

Aiden Nevalle

NAME

d8E5 Clr

CLASS

5/6

Character Level/ECL

11000

EXPERIENCE

21000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	19	+4	19	+4	19	+4

SAVING THROWS

TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP			
FORTITUDE (constitution)	+3	=	+0	+3	+0	+0	+0	+	
REFLEX (dexterity)	+1	=	+0	+1	+0	+0	+0	+	
WILL (wisdom)	+3	=	+0	+3	+0	+0	+0	+	

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP			
MELEE attack bonus	+4	=	+2	+2	+0	+0	+0	+	
RANGED attack bonus	+3	=	+2	+1	+0	+0	+0	+	
GRAPPLE attack bonus	+4	=	+2	+2	+0	+0	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+2	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d3+2				

Special Properties

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

Bryce Brazil

PLAYERNAME

Human

RACE

Medium

SIZE

0

AGE

Male

GENDER

5' 11"

HEIGHT

185 lbs.

WEIGHT

0

EYES

0

HAIR

Human

RACE

Medium

SIZE

0

AGE

Male

GENDER

5' 11"

HEIGHT

185 lbs.

WEIGHT

0

EYES

0

HAIR

Sune

DEITY

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

0

POINTS

HP

hit points

41

WOUNDS/CURRENT HP

AC

armor class

12

TOTAL

FLAT

11

TOUCH

11

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

1

SIZE

0

NATURAL ARMOR

1

DEFLEC-TION

0

MISC

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+2

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

8/4

MISC MODIFIER

✓ Acrobatics

DEX

1

=

1

+

+

✓ Appraise

INT

2

=

2

+

+

✓ Athletics

STR

8

=

2

+

6.0

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Deception

CHA

4

=

4

+

+

✓ Endurance

CON

3

=

3

+

+

✓ Gather Information

CHA

4

=

4

+

+

✓ Heal

WIS

9

=

3

+

6.0

+

Knowledge (Religion)

INT

8

=

2

+

6.0

+

✓ Perception

WIS

11

=

3

+

6.0

+

2

✓ Persuasion

CHA

4

=

4

+

+

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Stealth

DEX

1

=

1

+

+

✓ Survival

WIS

3

=

3

+

+

Survival (Find or follow tracks)

WIS

5

=

3

+

1.0

+

1

✓ Thievery

DEX

1

=

1

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

Character: Aiden Nevalle

Player: Bryce Brazil

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahooogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Claw	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
Channeling ~ Positive	[Eclipse, p.66]
Channel Positive Energy 7/day, [Intensity 1d20+4], Magnitude 2d6+0 with a Range of 60 feet	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
+7/+2/+7/+2	

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Draconic	

TEMPLATES	
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Recurring Bonuses

Duties [Eclipse, p.17]

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

Fast Learner/ Specialized for increased effect (Cleric Magic Level) [Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

DISADVANTAGES

History [Eclipse, p.19]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

Hunted (Tabarath Cult) [Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Obligations (Must Participate in Church Traditions) [Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Spell Caster Information

Cleric [Eclipse, p.11]

Cleric Level 8, Casterlevel is 8

Eclipse Abilities

Adept (Athletics, Heal, Knowledge (Religion), Perception) [Eclipse, p.24]

(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.

Deep Sleep [Eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

+4 racial bonus on saves against sleep and paralysis [DS, web]

Reflex Training (May take a standard action after casting a Beneficial Spell) [Eclipse, p.40]

(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	13	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 8	
□□□□□Create Water		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 8	
□□□□□Cure Minor Wounds	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
□□□□□Detect Poison		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 8	
□□□□□Guidance	13	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Inflict Minor Wounds	13	Will negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
□□□□□Mending	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 8	
□□□□□Purify Food and Drink	13	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 8	
□□□□□Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Resistance	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Virtue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	14	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 8	
□□□□□Bane	14	Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 8	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 8	
□□□□□Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 8	
□□□□□Blessed Aim	14	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 8	
□□□□□Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 8	
□□□□□Blood Wind	14	Will negates [harmless]	1 swift action	1 round	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: p.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 8	
□□□□□Cause Fear	14	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (45 ft.)	V,S	Yes	Necromancy [Fear,PHB: Mind-Affecting]	p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 8	
□□□□□Cold Fire	14	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 8	
□□□□□Command	14	Will negates	Standard Action	1 round	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Conviction	14	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐Cure Light Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 8	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Delay Disease	14	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 8	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 8	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 8	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 8	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination Caster Level: 8	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐Dispel Ward		None	1 standard action	Instantaneous	Medium (180 ft.)	V,S	No	Abjuration Caster Level: 8	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation Caster Level: 8	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐Doom	14	Will negates	Standard Action	1 minute/level	Medium (180 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: p.225 Mind-Affecting] Caster Level: 8	SC: p.67
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 8	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐Endure Elements	14	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 8	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration Caster Level: 8	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐Faith Healing	14	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐Foundation of Stone		None	1 standard action	1 round/level	Close (45 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 8	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐Grave Strike	14	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good] Caster Level: 8	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐Guiding Light		None	1 standard action	1 minute/level [D]	Long (720 ft.)	V,S	Yes	Evocation Caster Level: 8	SC: p.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐Healthful Rest	14	Will negates [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐Hide from Undead	14	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration Caster Level: 8	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐Ice Gauntlet	14	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 8	SC: p.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐Incite	14	Will negates	1 swift action	1 minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐Inflict Light Wounds	14	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 8	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐Invest Light Protection	14	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 8	PHB II: p.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.									
☐☐☐☐☐Ironguts	14	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration Caster Level: 8	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 8	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
☐☐☐☐☐Magic Stone	14	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 8	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐Magic Weapon	14	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 8	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.									

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Moon Lust	14	Will negates [harmless]	1 standard action	1 round/level	Medium (180 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: p.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Nightshield	14	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Nimbus of Light	14	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 8		
☐☐☐☐☐ Omen of Peril	14	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.161
<i>Effect:</i> Up to six creatures can be chosen to receive mental beacon.					<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Evil	14	Will negates [harmless]	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Law	14	Will negates [harmless]	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Remove Fear	14	Will negates [harmless]	Standard Action	10 minutes; see text	Close (45 ft.)	V,S	Yes [harmless]	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resist Planar Alignment	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resurgence	14	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Sanctuary	14	Will negates	Standard Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Scholar's Touch		None	Standard Action	Concentration, up to 8 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shield of Faith	14	Will negates [harmless]	Standard Action	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +3 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Sign	14	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Snowshoes	14	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Spell Flower	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Updraft	14	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vigor, Lesser	14	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wings of the Sea	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	Standard Action	1 minute/level	Touch	V,S, DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Align Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes [harmless, object]	Transmutation	PHB: p.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 8		
☐☐☐☐☐ Animalistic Power	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Aura Against Flame	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 8		

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Balor Nimbus	15	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Bear's Endurance	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Black Karma Curse	15	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Blade Brothers	15	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: p.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					<i>Target:</i> Two willing creatures			<i>Caster Level:</i> 8	
■■■■■ Body Blades	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 8	
■■■■■ Bull's Strength	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Calm Emotions	15	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (180 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 8	
■■■■■ Close Wounds	15	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Cloud of Knives			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Consecrate		None	Standard Action	2 hours/level	Close (45 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 8	
■■■■■ Cure Moderate Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Curse of Ill Fortune	15	Will negates	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
■■■■■ Darkness		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
■■■■■ Dark Way		None	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			<i>Caster Level:</i> 8	
■■■■■ Deific Vegeance	15	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Deific Vengeance	15	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
<i>Effect:</i> Cause 4d6 or 8d6 if the target is undead.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Delay Poison	15	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Divine Insight	15	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Divine Interdiction	15	Will negates or None [object]; see text	1 standard action	1 round/level	Close (45 ft.)	V	Yes or No [object]; see text	Abjuration	SC: p.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, <i>Caster Level:</i> 8 object, or point in space			<i>Caster Level:</i> 8	
■■■■■ Divine Protection	15	Will negates [harmless]	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 8	
■■■■■ Eagle's Splendor	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 8	
■■■■■ Enthral	15	Will negates; see text	1 round	1 hour or less	Medium (180 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 8	
■■■■■ Extend Tentacles	15	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
<i>Effect:</i> Extends your tentacles by 5 ft.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Find Traps		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Frost Breath	15	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 8	
■■■■■ Fuse Arms	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched			<i>Caster Level:</i> 8	
■■■■■ Gentle Repose	15	Will negates (object)	Standard	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235

* =Domain/Specialty Spell

Cleric Spells

Action									
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 8	
■■■■■ Ghost Touch Armor	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched			<i>Caster Level:</i> 8	
■■■■■ Hand of Divinity		None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: p.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Hold Person	15	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (180 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 8	
■■■■■ Inflict Moderate Wounds	15	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Inky Cloud		None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjunction (Creation)	SC: p.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you			<i>Caster Level:</i> 8	
■■■■■ Insight of Good Fortune	15	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: p.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Insignia of Alarm		None	Standard Action	Instantaneous	Long (720 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<i>Effect:</i> Spell alerts all wearers.					<i>Target:</i> All wearers of special insignia within range			<i>Caster Level:</i> 8	
■■■■■ Iron Silence	15	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels			<i>Caster Level:</i> 8	
■■■■■ Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 8	
■■■■■ Living Undeath	15	Fortitude negates (harmless)	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Make Whole	15	Will negates (harmless, object)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: p.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level			<i>Caster Level:</i> 8	
■■■■■ Mark of Judgement	15	Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,DF	Yes	Necromancy	PHB II: p.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 8	
■■■■■ Mark of the Outcast	15	Will negates	1 standard action	Permanent	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Master's Touch (Skillful)	15	Will negates (harmless)	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: p.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Owl's Wisdom	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Protection from Negative Energy	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Protection from Positive Energy	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Quick March	15	Will negates [harmless]	1 standard action	1 round	Medium (180 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 8	
■■■■■ Remove Paralysis	15	Will negates (harmless)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
■■■■■ Resist Energy	15	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
■■■■■ Share Talents	15	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched			<i>Caster Level:</i> 8	
■■■■■ Shatter	15	Will negates (object); Will negates (object) or Fortitude half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: p.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 8	
■■■■■ Shield Other	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
■■■■■ Shroud of Undeath	15	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You			<i>Caster Level:</i> 8	
■■■■■ Silence	15	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (720 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Sound Burst	15	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 8		
□□□□□ Spawn Screen	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 8		
□□□□□ Spell Immunity, Lesser	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□ Spiritual Weapon		None	Standard Action	1 round/level [D]	Medium (180 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 8		
□□□□□ Stabilize	15	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 8		
□□□□□ Status	15	Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 8		
□□□□□ Stay the Hand	15	Will negates	1 immediate action	Instantaneous	Medium (180 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: p.126
<i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 8		
□□□□□ Stone Bones	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 8		
□□□□□ Stone Fist		None	Standard Action	8 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
<i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Stretch Weapon	15	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 8		
□□□□□ Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: p.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 8		
□□□□□ Summon Monster II		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□□ Undetectable Alignment	15	Will negates (object)	Standard Action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 8		
□□□□□ Veil of Shadow	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Zone of Truth	15	Will negates	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 8		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid, Mass		None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□□ Air Breathing	16	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 8		
□□□□□ Align Weapon, Mass	16	Will negates [harmless, object]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: p.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□□ Alter Fortune		None	1 immediate action	Instantaneous	Close (45 ft.)	V,X	No	Divination	PHB II: p.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
□□□□□ Anarchic Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SC: p.11
<i>Effect:</i> Storm imposes penalties and damages lawful creatures.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 8		
□□□□□ Antidragon Aura	16	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: p.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□□ Attune Form	16	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 8		
□□□□□ Awaken Sin	16	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 8		
□□□□□ Bestow Curse	16	Will negates	Standard Action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□□ Blade of Pain and Fear	16	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: p.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 8		
□□□□□ Blindness/Deafness	16	Fortitude negates	Standard Action	Permanent [D]	Medium (180 ft.)	V	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 8		

* =Domain/Specialty Spell

Cleric Spells

Blindsight	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Chain of Eyes	16	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Screying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
Circle Dance	16	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 8		
Cloak of Bravery	16	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
Cloak Pool	16	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: p.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool		<i>Caster Level:</i> 8		
Continual Flame		None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 8		
Conviction, Mass	16	Will negates [harmless]	1 standard action	10 minutes/level	Medium (180 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 8		
Corona of Cold	16	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 8		
Create Food and Water		None	10 minutes	24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<i>Caster Level:</i> 8		
Crown of Grave	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Crown of Might	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Crown of Protection	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Crown of Smiting	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: p.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls on next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Cure Serious Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Curse of Arrow Attraction	16	Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,M	Yes	Transmutation	PHB II: p.109
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Darkfire		None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 8		
Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
Deeper Darkness		None	Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
Demon Dirge	16	NWill half	1 standard action	1d6 rounds; see text	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature		<i>Caster Level:</i> 8		
Devil Blight	16	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature		<i>Caster Level:</i> 8		
Dispel Magic		None	Standard Action	Instantaneous	Medium (180 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 8		
Divine Retaliation		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: p.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 8		
Downdraft	16	Reflex partial; see text	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]		<i>Caster Level:</i> 8		
Energized Shield		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch		<i>Caster Level:</i> 8		
Energy Aegis	16	Will negates (harmless)	1 immediate action	1 round	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Energy Vortex	16	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damagecentered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst		<i>Caster Level:</i> 8		

* =Domain/Specialty Spell

Cleric Spells

Energy Vulnerability	16	Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
Effect: You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.					Target: One or more creatures within a 10-ft.-radius			Caster Level: 8	
Favorable Sacrifice	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
Effect: Gain benefit from deity; see text.					Target: Creature touched			Caster Level: 8	
Fell the Greatest Foe	16	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
Effect: Deal 1d6 damage per size category difference.					Target: Creature touched			Caster Level: 8	
Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					Target: Nonmagical weapon touched			Caster Level: 8	
Ghost Touch Weapon	16	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
Effect: Hit incorporeal normally.					Target: One weapon or fifty projectiles [all in contact at time of casting]			Caster Level: 8	
Girallon's Blessing	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
Effect: Gain an additional pair of arms; see text					Target: Creature touched			Caster Level: 8	
Glyph of Warding	16	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
Effect: Inscription harms those who pass it.					Target: Object touched or up to 5 sq. ft/level			Caster Level: 8	
Grace	16	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: p.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					Target: You			Caster Level: 8	
Hamatula Barbs	16	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage.					Target: Creature touched			Caster Level: 8	
Helping Hand		None	Standard Action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: p.239
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand			Caster Level: 8	
Hesitate	16	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.114
Effect: Creature can only take move action on it's turn; retry save each round [swift action].					Target: One living creature			Caster Level: 8	
Holy Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: p.115
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 8	
Ice Axe		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10].					Target: Battleaxe-shaped weapon of swirling ice			Caster Level: 8	
Inflict Serious Wounds	16	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 8	
Insignia of Blessing		None	Standard Action	8 minutes	Long (720 ft.)	V,S,F	Yes (harmless)	Enchantment (Comulsion) [Mind-Affecting]	Race Des: p.166
Effect: +1 morale bonus on attack rolls and on saving throws against fear effects.					Target: All wearers of special insignia within range			Caster Level: 8	
Insignia of Healing	16	Will half (Harmless)	Standard Action	Instantaneous	Long (720 ft.)	V,S,F	Yes (harmless); see text	Conjuration (Healing)	Race Des: p.166
Effect: Heals 1d8+8 to all wearers.					Target: All wearers of special insignia within range			Caster Level: 8	
Insignia of Warding	16	Will negates (Harmless)	Standard Action	8 minutes	Long (720 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
Effect: +1 divine bonus to AC and on Fort saves.					Target: All wearers of special insignia within range			Caster Level: 8	
Interplanar Message	16	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: p.124
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature			Caster Level: 8	
Invest Moderate Protection	16	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
Effect: Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.					Target: Creature touched			Caster Level: 8	
Invisibility Purge		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: p.245
Effect: Dispels invisibility within 5 ft./level					Target: You			Caster Level: 8	
Knight's Move	16	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: p.129
Effect: Teleport and end up flanking an opponent.					Target: You			Caster Level: 8	
Know Opponent	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	S,DF	Yes	Divination	SC: p.129
Effect: Learn strengths or weaknesses of opponent; see text.					Target: One creature			Caster Level: 8	
Know Vulnerabilities	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Divination	SC: p.129
Effect: Learn any vulnerabilities and resistances the target has.					Target: One creature			Caster Level: 8	
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					Target: You and up to two rays; see text			Caster Level: 8	
Locate Object		None	Standard Action	1 minute/level	Long (720 ft.)	V,S,F/DF	No	Divination	PHB: p.249
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 400 + 40 ft. per level			Caster Level: 8	
Magic Circle against Evil	16	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 8	
Magic Circle against Law	16	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.250
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 8	
Magic Vestment	16	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement					Target: Armor or shield touched			Caster Level: 8	

* =Domain/Speciality Spell

Cleric Spells

□□□□□Mantle of Chaos	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos] SC: p.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.								
□□□□□Mantle of Law	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law] SC: p.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.								
□□□□□Mark of Doom		None	1 standard action	1 round/level	Medium (180 ft.)	V,S,DF	No	Necromancy PHB II: p.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.								
□□□□□Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth] PHB: p.252
<i>Effect:</i> You and your gear merge with stone.								
□□□□□Mold Touch		None	Standard Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation) PGtF: p.106
<i>Effect:</i> NATURE GRANTED>Create 5-foot-diameter patch of brown mold to appear; see text								
□□□□□Nauseating Breath	16	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation) SC: p.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.								
□□□□□Obscure Object	16	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration PHB: p.258
<i>Effect:</i> Masks object against scrying.								
□□□□□Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: p.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								
□□□□□Protection from Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.								
□□□□□Remove Blindness/Deafness	16	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.270
<i>Effect:</i> Cures normal or magical conditions.								
□□□□□Remove Curse	16	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration PHB: p.270
<i>Effect:</i> Frees object or person from curse.								
□□□□□Remove Disease	16	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.								
□□□□□Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.								
□□□□□Resurgence, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart								
□□□□□Ring of Blades	16	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation) SC: p.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.								
□□□□□Safety	16	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration SC: p.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.								
□□□□□Searing Light		None	Standard Action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation PHB: p.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 8 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.								
□□□□□Sheltered Vitality	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.								
□□□□□Shield of Warding	16	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good] SC: p.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].								
□□□□□Sink	16	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,DF	Yes	Transmutation SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.								
□□□□□Skull Watch	16	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy SC: p.191
<i>Effect:</i> Alarm affect; see text								
□□□□□Slashing Darkness		None	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation SC: p.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.								
□□□□□Snowshoes, Mass	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	Yes [harmless]	Transmutation SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.								
□□□□□Sonorous Hum	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic] SC: p.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.								
□□□□□Spark of Life	16	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy SC: p.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.								
□□□□□Speak with Dead	16	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy PHB: p.281 [Language-Dependent]
<i>Effect:</i> Corpse answers one question/2 levels.								
□□□□□Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.								
□□□□□Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth] PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.								
□□□□□Summon Monster III		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.								

* =Domain/Speciality Spell

Cleric Spells

Suppress Glyph	16	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.					<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
Tremor	16	See text	1 standard action	1 round/3 levels	Medium (180 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 8		
Vigor	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
Vigor, Mass Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Visage of the Deity, Lesser	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's; see text					<i>Target:</i> You		<i>Caster Level:</i> 8		
Wall of Light		None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 8		
Water Breathing	16	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 8		
Water Walk	16	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 8		
Weapon of Energy	16	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon		<i>Caster Level:</i> 8		
Weapon of Impact	16	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Double threat range of weapon.					<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]		<i>Caster Level:</i> 8		
Weapon of the Deity	16	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 8		
Wind Wall	16	None; see text	Standard Action	1 round/level	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 8		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: p.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched		<i>Caster Level:</i> 8		
Assay Spell Resistance	17	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: p.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You		<i>Caster Level:</i> 8		
Astral Hospice	17	N/A	1 standard action	24 hours/level	Close (45 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: p.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text		<i>Caster Level:</i> 8		
Blessing of the Righteous	17	Will negates (harmless)	1 standard action	1 round/level	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: p.104
<i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.					<i>Target:</i> All allies in a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 8		
Blindsight, Greater	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Briartangle	17	Reflex half	Standard Action	8 minutes [D]	Long (720 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
<i>Effect:</i> Each entangled creature takes 1d8+4 in each subsequent round it attempts to break free or move it takes a like amount of damage.					<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 8		
Castigate	17	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: p.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you		<i>Caster Level:</i> 8		
Channeled Divine Health	17	Will negates (harmless)	See text	Instantaneous	See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.106
<i>Effect:</i> Ranged healing; See text.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Contingent Energy Resistance	17	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You		<i>Caster Level:</i> 8		
Control Water	17	None; see text	Standard Action	10 minutes/level [D]	Long (720 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: p.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]		<i>Caster Level:</i> 8		
Cure Critical Wounds	17	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Death Ward	17	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
Delay Death	17	Will negates [harmless]	1 immediate action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: p.63
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Dimensional Anchor		None	Standard Action	1 minute/level	Medium (180 ft.)	V,S	Yes (object)	Abjuration	PHB: p.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 8		
Discern Lies	17	Will negates	Standard Action	Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	No	Divination	PHB: p.221
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Dismissal	17	Will negates; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: p.222
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature		<i>Caster Level:</i> 8		

* =Domain/Speciality Spell

Cleric Spells

Divination				None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: p.224	
<i>Effect:</i> Provides useful advice for specific proposed actions.												
Divine Power				None	Standard Action	1 round/level	Personal	V,S, DF	No	Evocation	PHB: p.224	
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.												
Freedom of Movement				17	Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
<i>Effect:</i> Subject moves normally despite impediments.												
Giant Vermin				None	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235	
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.												
Glowing Orb				None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SC: p.106	
<i>Effect:</i> Makes a light source in a globe; see text												
Hand of the Faithful				17	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: p.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to enter or exit.												
Healing Spirit				17	Will half (harmless)	1 standard action	1 round/2 levels	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.												
Holy Transformation				17	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: p.116
<i>Effect:</i> Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text												
Holy Transformation, Lesser				17	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: p.116
<i>Effect:</i> Change to good outsider, gain abilities of protector [minatures pg.66].												
Hypothermia				17	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold]	SC: p.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.												
Imbue with Spell Ability				17	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: p.243
<i>Effect:</i> Transfer spells to subject.												
Inflict Critical Wounds				17	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage												
Iron Bones				17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.												
Lifebolt				17	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: p.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.												
Magic Weapon, Greater				17	Will negates (harmless, object)	Standard Action	1 hour/level	Close (45 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.												
Make Manifest				17	Will negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes	Transmutation	SC: p.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.												
Moon Bolt				17	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (720 ft.)	V,S	Yes	Evocation	SC: p.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.												
Mystic Aegis						1 immediate action	Instantaneous	Personal	V,DF		Abjuration	PHB II: p.120
<i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.												
Nchaser's Glowing Orb				None	Standard Action	Permanent	Touch	V,S,F	No	Evocation [Light]	PGtF: p.107	
<i>Effect:</i> Makes a light source in a globe; see text												
Negative Energy Aura				17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: p.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.												
Neutralize Poison				17	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.												
Panacea				17	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.152
<i>Effect:</i> Removes most conditions; see text.												
Planar Ally, Lesser				None		10 minutes	Instantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: p.261
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.												
Planar Exchange, Lesser				None		1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: p.159
<i>Effect:</i> Call a celestial creature see list; see text												
Planar Tolerance				None		1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.												
Poison				17	Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.												
Positive Energy Aura				None		1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SC: p.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.												
Recitation				None		1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: p.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.												

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Renewed Vigor	17	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: p.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.									
■■■■■ Repel Vermin	17	None or Will negates; see text	Standard Action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.									
■■■■■ Resistance, Greater	17	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.									
■■■■■ Restoration	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Restores level and ability score drains.									
■■■■■ Revenance	17	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.									
■■■■■ Sending		None	10 minutes	1 round/level; see text	See text	V,S,M/DF	No	Evocation	PHB: p.275
<i>Effect:</i> Delivers short message anywhere, instantly.. This spells locates several reliable subcontractors for a particular task, including an estimated price, contact method, and a few notes on the advantages and disadvantages of each.									
■■■■■ Shadowblast	17	Fort negates	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Light]	SC: p.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.									
■■■■■ Shield of Faith, Mass	17	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.188
<i>Effect:</i> As shield of faith, except it affects multiple creatures.									
■■■■■ Sound Lance	17	Fortitude half	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].									
■■■■■ Spell Immunity	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.									
■■■■■ Spell Vulnerability	17	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.									
■■■■■ Stifle Spell	17	See text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes	Abjuration	PHB II: p.126
<i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast.									
■■■■■ Summon Monster IV		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
■■■■■ Thorn Spray	17	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Transmutation	PGIF: p.115
<i>Effect:</i> MALAR:Make a touch attack, the attack causes 8d6 to be spread among those you choose to attack.									
■■■■■ Tongues	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: p.294
<i>Effect:</i> Speak any language.									
■■■■■ Undead Bane Weapon	17	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.									
■■■■■ Wall of Chaos	17	See text	1 standard action	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SC: p.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designatedsquare/level or hemi/sphere 5 ft./2 levels hostile side.									
■■■■■ Wall of Good	17	See text	1 standard action	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: p.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designatedsquare/level or hemi/sphere 5 ft./2 levels hostile side.									
■■■■■ Wall of Law	17	See text	1 standard action	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: p.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designatedsquare/level or hemi/sphere 5 ft./2 levels hostile side.									
■■■■■ Wall of Sand		None	1 standard action	Concentration +1 round/level	Medium (180 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: p.235
<i>Effect:</i> Creates a churning wall of sand.									

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Notes:

Character Sheet Notes: