	Craft (Untrained)	INT	3	= 3	+	+
✓	Deception	CHA	3	= 3	+	+
✓	Endurance	CON	19	= 2	+ 17.0	+
✓	Gather Information	CHA	3	= 3	+	+
✓	Heal	WIS	15	= 7	+ 8.0	+
✓	Knowledge (Arcana)	INT	9	= 3	+ 6.0	+
✓	Knowledge (Religion)	INT	18	= 3	+ 15.0	+
X	Nature Sense	WIS	12	= 7	+ 5.0	+
✓	Perception	WIS	12	= 7	+ 5.0	+
✓	Perception (Listen)	WIS	16	= 7	+ 5.0	+ 4
✓	Perception (Spot)	WIS	16	= 7	+ 5.0	+ 4
✓	Persuasion	CHA	3	= 3	+	+
X	Psychic (Empathy)	WIS	7	= 7	+	+
X	Psychic (Enhance Ability)	WIS	8	= 7	+ 1.0	+
X	Psychic (Enhance Senses)	WIS	8	= 7	+ 1.0	+
✓	Psychic (Mental Contact)	CHA	6	= 3	+ 3.0	+
X	Psychic (Psychic Healing)	WIS	9	= 7	+ 2.0	+
✓	Ride	DEX	8	= 8	+	+
✓	Sense Motive	WIS	7	= 7	+	+
✓	Spellcraft	INT	15	= 3	+ 10.0	+ 2
✓	Stealth	DEX	12	= 8	+	+ 4
✓	Survival	WIS	7	= 7	+	+
✓	Survival (Find or follow tracks)	WIS	9	= 7	+ 1.0	+ 1
✓	Thievery	DEX	10	= 8	+ 2.0	+
✓	Use Rope	DEX	8	= 8	+	+
				=	+	+
				=	+	+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.						

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+5
Up to 0	12	Turn level	16
1 - 3	13	Turn damage	2d6+17
4 - 6	14	You destroy Undead creatures with total hit dice up to 8.	
7 - 9	15		
10 - 12	16		
13 - 15	17		
16 - 18	18		
19 - 21	19		
22+	20		
TURN/DAY □□□□□ □□□□□			

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack		1	5.0	2000.0
0 lbs.				
Kercpa Longbow +2	Equipped	1	1.0	8375.0
0 lbs.				
Wooden but functions as steel, does not burn				
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0
Absorbs 10 points of Fire damage				
Tome of Leadership and Influence +1	Equipped	1	5.0	27500.0
☐				
Vestment Save Bonus (Resistance) (+2)	Equipped	1	1.0	8001.0
Resistance bonus to all saving throws of +2				
Oaktop Mace Ironwood (+1)	Carried	1	2.0	8312.0
can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded				
Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
Turk's Sacred Buckler	Equipped	1	1.0	9165.0
+2 to Turning Level				
TOTAL WEIGHT CARRIED/VALUE			10 lbs.110853.0	gp

WEIGHT ALLOWANCE			
Light	16	Medium	33
Lift over head	50	Lift off ground	100
		Heavy	50
		Push / Drag	250

MONEY
1500 GP Party Pool (2 Rubies and 14 Onyx)
Total = 0.0 gp

MAGIC
KERCPA DEFENDER +2
Long Bow +2
No legend lore done

Special Attacks
Arrow Swarm (Ex) [Is This It]
By taking a -5 penalty to all attack rolls for a round, you may make two additional ranged attacks at its highest attack bonus, as a full attack.
Sylvan Bond (Ex) [Is This It]
Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.
Turn Undead [PHB, ClassesI.rtf]
10/day (turn level 16) (turn damage 2d6+17)

Special Qualities
Aura of Chaos (Ex) [PHB, SpellsD-E.rtf]
Overwhelming
Aura of Good (Ex) [PHB, SpellsD-E.rtf]
Overwhelming
Bond With The Green (Su) [MP AE]
Gain an intuitive sense of the condition of the land within 16 miles. Gain details, such as distance and direction with caster power check (DC 25). Your creature type changes to Plant. Anything that specifically does not harm plants will not harm you. However, you remain a living, thinking creature, so mind-affecting spells work on you, and you still have a discernable anatomy, so sneak attacks and critical hits affect you.
Camouflage (Ex) [PHB, ClassesII.rtf]
May hide in any natural terrain even if the terrain does not grant cover or concealment.
Champion of Earth Goddess [Is This It]
As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.
Divine Health (Ex) [PHB, ClassesII.rtf]
Immunity to all diseases, including supernatural and magical.
Enchant Magic Item [Is This It]
LV 4 ~ Time 1 hour ~ Cost Special ~ Duration Permanent ~ KS=Arcana (No Check) ~ You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create. You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.
Infuse With Life (Sp) [MP AE]
Heal 6d8+16 7/day
Kercpa Racial Traits [Is This It]
Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks., +4 racial bonus on Hide and Move Silently checks when in forested areas., Deflect Arrows twice a round as the Feat.
Nature's Empathy (Su) [Is This It]
You have a special connection with the land, you can tell if it is sick, or if a great calamity has struck. You can sense creatures and how close they are to being in tune with nature (Animals) and not in tune (Undead and Abberations).
Slippery Mind (Ex) [PHB, ClassesII.rtf]
May attempt saving throw one round later after failed save against Mind-affecting. (Only one resave allowed)
Spontaneous casting - Cure spells [PHB, ClassesI.rtf]
Summon Fluxx (Su) [Is This It]
1/day You may call Fluxx like a Special Mount to your location and he will arrive the next round on your turn.

Feats	
Brandish Magical Might	[Is This It]
Add ability score bonus to spell resistance checks	
Craft Magic Arms and Armor	[PHB, p.92]
Create any magic weapon, armor, or shield whose prerequisites you meet.	
Extra Turning	[PHB, p.94]
Turn or rebuke creatures four more times per day.	
Giantbane	[CompWar, Complete Warrior]
Three Maneuvers: Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unoccupied square; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you and +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.	
Leadership	[PHB, p.97]
You attract loyal companions and devoted followers.	
Mobile Spellcasting	[cmpadv, p.111]
You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action.	
Persistent Spell	[RSRD, DivineAbilitiesandFeats.rtf]
See Text, A persistent spell has a duration of 24 hours.	
Quicken Spell	[PHB, p.98]
Casting a quickened spell is a free action.	
Repeat Spell	[RSRD, DivineAbilitiesandFeats.rtf]
See Text, A repeated spell is automatically cast again at the beginning of your next round of actions.	
Smiting Spell	[PHB II, p.92]
Imbue touch spell into a weapon or ammunition	
Wild Talent (Psychic (Empathy), Psychic (Psychic Healing), Psychic (Mental Contact), Psychic (Enhance Senses))	[PsyHb]
You have the potential to learn the selected psychic skills.	
Armor Proficiency (Heavy)	[PHB, p.89]
Armor Check Penalty applies normally.	
Armor Proficiency (Light)	[PHB, p.89]
Armor Check Penalty applies normally.	
Armor Proficiency (Medium)	[PHB, p.89]
Armor Check Penalty applies normally.	
Dodge	[PHB, p.93]
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
Shield Proficiency	[PHB, p.99]
You can use a shield.	
Simple Weapon Proficiency	[PHB, p.100]
Use simple weapons normally.	
Deflect Arrows	[PHB, p.93]
Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.	
Dodge	[PHB, p.93]
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
Modify Spell ~ Double Area or Targets	[Is This It]
[Lv+3] Touch spells cannot be affected.	
Modify Spell ~ Double Duration	[Is This It]
[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.	
Modify Spell ~ Double Range	[Is This It]
[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.	
Modify Spell ~ Increase Power	[Is This It]
[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.	
Modify Spell ~ No Somatic Components	[Is This It]
[Lv+1] Spell can be cast without gestures or movements.	
Modify Spell ~ No Verbal Component	[Is This It]
[Lv+1] Spell can be cast with no verbal components.	

DOMAINS	
Celerity	Land speed increased +10 ft. but lost if in medium armor or medium load. This granted power is a supernatural ability.
Force	Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.
Kercpa	Gain Dodge as a feat

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

LANGUAGES
Abyssal, Celestial, Common, Elven, Kercpa, Sylvan, Treant

TEMPLATES
Truename

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	6	7+1	7+1	6+1	5+1	4+1	4+1	3+1	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	17	Will negates [object]	1 standard action	10 minute/level	Close (60 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> 14	
□□□□□Create Water		None	Standard Action	Instantaneous	Close (60 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> 14	
□□□□□Cure Minor 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 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□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> 14	
□□□□□Detect Poison		None	Standard Action	Instantaneous	Close (60 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> 14	
□□□□□Guidance	17	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> 14	
□□□□□Inflict Minor Wounds	17	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> 14	
□□□□□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> 14	
□□□□□Mending	17	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> 14	
□□□□□Purify Food and Drink	17	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> 14	
□□□□□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> 14	
□□□□□Resistance	17	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> 14	
□□□□□Virtue	17	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> 14	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	18	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> 14	
□□□□□Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 14	
□□□□□Bane	18	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> 14	
□□□□□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 on attack rolls and +1 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> 14	
□□□□□Blessed Aim	18	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> 14	
□□□□□Bless Water	18	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> 14	
□□□□□Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (60 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> 14	
□□□□□Cause Fear	18	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (60 ft.)	V,S	Yes	Necromancy [Fear,PHB: p.208 Mind-Affecting]	PHB: 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> 14	
□□□□□Cold Fire	18	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 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> 14	
□□□□□Command	18	Will negates	Standard Action	1 round	Close (60 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> 14	
□□□□□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> 14	
□□□□□Conviction	18	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> 14	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐Cure Light Wounds	18	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 14	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Delay Disease	18	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 14	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 14	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 14	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 14	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination Caster Level: 14	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐Dispel Ward		None	1 standard action	Instantaneous	Medium (240 ft.)	V,S	No	Abjuration Caster Level: 14	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation Caster Level: 14	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐Doom	18	Will negates	Standard Action	1 minute/level	Medium (240 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: p.225 Mind-Affecting] Caster Level: 14	SC: p.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 14	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐Endure Elements	18	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 14	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration Caster Level: 14	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐Faith Healing	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐Foundation of Stone		None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 14	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐Grave Strike	18	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good] Caster Level: 14	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐Guiding Light		None	1 standard action	1 minute/level [D]	Long (960 ft.)	V,S	Yes	Evocation Caster Level: 14	SC: p.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐Healthful Rest	18	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐Hide from Undead	18	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration Caster Level: 14	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐Ice Gauntlet	18	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 14	SC: p.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐Incite	18	Will negates	1 swift action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐Inflict Light Wounds	18	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 14	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐Ironguts	18	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration Caster Level: 14	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 14	SC: p.132
<i>Effect:</i> 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									
☐☐☐☐☐Magic Stone	18	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 14	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐Magic Weapon	18	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 14	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.									
☐☐☐☐☐Moon Lust	18	Will negates [harmless]	1 standard action	1 round/level	Medium (240 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 14	SC: p.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.									
☐☐☐☐☐Nightshield	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration Caster Level: 14	SC: p.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.									
* =Domain/Speciality Spell									

Cleric Spells

☐☐☐☐☐	Nimbus of Light	18	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].						<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐	Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.						<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 14		
☐☐☐☐☐	Omen of Peril	18	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.						<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐	Portal Beacon		None	1 standard action	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SC: p.161
<i>Effect:</i> Up to six creatures can be chosen to receive mental beacon.						<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 14		
☐☐☐☐☐	Protection from Evil	18	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Good]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Protection from Law	18	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Chaotic]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Remove Fear	18	Will negates (harmless)	Standard Action	10 minutes; see text	Close (60 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.						<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐	Resist Planar Alignment	18	Will negates (harmless)	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Resurgence	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Sanctuary	18	Will negates	Standard Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Scholar's Touch		None	Standard Action	Concentration, up to 14 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.						<i>Target:</i> One book/round		<i>Caster Level:</i> 14		
☐☐☐☐☐	Shield of Faith	18	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +4 deflection bonus.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.						<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐	Snowshoes	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Spell Flower	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.						<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐	Summon Monster I		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F,DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.						<i>Target:</i> One summoned creature		<i>Caster Level:</i> 14		
☐☐☐☐☐	Updraft	18	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.						<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐	Vigor, Lesser	18	Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐	Wings of the Sea	18	Fortitude negates (harmless)	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		

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: 14	PHB: p.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched				
☐☐☐☐☐ Align Weapon	19	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] Caster Level: 14				
☐☐☐☐☐ Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You Caster Level: 14				
☐☐☐☐☐ Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You Caster Level: 14				
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you Caster Level: 14				
☐☐☐☐☐ Balor Nimbus	19	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 Caster Level: 14				
☐☐☐☐☐ Bear's Endurance	19	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 Caster Level: 14				
☐☐☐☐☐ Body Blades	19	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 Caster Level: 14				

* =Domain/Specialty Spell

Cleric Spells

□□□□□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> 14		
□□□□□Bull's Strength	19	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> 14		
□□□□□Calm Emotions	19	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (240 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> 14		
□□□□□Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (60 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> 14		
□□□□□Consecrate		None	Standard Action	2 hours/level	Close (60 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> 14		
□□□□□Cure Moderate Wounds	19	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> 14		
□□□□□Curse of Ill Fortune	19	Will negates	1 standard action	1 minute/level	Medium (240 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> 14		
□□□□□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> 14		
□□□□□Dark Way		None	1 standard action	1 round/level	Close (60 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> 14		
□□□□□Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (60 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> 14		
□□□□□Deific Vengeance	19	Will half	Standard Action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration [Summoning]	cmpdiv: null
<i>Effect:</i> Cause 5d6 or 10d6 if the target is undead.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
□□□□□Delay Poison	19	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> 14		
□□□□□Divine Insight	19	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> 14		
□□□□□Divine Interdiction	19	Will negates or None [object]; see text	1 standard action	1 round/level	Close (60 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, object, or point in space		<i>Caster Level:</i> 14		
□□□□□Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (240 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> 14		
□□□□□Eagle's Splendor	19	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> 14		
□□□□□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> 14		
□□□□□Enthrall	19	Will negates; see text	1 round	1 hour or less	Medium (240 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> 14		
□□□□□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> 14		
□□□□□Frost Breath	19	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> 14		
□□□□□Fuse Arms	19	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> 14		
□□□□□Gentle Repose	19	Will negates (object)	Standard Action	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched		<i>Caster Level:</i> 14		
□□□□□Ghost Touch Armor	19	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> 14		
□□□□□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> 14		
□□□□□Healing Lorecall	19	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 Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Hold Person	19	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (240 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> 14		
□□□□□Inflict Moderate Wounds	19	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> 14		
□□□□□Inky Cloud		None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjuration [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> 14		

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Insignia of Alarm	None	Standard Action	Instantaneous	Long (960 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> 14		
□□□□□ Iron Silence	19	Will negates [harmless,object]	1 standard 1 hour/level [D] action	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> 14		
□□□□□ Light of Mercuria	None		1 standard 10 minutes/level [D] action	Medium (240 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> 14		
□□□□□ Living Undeath	19	Fortitude negates [harmless]	1 standard 1 minute/level action	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> 14		
□□□□□ Make Whole	19	Will negates (harmless, object)	Standard Action	Close (60 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> 14		
□□□□□ Mark of the Outcast	19	Will negates	1 standard Permanent action	Close (60 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> 14		
□□□□□ Owl's Wisdom	19	Will negates (harmless)	Standard Action	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> 14		
□□□□□ Protection from Negative Energy	19	Will negates [harmless]	1 standard 10 minutes/level action	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> 14		
□□□□□ Protection from Positive Energy	19	Will negates [harmless]	1 standard 10 minutes/level action	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> 14		
□□□□□ Quick March	19	Will negates [harmless]	1 standard 1 round action	Medium (240 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> 14		
□□□□□ Remove Paralysis	19	Will negates (harmless)	Standard Action	Close (60 ft.)	V,S	Yes (harmless)	Conjuration (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> 14		
□□□□□ Resist Energy	19	Fortitude negates (harmless)	Standard Action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Restoration, Lesser	19	Will negates (harmless)	3 rounds	Touch	V,S	Yes (harmless)	Conjuration (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> 14		
□□□□□ Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	Standard Action	Close (60 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> 14		
□□□□□ Shield Other	19	Will negates (harmless)	Standard Action	Close (60 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> 14		
□□□□□ Shroud of Undeath	19	N/A	1 standard 10 minutes/level [D] action	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> 14		
□□□□□ Silence	19	Will negates; see text or none (object)	Standard Action	Long (960 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> 14		
□□□□□ Sound Burst	19	Fortitude partial	Standard Action	Close (60 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> 14		
□□□□□ Spawn Screen	19	Will negates [harmless]	1 standard 1 hour/level action	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> 14		
□□□□□ Spell Immunity, Lesser	19	Will negates [harmless]	1 standard 10 minutes/level action	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> 14		
□□□□□ Spiritual Weapon	None		Standard Action	Medium (240 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> 14		
□□□□□ Stabilize	19	Will negates [harmless]; see text	1 swift action	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> 14		
□□□□□ Status	19	Will negates (harmless)	Standard Action	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> 14		
□□□□□ Stone Bones	19	Will negates [harmless]	1 standard 10 minutes/level action	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> 14		
□□□□□ Stone Fist	None		Standard Action	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> 14		
□□□□□ Summon Elysian Thrush	None		10 minutes 8 hours	Close (60 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> 14		
□□□□□ Summon Monster II	None		1 round	Close (60 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> 14		
□□□□□ Undetectable Alignment	19	Will negates (object)	Standard Action	Close (60 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> 14		

* =Domain/Specialty Spell

Cleric Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Veil of Shadow	19	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Zone of Truth	19	Will negates	Standard Action	1 minute/level	Close (60 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
<i>Effect:</i> Subjects within range cannot lie.									
					<i>Target:</i> You			<i>Caster Level:</i> 14	
					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 14	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aid, Mass		None	1 standard action	1 minute/level	Close (60 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Air Breathing	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Align Weapon, Mass	20	Will negates [harmless, object]	1 standard action	1 minute/level	Close (60 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Antidragon Aura	20	Will negates [harmless]	1 standard action	1 minute/level	Close (60 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									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Attune Form	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Awaken Sin	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bestow Curse	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blade of Pain and Fear	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Blast of Force	20	Fortitude partial	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Force]	SC: p.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blindness/Deafness	20	Fortitude negates	Standard Action	Permanent [D]	Medium (240 ft.)	V	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Makes subject blinded or deafened.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blindsight	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Chain of Eyes	20	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Scrying sensor passed along by touch.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Circle Dance	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cloak of Bravery	20	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].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cloak Pool	20	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (60 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Continual Flame		None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<i>Effect:</i> Makes a permanent, heatless torch.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Conviction, Mass	20	Will negates [harmless]	1 standard action	10 minutes/level	Medium (240 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Corona of Cold	20	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 ong as they remain in the area.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Create Food and Water		None	10 minutes	24 hours; see text	Close (60 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Serious Wounds	20	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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> 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].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Demon Dirge	20	NWill half	1 standard action	1d6 rounds; see text	Close (60 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. * =Domain/Specialty Spell]									
					<i>Target:</i> Living creature			<i>Caster Level:</i> 14	

Cleric Spells

<div>☐☐☐☐☐ Devil Blight</div>	20	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (60 ft.)	V,S,DF	Yes	Transmutation	SC: p.64
<div>Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..</div>					Target: Living creature		Caster Level: 14		
<div>☐☐☐☐☐ Dispel Magic</div>		None	Standard Action	Instantaneous	Medium (240 ft.)	V,S	No	Abjuration	PHB: p.223
<div>Effect: Cancels magical spells and effects.</div>					Target: One spellcaster, creature, or object; or 20-ft.-radius burst		Caster Level: 14		
<div>☐☐☐☐☐ Downdraft</div>	20	Reflex partial; see text	1 standard action	Instantaneous	Long (960 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<div>Effect: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].</div>					Target: Cylinder [20-ft. radius, 100 ft. high]		Caster Level: 14		
<div>☐☐☐☐☐ Energized Shield</div>		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<div>Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6</div>					Target: Touch		Caster Level: 14		
<div>☐☐☐☐☐ Energy Vortex</div>	20	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<div>Effect: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.</div>					Target: All creatures within a 20-ft.-radius burst centered on you		Caster Level: 14		
<div>☐☐☐☐☐ Favorable Sacrifice</div>	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
<div>Effect: Gain benefit from deity; see text.</div>					Target: Creature touched		Caster Level: 14		
<div>☐☐☐☐☐ Fell the Greatest Foe</div>	20	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
<div>Effect: Deal 1d6 damage per size category difference.</div>					Target: Creature touched		Caster Level: 14		
<div>☐☐☐☐☐ Flame of Faith</div>		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
<div>Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.</div>					Target: Nonmagical weapon touched		Caster Level: 14		
<div>☐☐☐☐☐ Ghost Touch Weapon</div>	20	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
<div>Effect: Hit incorporeal normally.</div>					Target: One weapon or fifty projectiles [all in contact at time of casting]		Caster Level: 14		
<div>☐☐☐☐☐ Girallon's Blessing</div>	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<div>Effect: Gain an additional pair of arms; see text</div>					Target: Creature touched		Caster Level: 14		
<div>☐☐☐☐☐ Glyph of Warding</div>	20	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
<div>Effect: Inscription harms those who pass it.</div>					Target: Object touched or up to 5 sq. ft/level		Caster Level: 14		
<div>☐☐☐☐☐ Grace</div>	20	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: p.107
<div>Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.</div>					Target: You		Caster Level: 14		
<div>☐☐☐☐☐ Hamatula Barbs</div>	20	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
<div>Effect: Any creature hitting the subject takes 1d8 damage.</div>					Target: Creature touched		Caster Level: 14		
<div>☐☐☐☐☐ Helping Hand</div>		None	Standard Action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: p.239
<div>Effect: Ghostly hand leads subject to you.</div>					Target: Ghostly hand		Caster Level: 14		
<div>☐☐☐☐☐ Holy Storm</div>		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: p.115
<div>Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].</div>					Target: Cylinder [20-ft. radius, 20 ft. high]		Caster Level: 14		
<div>☐☐☐☐☐ Ice Axe</div>		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.118
<div>Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10].</div>					Target: Battleaxe-shaped weapon of swirling ice		Caster Level: 14		
<div>☐☐☐☐☐ Inflict Serious Wounds</div>	20	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<div>Effect: Touch attack, 3d8 +1/level [max +15] damage.</div>					Target: Creature touched		Caster Level: 14		
<div>☐☐☐☐☐ Insignia of Blessing</div>		None	Standard Action	14 minutes	Long (960 ft.)	V,S,F	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Race Des: p.166
<div>Effect: +1 morale bonus on attack rolls and on saving throws against fear effects.</div>					Target: All wearers of special insignia within range		Caster Level: 14		
<div>☐☐☐☐☐ Insignia of Healing</div>	20	Will half (Harmless)	Standard Action	Instantaneous	Long (960 ft.)	V,S,F	Yes (harmless);see text	Conjuration (Healing)	Race Des: p.166
<div>Effect: Heals 1d8+10 to all wearers.</div>					Target: All wearers of special insignia within range		Caster Level: 14		
<div>☐☐☐☐☐ Insignia of Warding</div>	20	Will negates (Harmless)	Standard Action	14 minutes	Long (960 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<div>Effect: +1 divine bonus to AC and on Fort saves.</div>					Target: All wearers of special insignia within range		Caster Level: 14		
<div>☐☐☐☐☐ Interplanar Message</div>	20	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: p.124
<div>Effect: Send 25 words or less to the targeted creature; see text.</div>					Target: One creature		Caster Level: 14		
<div>☐☐☐☐☐ Invisibility Purge</div>		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: p.245
<div>Effect: Dispels invisibility within 5 ft./level</div>					Target: You		Caster Level: 14		
<div>☐☐☐☐☐ Knight's Move</div>	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: p.129
<div>Effect: Teleport and end up flanking an opponent.</div>					Target: You		Caster Level: 14		
<div>☐☐☐☐☐ Know Opponent</div>	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	S,DF	Yes	Divination	SC: p.129
<div>Effect: Learn strengths or weaknesses of opponent; see text.</div>					Target: One creature		Caster Level: 14		
<div>☐☐☐☐☐ Know Vulnerabilities</div>	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Divination	SC: p.129
<div>Effect: Learn any vulnerabilities and resistances the target has.</div>					Target: One creature		Caster Level: 14		
<div>☐☐☐☐☐ Light of Venya</div>		None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<div>Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text</div>					Target: You and up to two rays; see text		Caster Level: 14		
<div>☐☐☐☐☐ Locate Object</div>		None	Standard Action	1 minute/level	Long (960 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<div>Effect: Senses direction toward object [specific or type].</div>					Target: Circle, centered on you, with a radius of 400 + 40 ft. per level		Caster Level: 14		
<div>☐☐☐☐☐ Magic Circle against Evil</div>	20	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
<div>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</div>					Target: 10-ft.-radius emanation from touched creature		Caster Level: 14		
* =Domain/Speciality Spell									

Cleric Spells

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<div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</div> </div>									
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<div> <div>Effect:</div> <div>Armor or shield gains +1/4 levels [max +5] enhancement</div> </div>									
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<div> <div>Effect:</div> <div>Gain SR 12 + your caster level against spells with the lawful descriptor.</div> </div>									
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<div> <div>Effect:</div> <div>Gain SR 12 + your caster level against spells with the chaos descriptor.</div> </div>									
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<div> <div>Effect:</div> <div>You and your gear merge with stone.</div> </div>									
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<div> <div>Effect:</div> <div>Creatures in area must save or be nauseated for 1d6 rounds.</div> </div>									
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<div> <div>Effect:</div> <div>Masks object against scrying.</div> </div>									
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<div> <div>Effect:</div> <div>Allies +1 bonus on most rolls, enemies -1 penalty.</div> </div>									
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<div> <div>Effect:</div> <div>Absorb 12 points of damage/level [max 120] from one kind of energy.</div> </div>									
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<div> <div>Effect:</div> <div>Cures normal or magical conditions.</div> </div>									
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<div> <div>Effect:</div> <div>Frees object or person from curse.</div> </div>									
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<div> <div>Effect:</div> <div>Cures all diseases affecting subject.</div> </div>									
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<div> <div>Effect:</div> <div>As resist energy, except that it affects all targeted creatures.</div> </div>									
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<div> <div>Effect:</div> <div>Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart</div> </div>									
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<div> <div>Effect:</div> <div>Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.</div> </div>									
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<div> <div>Effect:</div> <div>Subject can find the shortest, most direct route to safety; see text.</div> </div>									
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<div> <div>Effect:</div> <div>Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.</div> </div>									
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<div> <div>Effect:</div> <div>Subject gains immunity to fatigue, exhaustion, and ability damage or drain.</div> </div>									
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<div> <div>Effect:</div> <div>Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].</div> </div>									
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<div> <div>Effect:</div> <div>Affect creatures sink 100 ft./round; see text.</div> </div>									
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<div> <div>Effect:</div> <div>Alarm affect; see text</div> </div>									
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<div> <div>Effect:</div> <div>Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.</div> </div>									
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<div> <div>Effect:</div> <div>Same as Snowshoes, except as noted.</div> </div>									
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<div> <div>Effect:</div> <div>The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.</div> </div>									
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<div> <div>Effect:</div> <div>Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.</div> </div>									
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<div> <div>Effect:</div> <div>Corpse answers one question/2 levels.</div> </div>									
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<div> <div>Effect:</div> <div>As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.</div> </div>									
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<div> <div>Effect:</div> <div>Sculpts stone into any shape.</div> </div>									
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<div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>									

* =Domain/Specialty Spell

Cleric Spells

Suppress Glyph	20	Will negates [object]	1 standard action	1 minute/level	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> 14		
Tremor	20	See text	1 standard action	1 round/3 levels	Medium (240 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> 14		
Vigor	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
Vigor, Mass Lesser	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	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> 14		
Visage of the Deity, Lesser	20	N/A	1 standard action	1 round/level	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> 14		
Wall of Light		None	1 standard action	1 minute/level [D]	Close (60 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> 14		
Water Breathing	20	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> 14		
Water Walk	20	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> 14		
Weapon of Energy	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon		<i>Caster Level:</i> 14		
Weapon of Impact	20	Will negates [harmless,object]	1 standard action	10 minutes/level	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> 14		
Weapon of the Deity	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	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> 14		
Wind Wall	20	None; see text	Standard Action	1 round/level	Medium (240 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> 14		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: p.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched		<i>Caster Level:</i> 14		
Assay Spell Resistance	21	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: p.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You		<i>Caster Level:</i> 14		
Astral Hospice	21	N/A	1 standard action	24 hours/level	Close (60 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: p.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text		<i>Caster Level:</i> 14		
Blindsight, Greater	21	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> 14		
Castigate	21	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: p.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you		<i>Caster Level:</i> 14		
Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You		<i>Caster Level:</i> 14		
Control Water	21	None; see text	Standard Action	10 minutes/level [D]	Long (960 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: p.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]		<i>Caster Level:</i> 14		
Cure Critical Wounds	21	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
Death Ward	21	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
Delay Death	21	Will negates [harmless]	1 immediate action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: p.63
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.					<i>Target:</i> One creature		<i>Caster Level:</i> 14		
Dimensional Anchor		None	Standard Action	1 minute/level	Medium (240 ft.)	V,S	Yes (object)	Abjuration	PHB: p.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 14		
Discern Lies	21	Will negates	Standard Action	Concentration, up to 1 round/level	Close (60 ft.)	V,S, DF	No	Divination	PHB: p.221
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
Dismissal	21	Will negates; see text	Standard Action	Instantaneous	Close (60 ft.)	V,S, DF	Yes	Abjuration	PHB: p.222
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature		<i>Caster Level:</i> 14		
Divination		None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: p.224
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You		<i>Caster Level:</i> 14		
Divine Power		None	Standard Action	1 round/level	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.					<i>Target:</i> You		<i>Caster Level:</i> 14		
Freedom of Movement	21	Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 14		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Giant Vermin	None	Standard Action	1 minute/level	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.								
☐☐☐☐☐ Glowing Orb	None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SC: p.106
<i>Effect:</i> Makes a light source in a globe; see text								
☐☐☐☐☐ Hand of the Faithful	21	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text] SC: p.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to enter or exit.								
☐☐☐☐☐ Holy Transformation	21	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good] SC: p.116
<i>Effect:</i> Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text								
☐☐☐☐☐ Holy Transformation, Lesser	21	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good] SC: p.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].								
☐☐☐☐☐ Hypothermia	21	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Cold] SC: p.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.								
☐☐☐☐☐ Imbue with Spell Ability	21	Will negates [harmless]	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes [harmless]	Evocation PHB: p.243
<i>Effect:</i> Transfer spells to subject.								
☐☐☐☐☐ Inflict Critical Wounds	21	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy PHB: p.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage								
☐☐☐☐☐ Iron Bones	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation SC: p.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.								
☐☐☐☐☐ Lifebolt	21	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration SC: p.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.								
☐☐☐☐☐ Magic Weapon, Greater	21	Will negates (harmless, object)	Standard Action	1 hour/level	Close (60 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation PHB: p.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.								
☐☐☐☐☐ Make Manifest	21	Will negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Transmutation SC: p.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.								
☐☐☐☐☐ Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (960 ft.)	V,S	Yes	Evocation SC: p.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.								
☐☐☐☐☐ Nchaser's Glowing Orb	None		Standard Action	Permanent	Touch	V,S,F	No	Evocation [Light] PGtF: p.107
<i>Effect:</i> Makes a light source in a globe; see text								
☐☐☐☐☐ Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy SC: p.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.								
☐☐☐☐☐ Neutralize Poison	21	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								
☐☐☐☐☐ Panacea	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) SC: p.152
<i>Effect:</i> Removes most conditions; see text.								
☐☐☐☐☐ Planar Ally, Lesser	None		10 minutes	Instantaneous	Close (60 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text] PHB: p.261
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.								
☐☐☐☐☐ Planar Exchange, Lesser	None		1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling) SC: p.159
<i>Effect:</i> Call a celestial creature see list; see text								
☐☐☐☐☐ Planar Tolerance	None		1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration SC: p.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.								
☐☐☐☐☐ Poison	21	Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.								
☐☐☐☐☐ Positive Energy Aura	None		1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing) SC: p.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.								
☐☐☐☐☐ Recitation	None		1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation) SC: p.170
<i>Effect:</i> Allies gain +2 (or +3 for worshipers) on attacks and saves, and enemies suffer -2.								
☐☐☐☐☐ Repel Vermin	21	None or Will negates; see text	Standard Action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration PHB: p.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
☐☐☐☐☐ Resistance, Greater	21	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.								
☐☐☐☐☐ Restoration	21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing) PHB: p.272
<i>Effect:</i> Restores level and ability score drains.								
☐☐☐☐☐ Revenance	21	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) SC: p.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.								
☐☐☐☐☐ Sending	None		10 minutes	1 round/level; see text	See text	V,S,M/DF	No	Evocation PHB: p.275
<i>Effect:</i> Delivers short message anywhere, instantly., This spells locates several reliable subcontractors for a particular task, including an estimated price, contact method, and a few notes on the advantages and disadvantages of each.								

* =Domain/Speciality Spell

Cleric Spells

Shadowblast	21	Fort negates	1 standard	Instantaneous	Long (960 ft.)	V,S,M	Yes	Evocation [Light]	SC: p.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					Target: 20-ft.-radius spread		Caster Level: 14		
Shield of Faith, Mass	21	Will negates [harmless]	1 standard	1 minute/level	Close (60 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.188
<i>Effect:</i> As shield of faith, except it affects multiple creatures.					Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 14		
Sound Lance	21	Fortitude half	1 standard	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].					Target: One creature or object		Caster Level: 14		
Spell Immunity	21	Will negates (harmless)	Standard	10 minutes/level	Touch	V,S,DF	Yes (harmless)	Abjuration	PHB: p.282
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.					Target: Creature touched		Caster Level: 14		
Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (60 ft.)	V,S	No	Transmutation	SC: p.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					Target: One creature		Caster Level: 14		
Summon Monster IV		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart		Caster Level: 14		
Tongues	21	Will negates (harmless)	Standard	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: p.294
<i>Effect:</i> Speak any language.					Target: Creature touched		Caster Level: 14		
Undead Bane Weapon	21	Will negates [harmless,object]	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.					Target: Weapon touched or fifty projectiles [all of which must be touching at the time of casting]		Caster Level: 14		
Wall of Chaos	21	See text	1 standard	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SC: p.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		Caster Level: 14		
Wall of Good	21	See text	1 standard	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: p.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		Caster Level: 14		
Wall of Law	21	See text	1 standard	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: p.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		Caster Level: 14		
Wall of Sand		None	1 standard	Concentration +1 round/level	Medium (240 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: p.235
<i>Effect:</i> Creates a churning wall of sand.					Target: A straight wall whose area is up to one 10-ft. square/level [S]		Caster Level: 14		

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F,DF, XP	Yes	Abjuration	PHB: p.201
<i>Effect:</i> Removes burden of misdeeds from subject.					Target: Living creature touched		Caster Level: 14		
Aura of Evasion		No	1 standard	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SC: p.18
<i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.					Target: 10-ft. radius emanation centered on you		Caster Level: 14		
Blistering Radiance	22	None and Fortitude partial; see text	1 standard	1 round/level	Long (960 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: p.33
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					Target: 50-ft.-radius spread		Caster Level: 14		
Break Enchantment	22	See text	1 minute	Instantaneous	Close (60 ft.)	V,S	No	Abjuration	PHB: p.207
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 1 creature/level, all within 30 ft. of each other		Caster Level: 14		
Command, Greater	22	Will negates	Standard	1 round/level	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> As command, but affects 1 subject/level.					Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 14		
Commune		None	10 minutes	1 round/level	Personal	V,S,M,DF, No XP		Divination	PHB: p.211
<i>Effect:</i> Deity answers one yes-or-no question/level.					Target: You		Caster Level: 14		
Crawling Darkness	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: p.55
<i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.					Target: You		Caster Level: 14		
Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	Standard	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 14		
Curse of Ill Fortune, Mass	22	Will negates	1 standard	1 minute/level	Medium (240 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 to all effected creatures.					Target: Enemies in a 20-ft.-radius burst		Caster Level: 14		
Death Throes		None	1 standard	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SC: p.60
<i>Effect:</i> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.					Target: You		Caster Level: 14		
Dispel Evil	22	See text	Standard	1 round/level or until discharged, whichever comes first	Touch	V,S,DF	See text	Abjuration [Good]	PHB: p.222
<i>Effect:</i> +4 bonus against attacks.					Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object		Caster Level: 14		
Dispel Law	22	See text	Standard	1 round/level or until discharged, whichever comes first	Touch	V,S,DF	See text	Abjuration [Chaotic]	PHB: p.223
<i>Effect:</i> +4 bonus against attacks.					Target: You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object		Caster Level: 14		
Disrupting Weapon	22	Will negates (harmless, object); see text	Standard	1 round/level	Touch	V,S	Yes (harmless, object)	Transmutation	PHB: p.223
<i>Effect:</i> Melee weapon destroys undead.					Target: One melee weapon		Caster Level: 14		
Divine Agility	22	Will negates [harmless]	1 standard	1 round/level	Touch	V,S	No	Transmutation	SC: p.69
<i>Effect:</i> Grants +10 enhancement to Dex.					Target: Living creature touched		Caster Level: 14		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐Doomtide	22	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: p.70
<i>Effect:</i> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.									
☐☐☐☐☐Dragonbreath	22	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: p.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text									
☐☐☐☐☐Earth Hammer	22	Will negates (harmless,object)	Swift Action	14 rounds	Touch	V	Yes (harmless,object)	Transmutation	Race Sto: p.162
<i>Effect:</i> Weapon overcomes DR as if Adamantite and increases damage by one step, it deals bludgeoning damage regardless of type.									
☐☐☐☐☐Earth Reaver	22	Reflex partial	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Transmutation [Fire]	SC: p.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.									
☐☐☐☐☐Flame Strike	22	Reflex half	Standard Action	Instantaneous	Medium (240 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.									
☐☐☐☐☐Hallow	22	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: p.238
<i>Effect:</i> Designates location as holy.									
☐☐☐☐☐Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Necromancy [Death]	SC: p.121
<i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.									
☐☐☐☐☐Inflict Light Wounds, Mass	22	Will half	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Deals 1d8 +1/level damage to many creatures.									
☐☐☐☐☐Insect Plague		None	1 round	1 minute/level	Long (960 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.244
<i>Effect:</i> Locust swarms attack creatures.									
☐☐☐☐☐Life's Grace	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.131
<i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text									
☐☐☐☐☐Mark of Justice		None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.252
<i>Effect:</i> Designates action that will trigger curse on subject.									
☐☐☐☐☐Plane Shift	22	Will negates	Standard Action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: p.262
<i>Effect:</i> As many as eight subjects travel to another plane.									
☐☐☐☐☐Raise Dead	22	None; see text	1 minute	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.268
<i>Effect:</i> Restores life to subject who died as long as 1 day/level ago.									
☐☐☐☐☐Revivify	22	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: p.176
<i>Effect:</i> If cast within one round of death, this spell restores the subject to -1 HP.									
☐☐☐☐☐Righteous Might		None	Standard Action	1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.273
<i>Effect:</i> Your size increases, and you gain combat bonuses.									
☐☐☐☐☐Righteous Wrath of the Faithful		None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.177
<i>Effect:</i> Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you morale bonus to attack and damage.									
☐☐☐☐☐Sanctuary, Mass	22	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.179
<i>Effect:</i> Opponents can't attack you, and you can't attack; see text.									
☐☐☐☐☐Scrying	22	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: p.274
<i>Effect:</i> Spies on subject from a distance.									
☐☐☐☐☐Slay Living	22	Fortitude partial	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy [Death]	PHB: p.280
<i>Effect:</i> Touch attack kills subject.									
☐☐☐☐☐Spell Resistance	22	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
<i>Effect:</i> Subject gains SR 12 +1/level.									
☐☐☐☐☐Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.204
<i>Effect:</i> Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.									
☐☐☐☐☐Stone Shape, Greater		None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: p.208
<i>Effect:</i> Sculpts stone into any shape.									
☐☐☐☐☐Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Transmutation	SC: p.211
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.									
☐☐☐☐☐Summon Bralani Eladrin		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Chaotic, Good]	SC: p.213
<i>Effect:</i> Summons a bralani eladrin [MM 93]; see text									
☐☐☐☐☐Summon Monster V		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
☐☐☐☐☐Symbol of Sleep	22	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.291
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.									
☐☐☐☐☐Symbol of Spell Loss	22	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SC: p.218
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.									
☐☐☐☐☐Triadspell	22	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SC: p.224
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.									
☐☐☐☐☐True Seeing	22	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: p.296
<i>Effect:</i> Lets you see all things as they really are.									
* =Domain/Speciality Spell									

Cleric Spells

□□□□□ Vigor, Greater	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched <i>Caster Level:</i> 14				
□□□□□ Vulnerability	22	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SC: p.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched <i>Caster Level:</i> 14				
□□□□□ Wall of Dispel Magic		None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SC: p.233
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft square/level <i>Caster Level:</i> 14				
□□□□□ Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (240 ft.)	V,S	Yes	Evocation	SC: p.234
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels <i>Caster Level:</i> 14				
□□□□□ Wall of Stone	22	See text	Standard Action	Instantaneous	Medium (240 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: p.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S] <i>Caster Level:</i> 14				
□□□□□ Zone of Respite		None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SC: p.244
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you <i>Caster Level:</i> 14				
□□□□□ Zone of Revelation		None	1 standard action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Divination	SC: p.244
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.					<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space <i>Caster Level:</i> 14				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Objects		None	Standard Action	1 round/level	Medium (240 ft.)	V,S	No	Transmutation	PHB: p.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text <i>Caster Level:</i> 14				
□□□□□ Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you <i>Caster Level:</i> 14				
□□□□□ Banishment	23	Will negates	Standard Action	Instantaneous	Close (60 ft.)	V,S,F	Yes	Abjuration	PHB: p.203
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14				
□□□□□ Bear's Endurance, Mass	23	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14				
□□□□□ Blade Barrier	23	Reflex half or Reflex negates; see text	Standard Action	1 minute/level [D]	Medium (240 ft.)	V,S	Yes	Evocation [Force]	PHB: p.205
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high <i>Caster Level:</i> 14				
□□□□□ Bull's Strength, Mass	23	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14				
□□□□□ Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you <i>Caster Level:</i> 14				
□□□□□ Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice <i>Caster Level:</i> 14				
□□□□□ Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14				
□□□□□ Dispel Magic, Greater		None	Standard Action	Instantaneous	Medium (240 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst <i>Caster Level:</i> 14				
□□□□□ Eagle's Splendor, Mass	23	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14				
□□□□□ Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: p.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched <i>Caster Level:</i> 14				
□□□□□ Find the Path	23	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: p.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched <i>Caster Level:</i> 14				
□□□□□ Forbiddance	23	See text	6 rounds	Permanent	Medium (240 ft.)	V,S,M, DF	Yes	Abjuration	PHB: p.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 60-ft. cubes/level [S] <i>Caster Level:</i> 14				
□□□□□ Geas/Quest		None	10 minutes	1 day/level or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.234
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature <i>Caster Level:</i> 14				
□□□□□ Ghost Trap		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: p.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you <i>Caster Level:</i> 14				
□□□□□ Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.237
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 5 sq. ft./level <i>Caster Level:</i> 14				
□□□□□ Harm	23	Will half; see text	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.239
<i>Effect:</i> Deals 10 points damage/level to target.					<i>Target:</i> Creature touched <i>Caster Level:</i> 14				
□□□□□ Heal	23	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched <i>Caster Level:</i> 14				
□□□□□ Heroes' Feast		None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: p.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level <i>Caster Level:</i> 14				
□□□□□ Hide the Path		None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: p.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S] <i>Caster Level:</i> 14				

* =Domain/Specialty Spell

Cleric Spells

Ice Flowers	23	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V,S	No	Transmutation [Cold]	SC: p.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst				<i>Caster Level:</i> 14
Inflict Moderate Wounds, Mass	23	Will half	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 14
Lucent Lance		None	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: p.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray				<i>Caster Level:</i> 14
Make Manifest, Mass	23	N/A	1 standard action	1 round/level	Close (60 ft.)	V,S,M	N/A	Transmutation	SC: p.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point is space				<i>Caster Level:</i> 14
Mantle of the Icy Soul	23	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SC: p.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 14
Opalescent Glare	23	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SC: p.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.					<i>Target:</i> You				<i>Caster Level:</i> 14
Owl's Wisdom, Mass	23	Will negates (harmless)	Standard Action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 14
Planar Ally		None	10 minutes	Instantaneous	Close (60 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: p.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear				<i>Caster Level:</i> 14
Planar Exchange		None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: p.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature				<i>Caster Level:</i> 14
Rejection	23	Fortitude negates	1 standard action	Instantaneous	60 ft.	V,S	Yes	Abjuration	SC: p.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.					<i>Target:</i> Cone-shaped burst				<i>Caster Level:</i> 14
Repulsion	23	Will negates	Standard Action	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: p.271
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you				<i>Caster Level:</i> 14
Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 14
Revive Outsider	23	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SC: p.175
<i>Effect:</i> As raise dead, except it affects an outsider.					<i>Target:</i> Touch				<i>Caster Level:</i> 14
Sarcophagus of Stone	23	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SC: p.180
<i>Effect:</i> Airtight coffin; see text.					<i>Target:</i> Creature touched?				<i>Caster Level:</i> 14
Spider Plague		None	1 round	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: p.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.					<i>Target:</i> Five summoned spiders				<i>Caster Level:</i> 14
Stone Body	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					<i>Target:</i> You				<i>Caster Level:</i> 14
Summon Monster VI		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.287
<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> 14
Symbol of Fear	23	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Fear,PHB: p.290 Mind-Affecting]	SC: p.290
<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol				<i>Caster Level:</i> 14
Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.290
<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol				<i>Caster Level:</i> 14
Undeath to Death	23	Will negates	Standard Action	Instantaneous	Medium (240 ft.)	V,S,M/DF	Yes	Necromancy [Death]	PHB: p.297
<i>Effect:</i> Destroys 1d4 [max 20d4] HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				<i>Caster Level:</i> 14
Vigorous Circle	23	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 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> 14
Visage of the Deity	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.230
<i>Effect:</i> Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					<i>Target:</i> You				<i>Caster Level:</i> 14
Wind Walk	23	No and Will negates (harmless)	Standard Action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: p.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels				<i>Caster Level:</i> 14
Word of Recall	23	None or Will negates (harmless, object)	Standard Action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: p.303
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures				<i>Caster Level:</i> 14
Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SC: p.244
<i>Effect:</i> Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.					<i>Target:</i> Willing living creature touched				<i>Caster Level:</i> 14

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SC: p.27
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 14
Blood to Water	24	Fortitude half	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy [Water]	SC: p.33
<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					<i>Target:</i> Up to five living creatures, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 14

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Brain Spider	24	Will negates	1 round	1 minute/level	Long (960 ft.)	V,S,M,DF	Yes	Divination [Mind-Affecting] Caster Level: 14	SC: p.38
<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.									
☐☐☐☐☐ Brilliant Blade	24	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object] see text	Transmutation (Healing) Caster Level: 14	SC: p.40
<i>Effect:</i> Transform weapons into brilliant energy.									
☐☐☐☐☐ Control Weather		None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: p.214
<i>Effect:</i> Changes weather in local area.									
<i>Target:</i> 2-mile-radius circle, centered on you; see text									
Caster Level: 14									
☐☐☐☐☐ Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; Conjuration (Healing) Caster Level: 14	PHB: p.216	
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart									
☐☐☐☐☐ Destruction	24	Fortitude partial	Standard Action	Instantaneous	Close (60 ft.)	V,S,F	Yes	Necromancy [Death] Caster Level: 14	PHB: p.218
<i>Effect:</i> Kills subject and destroys remains.									
<i>Target:</i> One creature									
☐☐☐☐☐ Ethereal Jaunt		None	Standard Action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: p.227
<i>Effect:</i> You become ethereal for 1 round/level.									
<i>Target:</i> You									
Caster Level: 14									
☐☐☐☐☐ Fortunate Fate	24	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SC: p.99
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.									
<i>Target:</i> Living creature touched									
☐☐☐☐☐ Holy Star	24	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: p.115
<i>Effect:</i> Creates light and has three functions; see text									
<i>Target:</i> Protective star of energy									
Caster Level: 14									
☐☐☐☐☐ Holy Word	24	None or Will negates; see text	Standard Action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic] Caster Level: 14	PHB: p.242
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.									
<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you									
☐☐☐☐☐ Inflict Serious Wounds, Mass	24	Will half	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart									
Caster Level: 14									
☐☐☐☐☐ Planar Bubble	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M,DF	No; see text	Abjuration	SC: p.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].									
<i>Target:</i> 10-ft.-radius emanation from touched creature									
Caster Level: 14									
☐☐☐☐☐ Radiant Assault	24	Will partial	1 standard action	Instantaneous	Long (960 ft.)	V,S,F	Yes	Evocation [Light]	SC: p.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.									
<i>Target:</i> 20-ft.-radius burst									
Caster Level: 14									
☐☐☐☐☐ Refuge		None	Standard Action	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation) Caster Level: 14	PHB: p.269
<i>Effect:</i> Alters item to transport its possessor to you.									
<i>Target:</i> Object touched									
☐☐☐☐☐ Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 14	PHB: p.270
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].									
<i>Target:</i> Living creature touched									
☐☐☐☐☐ Renewal Pact	24	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SC: p.173
<i>Effect:</i> Reverses certain effects when contracted.									
<i>Target:</i> Willing living creature touched									
☐☐☐☐☐ Repulsion	24	Will negates	Standard Action	1 round/level [D]	Up to 10 ft./level	V,S,F,DF	Yes	Abjuration	PHB: p.271
<i>Effect:</i> Creatures can't approach you.									
<i>Target:</i> 10 ft. radius/level emanation centered on you									
Caster Level: 14									
☐☐☐☐☐ Restoration, Greater	24	Will negates (harmless)	10 minutes	Instantaneous	Touch	V,S, XP	Yes (harmless)	Conjuration (Healing) Caster Level: 14	PHB: p.272
<i>Effect:</i> As restoration, plus restores all levels and ability scores.									
<i>Target:</i> Creature touched									
☐☐☐☐☐ Restoration, Mass	24	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SC: p.174
<i>Effect:</i> Restores level and ability score drains to each creature.									
<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart									
Caster Level: 14									
☐☐☐☐☐ Resurrection	24	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 14	PHB: p.272
<i>Effect:</i> Fully restore dead subject.									
<i>Target:</i> Dead creature touched									
☐☐☐☐☐ Scrying, Greater	24	Will negates	Standard Action	1 hour/level	See text	V,S	Yes	Divination (Scrying) Caster Level: 14	PHB: p.275
<i>Effect:</i> As scrying, but faster and longer.									
<i>Target:</i> Magical sensor									
☐☐☐☐☐ Slime Wave	24	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration (Summoning) Caster Level: 14	SC: p.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.									
<i>Target:</i> 15 ft.-radius spread									
☐☐☐☐☐ Spell Resistance, Mass	24	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.									
<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart									
Caster Level: 14									
☐☐☐☐☐ Summon Monster VII		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F,DF	No	Conjuration (Summoning) Caster Level: 14	PHB: p.287
<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									
☐☐☐☐☐ Symbol of Stunning	24	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	PHB: p.291
<i>Effect:</i> Triggered rune stuns nearby creatures.									
<i>Target:</i> One symbol									
☐☐☐☐☐ Symbol of Weakness	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death] Caster Level: 14	PHB: p.291
<i>Effect:</i> Triggered rune weakens nearby creatures.									
<i>Target:</i> One symbol									
☐☐☐☐☐ Symphonic Nightmare	24	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SC: p.218
<i>Effect:</i> Causes creature not to be able to rest; see text.									
<i>Target:</i> Living creature touched; see text									
☐☐☐☐☐ Withering Palm	24	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SC: p.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.									
<i>Target:</i> Living creature touched									
Caster Level: 14									
☐☐☐☐☐ Word of Chaos	24	None or Will negates; see text	Standard Action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic] Caster Level: 14	PHB: p.303
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.									
<i>Target:</i> Nonchaotic creatures in a 40-ft.- radius spread centered on you									

* =Domain/Speciality Spell

Cleric Spells

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Antimagic Field		None	Standard Action	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: p.200
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 14		
□□□□□Brilliant Aura	25	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□Cloak of Chaos	25	See text	Standard Action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Chaotic]	PHB: p.210
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
□□□□□Cure Critical Wounds, Mass	25	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or see text	Yes;Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□Death Pact		None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SC: p.60
<i>Effect:</i> Brings target back to life but with a price; see text.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 14		
□□□□□Discern Location		None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: p.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 14		
□□□□□Earthquake	25	See text	Standard Action	1 round	Long (960 ft.)	V,S, DF	No	Evocation [Earth]	PHB: p.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]		<i>Caster Level:</i> 14		
□□□□□Fierce Pride of the Beastlands		None	10 minutes	10 minutes/level [D]	Medium (240 ft.)	V,S	No	Conjuration (Summoning) [Chaotic, Good]	SC: p.91
<i>Effect:</i> Summons 2d4 celestial lions with maximum hit points; see text.					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□Fire Storm	25	Reflex half	1 round	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]		<i>Caster Level:</i> 14		
□□□□□Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]SC: p.112	
<i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.					<i>Target:</i> 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
□□□□□Holy Aura	25	See text	Standard Action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good]	PHB: p.241
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
□□□□□Inflict Critical Wounds, Mass	25	Will half	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Deals 4d8 +1/level [max +40] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□Lion's Roar	25	Fortitude partial or Will negates [harmless]	1 standard action	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless]; see text	Evocation [Sonic]	SC: p.133
<i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.					<i>Target:</i> 120-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
□□□□□Planar Ally, Greater		None	10 minutes	Instantaneous	Close (60 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: p.261
<i>Effect:</i> As lesser planar ally, but up to 18 HD.					<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.		<i>Caster Level:</i> 14		
□□□□□Planar Exchange, Greater		None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: p.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature		<i>Caster Level:</i> 14		
□□□□□Plane Shift, Greater	25	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SC: p.159
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 14		
□□□□□Spell Immunity, Greater	25	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
<i>Effect:</i> Subject is immune to 3 spells, up to 8th-level spells.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□Stormrage	25	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: p.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□Summon Monster VIII		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.287
<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> 14		
□□□□□Symbol of Death	25	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: p.289
<i>Effect:</i> Triggered rune slays nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
□□□□□Symbol of Insanity	25	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.290
<i>Effect:</i> Triggered rune renders nearby creatures insane.					<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
□□□□□Wall of Greater Dispel Magic		None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SC: p.234
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level		<i>Caster Level:</i> 14		

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Astral Projection		None	30 minutes	See text	Touch	V,S,M	Yes	Necromancy	PHB: p.201
<i>Effect:</i> Projects you and companions onto Astral Plane.					<i>Target:</i> You plus one additional willing creature/2 levels touched		<i>Caster Level:</i> 14		
□□□□□Awaken Construct	26	Will negates [harmless]	8 hours	Instantaneous	Touch	V,S,M,XP	Yes [harmless]	Transmutation	SC: p.21
<i>Effect:</i> You awaken a humanoid-shaped construct to humanlike sentience. [3d6 for Int, Wis & Cha].					<i>Target:</i> One construct		<i>Caster Level:</i> 14		
□□□□□Energy Drain	26	Fortitude partial; see text for enervation	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: p.226
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy		<i>Caster Level:</i> 14		
□□□□□Etherealness		None	Standard Action	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: p.228
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels		<i>Caster Level:</i> 14		
□□□□□Gate		None	Standard Action	Instantaneous or concentration 0; see text	Medium (240 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: p.234
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text		<i>Caster Level:</i> 14		

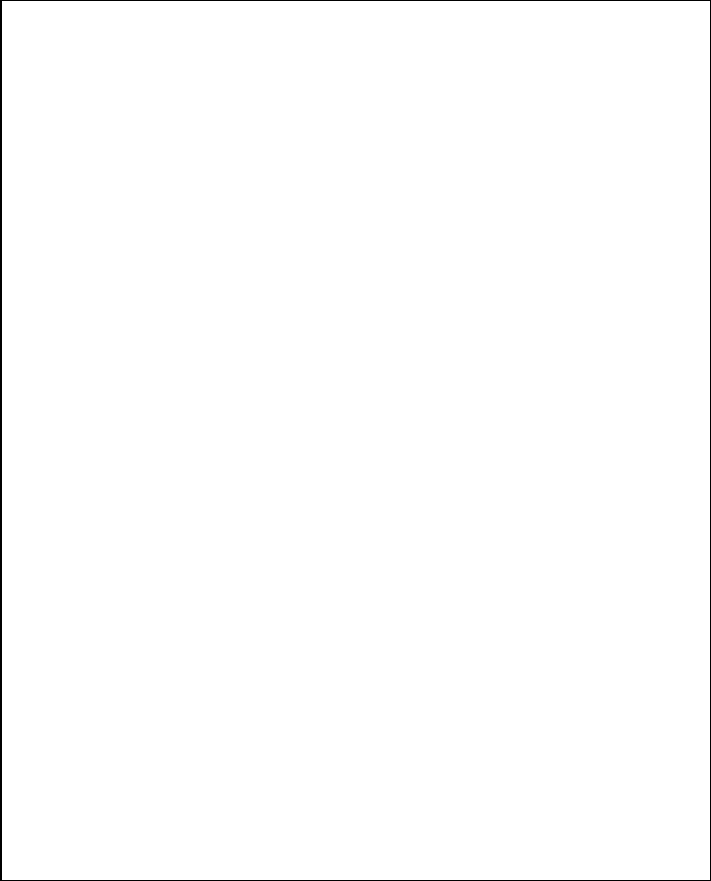
* =Domain/Speciality Spell

Cleric Spells

□□□□□ Heal, Mass	26	Will negates (harmless)	Standard Action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.239
<i>Effect:</i> As heal, but with several subjects.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□ Implosion	26	Fortitude negates	Standard Action	Concentration [up to 4 rounds]	Close (60 ft.)	V,S	Yes	Evocation	PHB: p.243
<i>Effect:</i> Kills one creature/round.					<i>Target:</i> One corporeal creature/round			<i>Caster Level:</i> 14	
□□□□□ Miracle	26	See text	Standard Action	See text	See text	V,S, XP; see text	Yes	Evocation	PHB: p.254
<i>Effect:</i> Requests a deity's intercession.					<i>Target:</i> See text				
□□□□□ Soul Bind	26	Will negates	Standard Action	Permanent	Close (60 ft.)	V,S,F	No	Necromancy	PHB: p.281
<i>Effect:</i> Traps newly dead soul to prevent resurrection.					<i>Target:</i> Corpse			<i>Caster Level:</i> 14	
□□□□□ Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (960 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud			<i>Caster Level:</i> 14	
□□□□□ Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (240 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: p.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith			<i>Caster Level:</i> 14	
□□□□□ Summon Monster IX		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.288
<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				
□□□□□ True Resurrection	26	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.296
<i>Effect:</i> As resurrection, plus remains aren't needed.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 14	
□□□□□ Undeath's Eternal Foe		None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: p.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels			<i>Caster Level:</i> 14	
□□□□□ Visage of the Deity, Greater	26	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Turk



Kercpa
RACE
18
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
1' 6"
HEIGHT
8 lbs.
WEIGHT
Hazel
EYE COLOUR
Red
SKIN COLOUR
Red, Wild, grass
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

You are 18 inches tall and look like a Red Squirrel. You wear Forest Garb to easily blend into the background

Biography:

15 years old is an Adult. Kercpas live to be about 60 years old.
You'll reach Mid life at 30.

Notes:

Character Sheet Notes:

Lu - Phil

Jessabelle - Rebekah

Fox - Nick

Gargen - Matt

Teryn - Conor

Tom - Friend - Messenger from Duke Borba Drefus

The Hunter - ENEMY - An agent of the drow after Lu.

Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.

SUNLESS CITADEL Contacts:

Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe

Calcryx - Friend - White Wyrmling

OLD -----

FAITH: 137 (157 w/ Helm)

15

4

4

5

7

7

9

7

12

10

Quests:

In-progress:

Gargen's Pleas For Help

Completed:

Defeat four elemental temples

Prevent Tharizdun's return

Clear Brightstone Keep

Figure out dream (Eye behind gate)

Defeat Belak the Druid and stop the gulthias tree

Recover Wyrmling for Kobolds - Aquired key to Dragon Priest Tomb

Find Siblings in Sunless Citadel - Monentary Reward

NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.

Enemy is self explanatory - Unfriendly intentions at time of meeting

Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.

Current Mission for Duke: Clear Brightstone Keep; party may keep it and property it resides on. No taxable interest