

EQUIPME	ENT			
ITEM	LOCATION	QTY	WT	COST
Auric 'Farandol	Carried	1	6.0	165035.0
Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/lcy Jurst)), Ignore 20 hardness, Bonded Weapon:+2 to Hit and Jamage, redirect sunder damage to self, alarm on weapon, take 566 damage if weapon broken, cannot be disarmed., Targeted Jospel Magic 3/day upon successful hit, good-aligned, +26f holy Jamage vs. evil,1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold Jamage				
Bag of Holding (Type 4)	Equipped	1	60.0	10000.0
Boots of Swiftness and Blinking	Equipped	1	1.0	240000.0
Cloak of Charisma +4	Equipped	1	2.0	16000.0
Crossbow +2 (Light)	Carried	1	4.0	8335.0
Dwarven Bracers of Archery (Greater)	Equipped	1	1.0	25000.0
Longbow +3 (Distant Shot/Ironwood) blbs. weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn	Carried	1	3.0	162375.0
Mithral Full Plate +2	Equipped	1	25.0	14500.0
(Light Full Plate +2), 30hp/inch and 15 hardness  Mystic Shield	Equipped	1	15.0	4170.0
Shield +2 (Heavy/Metal))	=qu.ppou	•	.0.0	0.0
Mystra's Blessed Amulet of Life	Equipped	1	0.0	104000.0
Amulet Save Bonus (Sacred) (+3/Skill Bonus (Competance) Knowledge (Religion) +10)/Crystal (Deep)/Raise Dead//Cleric/20th)), 30hp/inch and 10 hardness, Sacred bonus to all saving throws of +3, Competance bonus to selected skillof (nowledge (Religion) +10				
Traveler's Outfit	Equipped	1	5.0	0.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Ring of Fire and Ice	Equipped	1	0.0	0.0
When worn, the ring offers a limited immunity to Fire or Cold energy attacks by absorbing up to 10 spell levels (10d6) of Fire and Cold energy. It can then discharge that same energy as a beam (range touch) upon command as a standard action as either Fire or Cold., 30hp/inch and 10 hardness				
TOTAL WEIGHT CARRIED/V	ALUE		117 lbs.	767415.0 gp
WEIGHT ALLO	)WANCE			
			loova.	600
Light 200 Medium Lift over head 600 Lift off ground		Push /	Drag	600 3000

		_
SPECIAL	ARII ITIES	

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

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

CoM max Spell level = 3

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

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

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

Lay on Hands (Su) 66 hp/day

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

MYSTIC SHIELD (Su): At will, as a move equivalent action that does not provoke an attack of opportunity you may summon a Heavy Shield of +2 Enhancement [AC +4]. 1/day the Shield's protection may be increased by 3 [+1 point per 3 character levels] for 1 round/level. At the end of this duration you lose 3 [+1 point per 3 character levels] CON damage, it takes 8 hours to recover the loss. [This may not be recovered by any magic means, like restoration]. This shield cannot be disarmed, removed or put down, it's attached to the arm. [Cost Permanent Loss of 9 Spell Points and 9 Health Points]

Remove Disease (Sp) 2/week

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

Special Mount (Sp)

Spell Points - Champion of Mystra [22]

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

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

#### **PROFICIENCIES**

#### **LANGUAGES**

Common, Draconic, Dwarven, Elven

TEMPLATES
Truename

### Paladin Innate Spells

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

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

\* =Domain/Speciality Spell

Target: Cone-shaped emanation

Caster Level: 11

# Champion of Mystra Spells

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

				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage	13 e.	Will negates [object]	1 minute	Instantaneous	Touch  Target: Flask of wat	V,S,M ter touched	Yes [object]	Transmutation [Lawful] Caster Level: 5	SC: Pg.22
water damages chaduc dusiders to 204 points of damage	13	None	1 standard action	1 minute/level	50 ft.  Target: The caster a	V,S, DF	Yes (harmless) s within a 50-ft. burst,	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PHB: pg.205
Allies gain +1 on attack rolls and +1 on saves against fear	13	Will negates [harmless]	1 standard	1 minute/level	centered on the cas 50 ft.		No	Divination	SC: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within the	ne spre	ead.			Target: 50 ft. spread	d, centered	on you	Caster Level: 5	
Blessings of Insight	13		1 standard action	1 round/level	Personal	V,S		Enchantment	FH.P: pg.35
Effect: Gain Wisdom bonus to AC against Evil opponents.					Target: You			Caster Level: 5	
Bless Water  Effect: Makes holy water.	13	Will negates (object)	1 minute	Instantaneous	Touch  Target: Flask of wat	V,S,M ter touched	Yes (object)	Transmutation [Good] Caster Level: 5	PHB: pg.205
Bless Weapon	13	None	1 standard	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
Effect: Weapon strikes true against evil foes.			action		Target: Weapon tou	uched		Caster Level: 5	
Bless Weapon, Swift	13	None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
As bless weapon.	12	N/A	1 atandara	1.40 minutaa/laval	Target: Touched we	•	N/A	Caster Level: 5	CC: Da 47
Effect: Gain +4 sacred bonus on saving throws against mind-affe	13	N/A	action	l 10 minutes/level	Personal  Target: You	V,S,DF	N/A	Abjuration  Caster Level: 5	SC: Pg.47
Create Water	13	None	1 standard	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 galle	ons/level of	water	Caster Level: 5	
Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch  Target: Creature tou	V,S uched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	PHB: pg.215
Cures 1d8 +1/level [max +5] damage.  Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: Pg.59
Effect: Deal an extra 1d6 of sonic damage with each successful h					Target: Your weapo		N	Caster Level: 5	DUD are
Detect Poison	13	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Divination  Caster Level: 5	PHB: pg.219
Effect: Detects poison in one creature or small object.	13	None	4 -4	Consentation on to 4 minutes/level [D]	Target: One creatur	·		Caster Level: 5 Divination	DI ID 220
Detect Undead  Effect: Reveals undead within 60 ft.	13	None	action	Concentration, up to 1 minutes/level [D]	Target: Cone-shape	V,S,M/DF ed emanation		Caster Level: 5	PHB: pg.220
Divine Favor	13	None	1 standard	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
Effect: You gain +1 on attack and damage rolls. [Every three case					Target: You			Caster Level: 5	
Divine Sacrifice	13	None	1 standard action	1 round/level	Personal  Target: You	V,S	N/A	Evocation  Caster Level: 5	SC: Pg.70
First attack of the round deals an extra 5d6 of damage, a not you hit.	and yo	u take 10 points of dam	age each t	ime you make such an attack, whether o	or _				
Effect:	13	Will negates (harmless)	1 standard action	24 hours	Touch  Target: Creature tou	V,S uched	Yes (harmless)	Abjuration  Caster Level: 5	PHB: pg.226
Exist comfortably in hot or cold environments.	13	None	1 standard	1 round/level	Touch	V,S,DF	No		SC: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid	or so	nicl. vou gan 5 resistand	action ce: see text		Target: Touch			text] Caster Level: 5	· ·
Exorcise the Damned	13	,,, g 10010.tank		5 rounds/level	Self	V,S,DF		Enchantment	FH.P: pg.36
Effect: Turn undead is bolstered as if the paladin was 1d4 characters.	ter lev	els higher.			Target: You			Caster Level: 5	
Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.	13	Will negates [harmless]	1 standard action	Instantaneous	Touch  Target: Living create	V,S ure touched	Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: Pg.87
□□□□ Find Temple	13	None	1 standard	1 hour/level	10 miles + mile/leve		No	Divination	SC: Pg.91
Effect: Sense nearest sanctuary of your deity.					Target: Circle cente	ered on you	, out to range	Caster Level: 5	
Golden Barding  Effect:	13	None	1 standard action	1 hour/level	Touch  Target: Special mou	V,DF unt touched	No	Conjuration (Creation) Caster Level: 5	SC: Pg.106
Create Magical Barding type depends on level; see text.	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
Effect: Allows you to make sneak attacks against undead if you h					Target: You			Caster Level: 5	
Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
Effect: Mount's base land speed increase by 40 feet.  Inspirational Charge	13	None	1 swift	2 hours	Target: Your special 20-ftradius	Il mount	No	Caster Level: 5 Enchantment	FH.P: pg.36
Effect:  If you succeed at hitting on a charge action your allies g	ain a -	+2 morale bonus to atta	action	nage on any attacks they make until you		hin a 20-ft	radius, centered on you	u Caster Level: 5	
action in the next round.	13	None		Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
Effect:	.5		action	. 2225.manon, ap to 1 founditores	Target: Cone-shape			Caster Level: 5	gzo
Determine the relative power levels of tagets; see text.	13	Will negates		1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.132
Effect: Gain immunity to fear effects.		[harmless]	action		Target: Creature to	uched		[Mind-Affecting] Caster Level: 5	
				* =Domain/Speciality Spell					

			Cham	pion of Mystra S	pells				
□□□□ Magic Weapon	13	Will negates (harmless, object)		1 minute/level		V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
ffect: Weapon gains +1 bonus.					Target: Weapon tou	ched		Caster Level: 5	
□□□□ Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]		V,S,M	N/A	Abjuration [Good]	SC: Pg.137
ffect: Gain SR 12 + your caster level against spells with the evil			1 standard	Instantaneous	Target: You Touch	V,S,DF	No	Caster Level: 5 Abjuration	SC: Pg.142
l□□□□ Moment of Clarity  'fect:	10	None	action	instantaneous	Target: Creature tou		110	Caster Level: 5	00.1 g.142
Creature gains a second save against a mind-affecting spe		N/A	1 standard	1 hour/level	-	V,S,DF	N/A	Divination	SC: Pg.149
fect:			action		Target: You			Caster Level: 5	
+4 insight bonus to Spot and Listen, gain scent ability. Mus		ain within 10 ft. of moun Will (harmless)		24 hours/level	Touch	V,S,DF	Yes (harmless)	Conjuration, Transmutation	FH.P: pg.36
ffect:					Target: One individu	al		(Healing) Caster Level: 5	
Used in conjuction of healing check, if successful double the y attempts to resist disease for the duration of the spell.	ne crea	atures normal healing ra			0				
Protection from Chaos	13	Will negates (harmless)	1 standard action	1 minute/level [D]			No; see text	Abjuration [Lawful]	PHB: pg.266
fect: +2 to AC and saves, counter mind control, hedge out elem	entals 13	and outsiders. Will negates	1 standard	1 minuto/loval IDI	Target: Creature tou		No: soo toyt	Caster Level: 5	DHR: ng 266
IIIII Protection from Evil	13	(harmless)	action	1 minute/level [D]	Touch  Target: Creature tou		No; see text	Abjuration [Good]  Caster Level: 5	PПВ: pg.200
+2 to AC and saves, counter mind control, hedge out elem		and outsiders. Will negates	1 standard	1 round/level [max 10 rounds]	-	V,S	No	Conjuration	FH.P: pg.37
fect:		-	action	,	Target: One object of			Caster Level: 5	
Flames deal 1d4 points of damage to evil creatures; will no Read Magic		sume inanimate object; s None	1 standard	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
fect: Read scrolls and spellbooks.			action		Target: You			Caster Level: 5	
Read scrolls and spellbooks.	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
fect: Subject gains +1 on saving throws.		,			Target: Creature tou	ched		Caster Level: 5	
Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level		V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
fect: Grants limited protection from a plane's alignment traits; se					Target: Creature tou			Caster Level: 5	
Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous		V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
fect: Dispels magical ability penalty or repairs 1d4 ability damag	je. 13	Will negates	1 standard	Instantaneous	Target: Creature tou Touch	V,S,DF	Yes [harmless]	Caster Level: 5 Abjuration	SC: Pg.174
LLL Resurgence	13	[harmless]	action	instantaneous	Target: Creature tou		res [riamiess]	Caster Level: 5	30. Fg.174
Allows one retry on a failed save against an ongoing spell,		like ability, or supernatu N/A		1 round	-	V,S	N/A	Transmutation	SC: Pg.176
fect:			action		Target: You			Caster Level: 5	
Subject's charge attack deals double damage of first attack	t. 13	Will negates		Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.182
fect: Removes fatigue and povides +4 bonus on Con checks; se	o tout	[harmless]	action		Target: Creature tou	ched		Caster Level: 5	
Centures langue and povides 44 bonds on Con checks, se		None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	SC: Pg.182
fect: Any evil creature with the ability to cast divine spells cause	s the c	object to glow a soft blu		ee text.	Target: Object touch	ed		Caster Level: 5	
□□□□ Speed Mount	13	Will negates (harmless)		1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	CoD.P: pg.58
<i>fect:</i> Your mount's speed is doubled. If a paladin's mount it also					larger than the caste	r	to one size category	Caster Level: 5	
Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: Pg.206
fect: It becomes impossible for you to fall or be thrown off your r	mount		action		Target: You			Caster Level: 5	
Strategic Charge		N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SC: Pg.210
fect: Gain benefit of the Mobility feat.					Target: You			Caster Level: 5	
□□□□ Traveler's Mount	13	Will negates	1 standard action	1 hour/level		V,S	Yes	Transmutation	SC: Pg.223
ffect: +10 feet enhancement bonus to speed but cannot attack d			1 ote = 2 · · ·	P hours IDI	Target: Animal or ma			Caster Level: 5	CoD D: 50
□□□□ Vigilant Sleep	13	Will negates (harmless)	1 standard action	o nouls [D]	Touch  Target: Creature tou		Yes (harmless)	Abjuration  Caster Level: 5	CoD.P: pg.58
<i>lect:</i> You fall asleep immediately, but your eyes remain open ar e if every direction. Gain Alertness feat. You may wake an	nd activ	ve. You remain fully cor and are not fatigued by	scious of yo wearing arm	ur surroundings as if fully awake and ca	n	oriod		Castor Level. U	
e ii every direction. Gain Alerthess leat. Tou may wake an			1 standard action		Touch		Yes (harmless)	Transmutation	PHB: pg.298
UUUU Virtue								Caster Level: 5	
Control of the state of the sta					Target: Creature tou		.,	man and and	
□□□□ Virtue  fect: Subject gains 1 temporary hp. □□□□□ Vision of Glory		None		1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
[□□□□ Virtue fect: Subject gains 1 temporary hp. □□□□□ Vision of Glory fect: Grants a +1 morale bonus to a single saving throw (target's	13 s choic	ce].	1 standard action		Touch  Target: Creature tou	V,S,DF		Caster Level: 5	_
l□□□□ Virtue  ffect: Subject gains 1 temporary hp. □□□□□ Vision of Glory  ffect: Grants a +1 morale bonus to a single saving throw (target's	13 s choic		1 standard action	1 minute or until discharged	Touch	V,S,DF ched	Yes		SC: Pg.231 SC: Pg.236
□□□□ Virtue  fect: Subject gains 1 temporary hp. □□□□ Vision of Glory  fect: Grants a +1 morale bonus to a single saving throw [target's □□□□ Warning Shout	13 s choic	ce].	1 standard action 1 immediate		Touch  Target: Creature tou	V,S,DF ched V		Caster Level: 5 Transmutation	_
cect: Subject gains 1 temporary hp. Company Vision of Glory fect: Grants a +1 morale bonus to a single saving throw [target's Company Warning Shout	13 s choic	ce].	1 standard action 1 immediate		Touch  Target: Creature tou 30 ft.	V,S,DF ched V		Caster Level: 5 Transmutation [Sonic]	_
fect: Subject gains 1 temporary hp. Subject gains 1 temporary hp. Glory fect: Grants a +1 morale bonus to a single saving throw [targets Warning Shout fect: Removes flat-footed condition from all allies.	13 s choic 13	ce]. None Saving Throw	1 standard action  1 immediate action	LEVEL 2	Touch Target: Creature tou 30 ft. Target: All allies with	V,S,DF ched V	No Spell Resistance	Caster Level: 5 Transmutation [Sonic] Caster Level: 5 School	SC: Pg.236
\	13 s choice 13	ce]. None	1 standard action  1 immediate action	Instantaneous	Touch Target: Creature tou 30 ft. Target: All allies with	V,S,DF ched V viin 30 ft.	No  Spell Resistance Yes [harmless]	Caster Level: 5 Transmutation [Sonic] Caster Level: 5	SC: Pg.236
Gect: Subject gains 1 temporary hp. Gect: Subject gains 1 temporary hp. Gect: Grants a +1 morale bonus to a single saving throw (targets) Grants a +1 morale bonus to a single saving throw (targets) Gect: Removes flat-footed condition from all allies.  Name Gain DR 5/evil.	13 s choice 13	Saving Throw Will negates	1 standard action  1 immediate action  Time 1 standard action  1 swift	LEVEL 2	Touch Target: Creature tou 30 ft. Target: All allies with Range Touch Target: Lawful good	V,S,DF ched V viin 30 ft.	No  Spell Resistance Yes [harmless]	Caster Level: 5 Transmutation [Sonic] Caster Level: 5 School Abjuration [Good]	SC: Pg.236
### Virtue  ###################################	13 s choice 13 DC 14	Saving Throw Will negates [harmless]	1 standard action  1 immediate action  Time 1 standard action	LEVEL 2  Duration 1 round/level	Touch Target: Creature tou 30 ft. Target: All allies with Range Touch Target: Lawful good	V,S,DF ched V in 30 ft.  Comp. V,S,DF creature to	No  Spell Resistance Yes [harmless] uched	Caster Level: 5 Transmutation [Sonic] Caster Level: 5  School Abjuration [Good] Caster Level: 5	SC: Pg.236  Source SC: Pg.11
	DC 14	Saving Throw Will negates [harmless]	1 standard action  1 immediate action  Time 1 standard action  1 swift action  1 standard	LEVEL 2  Duration 1 round/level	Touch Target: Creature tou 30 ft.  Target: All allies with  Range Touch Target: Lawful good Personal Target: 10-ft. radius	V,S,DF ched V in 30 ft.  Comp. V,S,DF creature to	No  Spell Resistance Yes [harmless] uched	Caster Level: 5 Transmutation [Sonic] Caster Level: 5  School Abjuration [Good] Caster Level: 5 Transmutation Caster Level: 5 Enchantment	SC: Pg.236  Source SC: Pg.11
	DC 14	Saving Throw Will negates [harmless] None	1 standard action  1 immediate action  Time 1 standard action  1 swift action	LEVEL 2  Duration 1 round/level	Touch Target: Creature tou 30 ft.  Target: All allies with  Range Touch Target: Lawful good Personal Target: 10-ft. radius	V,S,DF ched V  in 30 ft.  Comp. V,S,DF creature to V,DF spread	Spell Resistance Yes [harmless] uuched No	Caster Level: 5 Transmutation [Sonic] Caster Level: 5  School Abjuration [Good] Caster Level: 5 Transmutation Caster Level: 5	SO: Pg.236  Source SC: Pg.11  SC: Pg.18

			Champion of Mystra	Spells				
□□□□ Bull's Strength	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
ffect: Subject gains +4 to Str for 1 minutes/level.		(		Target: Creature tou	ched		Caster Level: 5	
Checkmate's Light	14	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawfu	] SC: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Ma	ıx +5 at	t 15th level] and is Lawf		Target: Melee weap	on touched	d	Caster Level: 5	
adius of red light.	14	Will negates	1 standard 10 minutes/level		V,S	Yes [harmless]	Abjuration	SC: Pg.47
□□□□□ Cloak of Bravery  ffect:		[harmless]	action	Target: 60-ftradius			[Mind-Affecting] Caster Level: 5	55. Fg.47
You and your allies gain a morale bonus on saves again	st fear	effects equal to your cas Will negates	ster level [Max +10]. 1 standard 1 hour/level [D]	-	V,S	No No	Illusion (Glamer)	SC: Pg.48
JJJJJJCloak Pool  Effect:	14	[harmless,object]	action	Target: One color po		140	[Mind-Affecting] Caster Level: 5	30. r g.40
Causes a color pool on the Astral Plane to seemingly cer			4 standard 4 have flavel (D) as well discharged	• •		Van (harrelana)		DI ID II 400
Crown of Smiting	14	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action		V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
iffect: Choose alignment [chaotic, evil, good or lawful]. Once parameter has the designated alignment or Displayers for			us on damage rolls no next melee or ranged atta	Target: Creature tou ick if	cnea		Caster Level: 5	
he opponent has the designated alignment or Discharge for a property Defiance	14	Will negates	1 standard 1 minute	Touch	V,S	Yes (harmless)	Enchantment	FH.P: pg.35
Effect:		(harmless)	action	Target: Creature tou	ched		Caster Level: 5	
Target can be affected by fear, but can choose their action Delay Poison	ons ins	Fortitude negates	1 standard 1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration	PHB: pg.217
Effect:		(harmless)	action	Target: Creature tou	ched		(Healing) Caster Level: 5	
Stops poison from harming subject for 1 hour/level.	14		1 standard 1 hour	10 ft.	V,S		Abjuration	CoD.P: pg.55
ffect:			action	Target: All allies with	in a 10-ft.	-radius, centered on yo	ou Caster Level: 5	
Every ally within 10 ft. gains the paladin's immunity to fee	ar. If alr 14	ready suffering from fear N/A	r they get a new save with a +8 bonus to the new r 1 standard 1 hour/level or until discharged [D]	roll.	V,S,DF	N/A	Divination	SC: Pg.70
Effect:			action	Target: You			Caster Level: 5	J.
Gain 5 + your caster level [max bonus of 15] to one skill  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	check of	during the duration of the Will negates	e spell. 1 standard 1 minute/level	-	V,S,DF	Yes [harmless]	Enchantment	SC: Pg.70
IIII DIVINE FIOLECTION		[harmless]	action	(100 11.)	, -, -,	[	(Compulsion) [Mind-Affecting]	, g., v
Effect: +1 morale bonus to AC and saving throws.				Target: Allies in a 20	-ftradius	burst	Caster Level: 5	
Divine Pursuit	14	None	1 full round variable; see text		V,S	No	Divination	FH.P: pg.35
Effect: Make Knowledge [Religion] check DC 20 in order to trac	k an ev	il being to their currecnt	location; see text.	Target: One evil crea	ature		Caster Level: 5	
□□□□□ Drums of the Righteous	14	None	1 standard 1 round/level action	30 ft.	V,S,F/DF	Yes (harmless)	Enchantment [Good, Sonic]	CoD.P: pg.56
Effect: Grants allies +1 luck bonus to attack rolls. It causes e	vil crea	atures a -1 luck penalty	to attack rolls. Smite Evil gains a +2 luck bonu	Target: All allies with is to	in 30 ft.		Caster Level: 5	
amage. See text.	14	Will negates	1 standard 1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
iffect:		(harmless)	action	Target: Creature tou			Caster Level: 5	
Subject gains +4 to Cha for 1 minutes/level.	14	None	1 standard 1 round/level	-	V,S,DF	No	Abjuration [See	SC: Pg.79
Effect:			action	Target: Touch	,-,		text] Caster Level: 5	3
As lesser energized shield, except energy resistance is 1	10 and 14	damage dealt is 2d6 Fortitude negates	1 standard 1 round/level	-	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
ILLL Fell the Greatest Foe		[harmless]	action	Target: Creature tou		ree (namede)	Caster Level: 5	00.1 g.00
Deal 1d6 damage per size category difference.	14	None	1 standard 1 round/level	-	V,S,M	No	Evocation	SC: Pg.95
□□□□□Flame of Faith	14	None	action	Target: Nonmagical			Caster Level: 5	30. Fg.95
Normal or masterwork weapon becomes temporary +1 fl			4 minutes 4 minute/level			No		CC: D= 400
□□□□□ Hand of Divinity	14	None	1 minute 1 minute/level		V,S,DF	NO	Evocation [See text]	SC: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.				Target: Creature tou			Caster Level: 5	
□□□□□ Holy Meditation  Effect:	14		1 minute 2 hours	Personal Target: You	V,S,M		Evocation  Caster Level: 5	FH.P: pg.36
Upon completion of the ritual the character enjoys the be	enefits o	of a full eight hours rest. None	1 standard 1 round/level	-	V,S	Yes [harmless]	Transmutation	SC: Pg.115
□□□□□ Holy Mount	14	None	action			. oo [namness]	Caster Level: 5	50.1 g.110
Special mount gains celestial template	4.4	None	1 standard 1 minute/lovel	Target: Your special		No		FH.P: pg.36
□□□□□ Holy Shield	14	None	1 standard 1 minute/level action		V,S,DF	No	Enchantment	ı·n.r. pg.30
Effect: A shield gains an enchantment bonus equal to the caste				Target: One item			Caster Level: 5	
□□□□□ Knight's Move	14	N/A	1 swift Instantaneous action	text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
Effect: Teleport and end up flanking an opponent.				Target: You			Caster Level: 5	
□□□□Loyal Vassal	14	Will negates [harmless]	1 standard 10 minutes/level; see text action		V,S,DF	Yes [harmless]	Abjuration [Lawfu	I] SC: Pg.134
Effect: +3 sacred bonus against mind-affecting effect; see text.				Target: One willing of		uched/3 levels	Caster Level: 5	
□□□□ Mark of Doom	14	None	1 standard 1 round/level action	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
Effect: Subject marked takes 1d6 damage any time it continues	fighting	g; see text.		Target: One creature	9		Caster Level: 5	
DDDD Mentor	14	None	1 hour 1 round/level	30 ft.	V,S,DF	No	Conjuration (Calling) [Good]	CoD.P: pg.56
Effect: Summons long dead paladin to give you advice.				Target: One summo	ned spirit		Caster Level: 5	
One Mind	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
				Target: You			Caster Level: 5	
ffect:	mount		opor and Listen, gain scent ability. Must remain w		V,S,M/DF	Vos	Transmuteties	DHB: pa 250
ffect: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.			1 standard 1 minute/level		v > n// 1F	THS	Transmutation	PHB: pg.259
Effect: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.	mount	Will negates (harmless)	1 standard 1 minute/level action					
Effect:  Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.  Owner Own o	14	Will negates (harmless)	action	Target: Creature tou	ched		Caster Level: 5	
Effect:  Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.]  Officer of mount.  Owl's Wisdom  Effect:  Subject gains +4 to Wis for 1 minutes/level.		Will negates		Target: Creature tou		No	Conjuration, Transmutation	FH.P: pg.37
Effect:  Both you and mount gain +2 bonus on attack rolls [while to fix of mount.  DD D OM'S Wisdom  Effect:  Subject gains +4 to Wis for 1 minutes/level.  DD D Purify Mount	14	Will negates (harmless)	action  1 minute Instantaneous	Target: Creature tou	ched		Conjuration,	FH.P: pg.37
Effect: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.] Office of mount.  Effect: Subject gains +4 to Wis for 1 minutes/level.  Direct: Purify Mount  Effect: Instantly removes all poisons from the mount and cures is	14	Will negates (harmless)  None  mage such poisons have Will negates	action  1 minute Instantaneous  e cause up to the time of casting.  1 standard 1 round	Target: Creature tou Touch Target: One mount	ched		Conjuration, Transmutation (Healing)	FH.P: pg.37 SC: Pg.164
Effect: Both you and mount gain +2 bonus on attack rolls [while of ft. of mount. ] Owl's Wisdom Effect: Subject gains +4 to Wis for 1 minutes/level. ] Purify Mount	14 14 any dar	Will negates (harmless)  None  mage such poisons have	action  1 minute Instantaneous e cause up to the time of casting.	Target: Creature tou Touch Target: One mount	ched V,S V,S,DF	No Yes [harmless]	Conjuration, Transmutation (Healing) Caster Level: 5	

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

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

DDDDDDional Evil			Onan	npion of Mystra S	phelis				
⊒□□□□ Dispel Evil	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
Effect: +4 bonus against attacks.						n enchantm	creature from another ent or evil spell on a	Caster Level: 5	
Divine Aura	16		1 swift action	Instantaneous	60 ft. from caster			Abjuration	FH.P: pg.35
Effect:  1d4/2 levels damage and turns all evil creatures within 60	ft. This	s is used during a turnin None	g attempt. 1 swift	1 round	Target: All eligible to 0 ft.	-	radius, centered on you	Caster Level: 5  Evocation [Force]	DHP III na 110
□□□□□ Divine Retaliation  Effect:	10	None	action	Tround	Target: Magic weap		NO	Caster Level: 5	111b II. pg.110
Create divine weapon that mimics deity's favored weapo same as base weapon + 1-1/2 Str or Wis modifier [your cho									
Draconic Might	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
Effect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natura			,		Target: Living create			Caster Level: 5	
□□□□□ Favor of the Martyr  Effect:	16	None	1 standard action	1 minute/level	Medium (150 ft.)  Target: One willing	V,S	Yes [harmless]	Necromancy  Caster Level: 5	SC: Pg.89
Become immune to nonlethal damage, charm and compu							N		DUD 040
□□□□ Holy Sword  Effect:	16	None	action	1 round/level	Touch	V,S	No	Evocation [Good]	РНВ: pg.242
Weapon becomes +5, deals +2d6 damage against evil.	16	None	1 standard	1 round/level	Target: Melee weap Touch	V,S	No	Caster Level: 5 Evocation	SC: Pg.131
Effect:	.0		action		Target: Weapon tou			Caster Level: 5	g
Like holy sword; weapon acts as +5 axiomatic [+5 enh damage to chaotic]; see text	anceme	nt bonus on attack an	d damage r	oll, lawful-aligned, deals an extra 2d6		IOU		Sudici Level. J	
□□□□□ Mark of Justice	16	None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
Effect: Designates action that will trigger curse on subject.	40	No. of Bullion Lake	4	A consider a M. Paul and I	Target: Creature tou		0	Caster Level: 5	DUD II 400
Meteoric Strike	16	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
Effect: Your next successful melee attack deal 1d6 + 1d6/4 cas Reflex for half of that].	ter leve	ls fire damage; all adja	cent creatur	es take half the damage [SR applies ar	Target: Your melee	weapon		Caster Level: 5	
□□□□□ Neutralize Poison	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
Effect: Immunizes subject against poison, detoxifies venom in or	on sub				Target: Creature or touched	object of up	to 1 cu. ft./level.	Caster Level: 5	
One Soul	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	CoD.P: pg.57
Effect: You add your mounts HP to your total. Your mount has i	no HP a	and uses your total inst	ead. Any da	mage taken by you or the mount is take	Target: Special Mou en	int touched		Caster Level: 5	
from your HP total.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	None	1 hour	Permanent	Touch	V,S,DF	No	Abjuration	FH.P: pg.37
Effect: Restore a creature to it's original state [Possession, Unde	ead]. Pa	ladin takes a -1 fatigue	penalty to a	Il rolls for next 24 hours though.	Target: One being of	of formerly g	ood alignment	Caster Level: 5	
□□□□□ Rally	16	Will negates (harmless)	1 standard action	See text	60 ft.	V,XP	Yes (harmless)	Evocation	CoD.P: pg.57
Effect: You and allies affected by Bless, Cure Light Wounds, Div	vine Fa	vor, Remove Fear and	Remove Pa	ralysis. The bless and divine favor last for	Target: You and all or	allies		Caster Level: 5	
one minute, the others are instantaneous. XP cost:250.  Restoration	16	Will negates	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration	PHB: pg.272
Effect:		(harmless)			Target: Creature too	ıched		(Healing) Caster Level: 5	
Restores level and ability score drains.	16	None; see text		1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration	SC: Pg.175
LLL Revenance			action					(Healing) Caster Level: 5	
Effect:			401011		Target: Dead ally to	uched			
Effect: Brings an ally back to life for duration of spell; see text.	16	N/A	1 standard	1 hour/level	Target: Dead ally to Personal	uched V,S,DF	N/A	Abjuration [Good,	SC: Pg.177
Effect: Brings an ally back to life for duration of spell; see text. Brings an ally back to life for duration of spell; see text. Brings an ally back to life for duration of spell; see text.			1 standard action				N/A	Abjuration [Good, Light] Caster Level: 5	SC: Pg.177
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura		20 ft take 2d6 damage/li Will negates	1 standard action evel [max 20 1 standard		Personal		N/A Yes [harmless]	Light]	ŭ
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura Effect: Slow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven Effect:	within 2 16	20 ft take 2d6 damage/li Will negates [harmless]	1 standard action evel [max 20 1 standard action	0d6]; see text. 1 minute/level	Personal  Target: You  30 ft.  Target: You and alli	V,S,DF V,S,DF		Light] Caster Level: 5 Abjuration [Good]	ŭ
☐☐☐ Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all	within 2 16	20 ft take 2d6 damage/li Will negates [harmless]	1 standard action evel [max 20 1 standard action aed by invisit 1 standard	0d6]; see text. 1 minute/level	Personal  Target: You  30 ft.  Target: You and allion you  5 ft. radius from the	V,S,DF V,S,DF es in a 30-ff	Yes [harmless]	Light] Caster Level: 5 Abjuration [Good]	ŭ
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex	within 2 16 even w 16	20 ft take 2d6 damage/l Will negates [harmless] /hen flatfooted or attack None	1 standard action evel [max 20 1 standard action sed by invisit 1 standard action	od6]; see text. 1 minute/level ble creature. 1 round/level	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and of	V,S,DF  V,S,DF  es in a 30-ft  V,S	Yes [harmless] radius burst centered No	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5	SC: Pg.178
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would	within 2 16 even w 16	20 ft take 2d6 damage/li Will negates [harmless] when flatfooted or attack None	1 standard action  evel [max 20 1 standard action  ded by invisit 1 standard action  CHA + Half tharge; see to	0d6]; see text.  1 minute/level  ble creature.  1 round/level  he casters level in order to carry out suc	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and of	V,S,DF  V,S,DF  es in a 30-ft  V,S	Yes [harmless] radius burst centered No	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration	SC: Pg.178
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all  Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  Safe Passage  Effect:	within 2 16 even w 16 ust makencomp	20 ft take 2d6 damage/li Will negates [harmless] when flatfooted or attack None te a Will save DC 10 + cass the paladin or his c	1 standard action  evel [max 20 1 standard action  ded by invisit 1 standard action  CHA + Half tharge; see to	0d6]; see text.  1 minute/level  ble creature.  1 round/level  the casters level in order to carry out sucest.	Personal Target: You 30 ft. Target: You and allis on you 5 ft. radius from the caster Target: Caster and oth	V,S,DF  V,S,DF  es in a 30-ft  V,S  one other in	Yes [harmless]radius burst centered No dividual	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5	SC: Pg.178 FH.P: pg.37
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all  Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would in the control of the c	within 2 16 even w 16 ust makencomp	20 ft take 2d6 damage/li Will negates [harmless] when flatfooted or attack None te a Will save DC 10 + cass the paladin or his c	1 standard action  evel [max 2t 1 standard action  ted by invisit 1 standard action  CHA + Half 1 standard action  1 standard action	0d6]; see text.  1 minute/level  ble creature.  1 round/level  the casters level in order to carry out sucest.	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and oth	V,S,DF  V,S,DF  es in a 30-ft  V,S  one other in	Yes [harmless]radius burst centered No dividual	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination	SC: Pg.178 FH.P: pg.37
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would in Telepathic Aura  Effect: You can mentally communicate with all allies in range.	within 2 16 even w 16 ust mak encomp 16	20 ft take 2d6 damage/l Will negates [harmless] when flatfooted or attack None ee a Will save DC 10 + 0 ass the paladin or his of None	1 standard action  evel [max 2t 1 standard action  ted by invisit 1 standard action  CHA + Half 1 standard action  1 standard action	od6]; see text.  1 minute/level  le creature.  1 round/level  the casters level in order to carry out suc ext.  10 minutes/level [D]	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and the	V,S,DF  V,S,DF es in a 30-ft V,S one other in S,DF s emanatio	Yes [harmless]radius burst centered No dividual No n centered on you	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5	SC: Pg.178  FH.P: pg.37  SC: Pg.219
Effect: Brings an ally back to life for duration of spell; see text.  Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all  Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex  Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would an action, this rolludes cast an area affect spell that would are the company of the Deity, Lesser  Effect: You can mentally communicate with all allies in range.  Visage of the Deity, Lesser  Effect: Your form becomes more like your deity's; see text	within 2 16 even w 16 ust mak encomp 16	20 ft take 2d6 damage/l Will negates [harmless] when flatfooted or attack None ee a Will save DC 10 + 0 ass the paladin or his of None	1 standard action  evel [max 20 1 standard action  ted by invisit 1 standard action  CHA + Half f tharge; see e 1 standard action  1 standard action	od6]; see text.  1 minute/level  le creature.  1 round/level  the casters level in order to carry out suc ext.  10 minutes/level [D]	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and oth 100 ft. Target: 100-ftradiu	V,S,DF  V,S,DF es in a 30-ft V,S one other in S,DF s emanatio	Yes [harmless]radius burst centered No dividual No n centered on you	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Transmutation	SC: Pg.178  FH.P: pg.37  SC: Pg.219
Effect: Brings an ally back to life for duration of spell; see text. Righteous Aura  Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all Sacred Haven  Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex Safe Passage  Effect: Anyone attempting to harm the paladin or their charge man action, this includes cast an area affect spell that would in Telepathic Aura  Effect: You can mentally communicate with all allies in range.	within 2 16 even w 16 ust makencomp 16	20 ft take 2d6 damage/l Will negates [harmless] when flatfooted or attack None are a Will save DC 10 + 4 wass the paladin or his of None	1 standard action  evel [max 20 1 standard action  ted by invisit 1 standard action  CHA + Half f tharge; see e 1 standard action  1 standard action	od6]; see text.  1 minute/level  ble creature.  1 round/level  he casters level in order to carry out succept.  10 minutes/level [D]	Personal Target: You 30 ft. Target: You and allion you 5 ft. radius from the caster Target: Caster and oth 100 ft. Target: 100-ftradiu Personal Target: You	V,S,DF  V,S,DF es in a 30-ft V,S one other in S,DF s emanatio V,S,DF	Yes [harmless]radius burst centered No dividual No n centered on you N/A	Light] Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5	SC: Pg.178  FH.P: pg.37  SC: Pg.219  SC: Pg.231

## Sorcerer Spells

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

				LEVEL 0					
LEVEL 0									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Amanuesis	16	Will negates [object]	1 standard	d 10 minute/level	Close (35 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
Effect: Copies 250 words per minute.			dodon		Target: Object or of	bjects with v	writing	Caster Level: 5	
□□□□□ Caltrops	16	None		d 1 round/level	Close (35 ft.)	V,S	No	Conjuration	SC: Pg.42
Effect:			action		Target: See text			(Creation) Caster Level: 5	
Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.									
□□□□□ Detect Magic	16	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
Effect:			action		Target: Cone-shape	ed emanatio	on	Caster Level: 5	
Detects spells and magic items within 60 ft.	16	None	1 standard	d 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Light	10	None	action	1 To minutes/level [D]	Touch	v, IVI/DI	140	L vocation [Light]	F 11b. pg.240
Effect: Object shines like a torch.					Target: Object touc	hed		Caster Level: 5	
□□□□□ Read Magic	16	None	1 standard	d 10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect:			action		Target: You			Caster Level: 5	
Read scrolls and spellbooks.	16	Will negates [object]	1 standard	d Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
Effect:			action		Tananti Mananasian			. Cantan I avail 5	
Sticks one object to another; see text.					5lbs	i, unattende	ed object weighing up to	Caster Level: 5	
LEVEL 1									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Feather Fall	17	Will negates	1 free	Until landing or 1 round/level	Close (35 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
		(harmless) or Will negates (object)	action	· ·			. , ,		
Effect:						Target: One Medium or smaller freefalling object or Caster Level: 5			
Objects or creatures fall slowly.					creature/level, no to apart	wo of which	may be more than 20 t	t.	
□□□□□ Scholar's Touch	17	None		Concentration, up to 5 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destin
Effect:			action		T			Caster Level: 5	Pg.167
Effect:  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.						Target: One book/round			
□□□□□ Shield	17	None	1 standard	d 1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: pg.278
Effect:			action		Target: You			Caster Level: 5	
Invisible disc gives +4 to AC, blocks magic missiles.	17	None	1 standard	I See text	Personal	V. F	No	Divination	PHB: pg.296
	.,	None	action	a dec text	Cisonal	٧, .	140	Divination	1 11b. pg.200
Effect: +20 on your next attack roll.					Target: You			Caster Level: 5	
				LEVEL 2					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Eagle's Splendor	18	Will negates (harmless)	1 standard action	d 1 minute/level	Touch	V,S,M/DF	res	Transmutation	PHB: pg.225
Effect:					Target: Creature to	uched		Caster Level: 5	
Subject gains +4 to Cha for 1 minutes/level.  Wraithstrike	18	N/A	1 swift	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.243
			action			,-			5
Effect: Makes your melee attacks become touch attacks.					Target: You			Caster Level: 5	
* =Domain/Speciality Spell									

## Paladin Innate Spells

At Will Detect Evil (DC:13)

### **Notes:**

### **Character Sheet Notes:**

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