

Fiona Battlebrace

NAME
Clr11
CLASS
11
Character Level
NEXT LEVEL

55000
EXPERIENCE
66000

Andrew

PLAYERNAME
Dwarf
RACE
64
AGE
GENDER

Medium
SIZE
Female
EYES

Moradin

DEITY
4' 2"
HEIGHT
Brown
HAIR
155 lbs.
WEIGHT
Black, Short
POINTS

Lawful Good

ALIGNMENT
Darkvision (60')
VISION
-1

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	13	+1	17	+3	17	+3
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	19	+4	20	+5	20	+5
CHA Charisma	15	+2	15	+2	15	+2

HP hit points	106	WOUNDS/CURRENT HP												
AC armor class	32	:	29	:	16	:	1	:	BA					
TOTAL		FLAT		TOUCH										
INITIATIVE modifier	+7		=	+3		+	+4							
TOTAL		DEX MODIFIER		MISC MODIFIER										
BASE ATTACK bonus	+8/+3													

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers				
FORTITUDE (constitution)	+14 =	+7	+	+3	+	+4	+	+0	+	+0	+	
REFLEX (dexterity)	+10 =	+3	+	+3	+	+4	+	+0	+	+0	+	
WILL (wisdom)	+16 =	+7	+	+5	+	+4	+	+0	+	+0	+	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	=	+8/+3	+1	+0	+0	+0	
RANGED attack bonus	+11/+6	=	+8/+3	+3	+0	+0	+0	
GRAPPLE attack bonus	+9/+4	=	+8/+3	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+1	20/x2	5 ft.

Dwarven Mace +2 (Light/Disruption/Mithral)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+11/+6	1d6+3	2W-P-(OH)	+5/+0	1d6+3			
1H-O	+7/+2	1d6+2	2W-P-(OL)	+7/+2	1d6+3			
2H	+11/+6	1d6+3	2W-OH	+3	1d6+2			
Special Properties	(Mace +2 (Light/Disruption/Mithral)), undead hit must make Will save (DC 14) or be destroyed, 30hp/inch and 15 hardness							

*Morningstar +3 (Mithral/Shock/Thundering)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	BP	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+12/+7	1d8+4	2W-P-(OH)	+6/+1	1d8+4			
1H-O	+8/+3	1d8+3	2W-P-(OL)	+8/+3	1d8+4			
2H	+12/+7	1d8+4	2W-OH	+2	1d8+3			
Special Properties	30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)							

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2 (Mithral/Armor Spikes)	Heavy	+10	+3	-3	25
Spiked, 30hp/inch and 15 hardness					
*Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection)	Heavy	+5		+0	0
(Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), 30hp/inch and 15 hardness					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +3		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	2	=	3	+	2.0 + -3
✓ Bluff	CHA	2	=	2	+	+
✓ Climb	STR	-2	=	1	+	+
✓ Concentration	CON	17	=	3	+	14.0 +
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	4	=	2	+	2.0 +
✓ Disguise	CHA	2	=	2	+	+
✓ Escape Artist	DEX	0	=	3	+	+
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Handle Animal	CHA	3	=	2	+	1.0 +
✓ Heal	WIS	12	=	5	+	7.0 +
✓ Hide	DEX	0	=	3	+	+
✓ Intimidate	CHA	3	=	2	+	1.0 +
✓ Jump	STR	-8	=	1	+	+
Knowledge (Arcana)	INT	8	=	3	+	5.0 +
Knowledge (Dungeoneering)	INT	4	=	3	+	1.0 +
Knowledge (Geography)	INT	4	=	3	+	1.0 +
Knowledge (Literature)	INT	4	=	3	+	1.0 +
Knowledge (Local)	INT	4	=	3	+	1.0 +
Knowledge (Religion)	INT	10	=	3	+	7.0 +
Knowledge (The Planes)	INT	6	=	3	+	3.0 +
Knowledge (Undead)	INT	7	=	3	+	4.0 +
✓ Listen	WIS	12	=	5	+	7.0 +
✓ Move Silently	DEX	0	=	3	+	+
✓ Profession (Apothecary)	WIS	6	=	5	+	1.0 +
✓ Ride	DEX	4	=	3	+	1.0 +
✓ Search	INT	8	=	3	+	5.0 +
✓ X Search (Unusual Stonework)	INT	10	=	3	+	5.0 + 2
✓ Sense Motive	WIS	5	=	5	+	+
✓ Spellcraft	INT	10	=	3	+	5.0 + 2
✓ Spot	WIS	12	=	5	+	7.0 +
✓ Survival	WIS	6	=	5	+	1.0 +
✓ Swim	STR	-5	=	1	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+4
Up to 0	8	Turn level	12
1 - 3	9	Turn damage	2d6 +13
4 - 6	10		
7 - 9	11		
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22+	16		
You destroy Undead creatures with total hit dice up to 6.			
TURN/DAY <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

TURN AIR			
TURNING CHECK RESULT	AIR AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
Up to 0	8	Turn level	12
1 - 3	9	Turn damage	2d6 +13
4 - 6	10	You destroy Air creatures with total hit dice up to 6.	
7 - 9	11		
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22+	16		
TURN/DAY	□□□□□ □□□□		

REBUKE EARTH			
TURNING CHECK RESULT	EARTH AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
Up to 0	8	Turn level	12
1 - 3	9	Turn damage	2d6 +13
4 - 6	10	You command Earth creatures with total hit dice up to 12	
7 - 9	11		
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22+	16		
REBUKE/DAY	□□□□□ □□□□		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0	
Backpack <small>13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle</small>	Equipped	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Candle	Backpack	1	0.0	0.01	
□					
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01	
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Dwarven Mace +2 (Light/Disruption/Mithral) <small>(Mace +2 (Light/Disruption/Mithral)), undead hit must make Will save (DC 14) or be destroyed, 30hp/inch and 15 hardness</small>	Carried	1	2.0	34005.0	
Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection) <small>(Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), 30hp/inch and 15 hardness</small>	Equipped	1	7.5	10020.0	
Ephod of Authority [Set]	Equipped	1	0.0	0.0	
Flask (Empty) <small>0 lbs.</small>	Backpack	1	1.5	0.03	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Full Plate +2 (Mithral/Armor Spikes) <small>Spiked, 30hp/inch and 15 hardness</small>	Equipped	1	25.0	14550.0	
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Healer's Kit	Backpack	1	1.0	50.0	
□□□□□ □□□□□					
Helmet (WIS +1) <small>Enhancement bonus to ability WIS+1</small>	Equipped	1	0.0	1000.0	
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Holy Water (Flask)	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)	
□□□					
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Moradin's Faithful <small>(Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2</small>	Equipped	1	0.0	152500.0	
Morningstar +3 (Mithral/Shock/Thundering) <small>30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)</small>	Equipped	1	3.0	53008.0	
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)	
Pouch (Belt) <small>3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)</small>	Equipped	1	0.5	1.0	
Rations (Trail/Per Day)	Backpack	2	1.0 (2.0)	0.5 (1.0)	
TOTAL WEIGHT CARRIED/VALUE			58.5 lbs.	306748.95 gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
□□				
Ring of Protection +3	Equipped	1	0.0	18000.0
Sewing Needle	Backpack	1	0.0	0.5
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0
□□□□□ □□□□□ □□□□□ □□□□□				
Waterskin (Filled)	Backpack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			58.5 lbs.	306748.95 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Aura of Good (Ex) Overwhelming	
Aura of Law (Ex) Overwhelming	
Literacy: Character is able to read & write in any language he can speak.	
Rebuke Earth (Su) 9/day (turn level 12) (turn damage 2d6+13)	
Spontaneous casting - Can spontaneously cast Cure spells	
Stability	
Stonecunning	
Turn Air (Su) 9/day (turn level 12) (turn damage 2d6+13)	
Turn Undead (Su) 9/day (turn level 12) (turn damage 2d6+13)	

FEATS	
Combat Casting	+4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Divine Metamagic	Spend turn/rebuke attempts to enhance spells with a metamagic feat
Divine Spell Power	Spend turn/rebuke attempts to increase your caster level
Extra Turning	Turn or rebuke creatures four more times per day.
Improved Initiative	+4 bonus on initiative checks.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

DOMAINS	
Earth	Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.
Good	You cast good spells at +1 caster level.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword Staff, Unarmed Strike	

LANGUAGES
Celestial, Common, Dwarven, Giant, Terran

TEMPLATES
Truename

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis <i>Effect:</i> Copies 250 words per minute.	16	Will negates [object]	1 standard action	10 minute/level	Close (50 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 11	
□□□□□Create Water <i>Effect:</i> Creates 2 gallons/level of pure water.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 11	
□□□□□Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 11	
□□□□□Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination	PHB: pg.219
					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 11	
□□□□□Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
					<i>Target:</i> Object touched			<i>Caster Level:</i> 11	
□□□□□Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 11	
□□□□□Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 11	
□□□□□Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Virtue <i>Effect:</i> Subject gains 1 temporary hp.	16	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Axiomatic Water <i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.	17	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 11	
□□□□□Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	17	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.203
					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 11	
□□□□□Blade of Blood <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.		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 11	
□□□□□Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 11	
□□□□□Blessed Aim <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.	17	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 11	
□□□□□Bless Water <i>Effect:</i> Makes holy water.	17	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 12	
□□□□□Blood Wind <i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text	17	Will negates [harmless]	1 swift action	1 round	Close (50 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.33
					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 11	
□□□□□Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (50 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: pg.208
					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 11	
□□□□□Cold Fire <i>Effect:</i> Flames deal cold damage; see text	17	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (50 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 11	
□□□□□Command <i>Effect:</i> One subject obeys selected command for 1 round.	17	Will negates	1 standard action	1 round	Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
□□□□□Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Conviction <i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐Cure Light Wounds	17	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 11	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐Delay Disease	17	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 11	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched				
☐☐☐☐☐Detect Chaos		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐Detect Evil		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐Detect Good		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐Detect Law		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐Detect Undead		None	1 standard	Concentration, up to 1 minutes/level [D] 60 ft.		V,S,M/DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐Dispel Ward		None	1 standard	Instantaneous action	Medium (210 ft.)	V,S	No	Abjuration <i>Caster Level:</i> 11	SC: Pg.67
<i>Effect:</i> Functions like dispel magic; see text					<i>Target:</i> One warded object or area				
☐☐☐☐☐Divine Favor		None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation <i>Caster Level:</i> 11	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You				
☐☐☐☐☐Doom	17	Will negates	1 standard	1 minute/level action	Medium (210 ft.)	V,S, DF	Yes	Necromancy [Fear,Mind-Affecting] <i>Caster Level:</i> 11	PHB: pg.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature				
☐☐☐☐☐Ebon Eyes		None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 11	SC: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched				
☐☐☐☐☐Endure Elements	17	Will negates (harmless)	1 standard	24 hours action	Touch	V,S	Yes (harmless)	Abjuration <i>Caster Level:</i> 11	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
☐☐☐☐☐Entropic Shield		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Abjuration <i>Caster Level:</i> 11	PHB: pg.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You				
☐☐☐☐☐Faith Healing	17	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 11	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched				
☐☐☐☐☐Foundation of Stone		None	1 standard	1 round/level action	Close (50 ft.)	V,M	Yes [harmless]	Transmutation [Earth] <i>Caster Level:</i> 11	SC: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart				
☐☐☐☐☐Grave Strike	17	N/A	1 swift	1 round action	Personal	V,DF	N/A	Divination [Good] <i>Caster Level:</i> 12	SC: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You				
☐☐☐☐☐Guiding Light		None	1 standard	1 minute/level [D] action	Long (840 ft.)	V,S	Yes	Evocation <i>Caster Level:</i> 11	SC: Pg.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst				
☐☐☐☐☐Healthful Rest	17	Will negates [harmless]	10 minutes	24 hours	Close (50 ft.)	V,S	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 11	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart				
☐☐☐☐☐Hide from Undead	17	Will negates (harmless); see text	1 standard	10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration <i>Caster Level:</i> 11	PHB: pg.241
<i>Effect:</i> Undead can't perceive 1 subject/level.					<i>Target:</i> One touched creature/level				
☐☐☐☐☐Ice Gauntlet	17	N/A	1 standard	1 minute/level [D] action	Personal	V,DF	N/A	Evocation [Cold] <i>Caster Level:</i> 11	SC: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					<i>Target:</i> You				
☐☐☐☐☐Incite	17	Will negates	1 swift	1 minute/level action	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 11	SC: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					<i>Target:</i> Creatures in a 10-ft. burst				
☐☐☐☐☐Inflict Light Wounds	17	Will half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 11	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐Inhibit	17	Will negates	1 standard	Instantaneous action	Medium (210 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 11	SC: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature				
☐☐☐☐☐Invest Light Protection	17	Will half (harmless); see text	1 standard	Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 11	PHB II: pg.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.					<i>Target:</i> Creature touched				
☐☐☐☐☐Ironguts	17	Will negates	1 standard	10 minutes/level action	Touch	V,S,M	Yes	Abjuration <i>Caster Level:</i> 11	SC: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					<i>Target:</i> Creature touched				
☐☐☐☐☐Light of Lunia		None	1 standard	10 minutes/level [D] action	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light] <i>Caster Level:</i> 12	SC: Pg.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					<i>Target:</i> You and up to two rays; see text				
☐☐☐☐☐**Magic Stone	17	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 11	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched				
☐☐☐☐☐Magic Stone	17	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 11	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Magic Weapon	17	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Moon Lust	17	Will negates [harmless]	1 standard action	1 round/level	Medium (210 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Nightshield	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.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> 11		
☐☐☐☐☐ Nimbus of Light	17	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.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> 11		
☐☐☐☐☐ Obscuring Mist		None	1 standard action	1 minute/level	20 ft. high	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft.		<i>Caster Level:</i> 11		
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (50 ft.)	V,S	No	Transmutation	SC: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 11		
☐☐☐☐☐ Protection from Chaos	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.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> 11		
☐☐☐☐☐ **Protection from Evil	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.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> 12		
☐☐☐☐☐ Protection from Evil	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.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> 12		
☐☐☐☐☐ Purifying Flame	17	Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No	Conjuration	Prob: pg.37
<i>Effect:</i> Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text.					<i>Target:</i> One object or character		<i>Caster Level:</i> 11		
☐☐☐☐☐ Remove Fear	17	Will negates (harmless)	1 standard action	10 minutes; see text	Close (50 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.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> 11		
☐☐☐☐☐ Resist Planar Alignment	17	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Resurgence	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.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> 11		
☐☐☐☐☐ Sanctuary	17	Will negates	1 standard action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Scholar's Touch		None	1 standard action	Concentration, up to 11 rounds	Personal	V,S,M,F	No	Divination	Race Des: Pg.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> 11		
☐☐☐☐☐ Shield of Faith	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +3 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Sign	17	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Snowshoes	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.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> 11		
☐☐☐☐☐ Spell Flower	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 11		
☐☐☐☐☐ Updraft	17	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.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> 11		
☐☐☐☐☐ Vigor, Lesser	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.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> 11		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.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> 11		
☐☐☐☐☐ Wings of the Sea	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ **Aid		None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.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> 11		
☐☐☐☐☐ Aid		None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.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> 11		
☐☐☐☐☐ Align Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.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> 11		

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<div><div>■■■■■</div><div>Animalistic Power</div></div>	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<div><div>Effect:</div><div>Subject is imbued with +2 to Strength, Dexterity and Constitution.</div></div>					Target: Creature touched			Caster Level: 11	
<div><div>■■■■■</div><div>Augury</div></div>		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
<div><div>Effect:</div><div>Learns whether an action will be good or bad.</div></div>					Target: You			Caster Level: 11	
<div><div>■■■■■</div><div>Aura Against Flame</div></div>	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
<div><div>Effect:</div><div>Protects against first 10 points of fire damage, it also extinguishes flames; see text.</div></div>					Target: You			Caster Level: 11	
<div><div>■■■■■</div><div>Avoid Planar Effects</div></div>		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
<div><div>Effect:</div><div>Gain temporary respite from the natural effects of a specific plane.</div></div>					Target: One creature/level in a 20-ft. radius burst centered on you			Caster Level: 11	
<div><div>■■■■■</div><div>Balor Nimbus</div></div>	18	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
<div><div>Effect:</div><div>Any creature grappling you takes 6d6 points of fire damage.</div></div>					Target: You			Caster Level: 11	
<div><div>■■■■■</div><div>Bear's Endurance</div></div>	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<div><div>Effect:</div><div>Subject gains +4 to Con for 1 minutes/level.</div></div>					Target: Creature touched			Caster Level: 11	
<div><div>■■■■■</div><div>Black Karma Curse</div></div>	18	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
<div><div>Effect:</div><div>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.</div></div>					Target: One creature			Caster Level: 11	
<div><div>■■■■■</div><div>Blade Brothers</div></div>	18	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
<div><div>Effect:</div><div>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.</div></div>					Target: Two willing creatures			Caster Level: 11	
<div><div>■■■■■</div><div>Body Blades</div></div>	18	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
<div><div>Effect:</div><div>Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.</div></div>					Target: You			Caster Level: 11	
<div><div>■■■■■</div><div>Brambles</div></div>		None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
<div><div>Effect:</div><div>Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.</div></div>					Target: Wooden weapon touched			Caster Level: 11	
<div><div>■■■■■</div><div>Bull's Strength</div></div>	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<div><div>Effect:</div><div>Subject gains +4 to Str for 1 minutes/level.</div></div>					Target: Creature touched			Caster Level: 11	
<div><div>■■■■■</div><div>Calm Emotions</div></div>	18	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (210 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<div><div>Effect:</div><div>Calms creatures, negating emotion effects.</div></div>					Target: Creatures in a 20-ft.-radius spread			Caster Level: 11	
<div><div>■■■■■</div><div>Close Wounds</div></div>	18	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (50 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
<div><div>Effect:</div><div>Cure 1d4 +1/level [max +5].</div></div>					Target: One creature			Caster Level: 11	
<div><div>■■■■■</div><div>Cloud of Knives</div></div>			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: pg.107
<div><div>Effect:</div><div>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.</div></div>					Target: You			Caster Level: 11	
<div><div>■■■■■</div><div>Consecrate</div></div>		None	1 standard action	2 hours/level	Close (55 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
<div><div>Effect:</div><div>Fills area with positive energy, making undead weaker.</div></div>					Target: 20-ft.-radius emanation			Caster Level: 12	
<div><div>■■■■■</div><div>Cure Moderate Wounds</div></div>	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<div><div>Effect:</div><div>Cures 2d8 +1/level [max +10] damage.</div></div>					Target: Creature touched			Caster Level: 11	
<div><div>■■■■■</div><div>Curse of Ill Fortune</div></div>	18	Will negates	1 standard action	1 minute/level	Medium (210 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
<div><div>Effect:</div><div>Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.</div></div>					Target: One living creature			Caster Level: 11	
<div><div>■■■■■</div><div>Darkness</div></div>		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<div><div>Effect:</div><div>20-ft. radius of supernatural shadow.</div></div>					Target: Object touched			Caster Level: 11	
<div><div>■■■■■</div><div>Dark Way</div></div>		None	1 standard action	1 round/level	Close (50 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.58
<div><div>Effect:</div><div>Create a ribbonlike, weightless, unbreakable bridge.</div></div>					Target: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			Caster Level: 11	
<div><div>■■■■■</div><div>Deific Vegeance</div></div>	18	Will half	1 standard action	Instantaneous	Close (50 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
<div><div>Effect:</div><div>Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].</div></div>					Target: One creature			Caster Level: 11	
<div><div>■■■■■</div><div>Delay Poison</div></div>	18	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<div><div>Effect:</div><div>Stops poison from harming subject for 1 hour/level.</div></div>					Target: Creature touched			Caster Level: 11	
<div><div>■■■■■</div><div>Divine Insight</div></div>	18	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: Pg.70
<div><div>Effect:</div><div>Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.</div></div>					Target: You			Caster Level: 11	
<div><div>■■■■■</div><div>Divine Interdiction</div></div>	18	Will negates or None [object]; see text	1 standard action	1 round/level	Close (50 ft.)	V	Yes or No [object]; see text	Abjuration	SC: Pg.70
<div><div>Effect:</div><div>Temp loss of turning power & domain powers.</div></div>					Target: 10-ft.-radius emanation centered on a creature, object, or point in space			Caster Level: 11	
<div><div>■■■■■</div><div>Divine Protection</div></div>	18	Will negates [harmless]	1 standard action	1 minute/level	Medium (210 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
<div><div>Effect:</div><div>+1 morale bonus to AC and saving throws.</div></div>					Target: Allies in a 20-ft.-radius burst			Caster Level: 11	
<div><div>■■■■■</div><div>Eagle's Splendor</div></div>	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<div><div>Effect:</div><div>Subject gains +4 to Cha for 1 minutes/level.</div></div>					Target: Creature touched			Caster Level: 11	
<div><div>■■■■■</div><div>Energized Shield, Lesser</div></div>		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<div><div>Effect:</div><div>Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text</div></div>					Target: Touch			Caster Level: 11	
<div><div>■■■■■</div><div>Enthrall</div></div>	18	Will negates; see text	1 round	1 hour or less	Medium (210 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
<div><div>Effect:</div><div>Captivates all within 100 ft. +10 ft./level</div></div>					Target: Any number of creatures			Caster Level: 11	
<div><div>■■■■■</div><div>Extend Tentacles</div></div>	18	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: Pg.86
<div><div>Effect:</div><div>Extends your tentacles by 5 ft.</div></div>					Target: You			Caster Level: 11	
* =Domain/Specialty Spell									

Cleric Spells

Find Traps	None	1 standard	1 minute/level	Personal	V,S	No	Divination	PHB: pg.230
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You		<i>Caster Level:</i> 11		
Frost Breath	18	Reflex half	1 standard	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold] SC: Pg.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> 11		
Fuse Arms	18	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation SC: Pg.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> 11		
Gentle Repose	18	Will negates (object)	1 standard	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy PHB: pg.235
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched		<i>Caster Level:</i> 11		
Ghost Touch Armor	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation SC: Pg.102
<i>Effect:</i> Armor gains Ghost Touch property.				<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 11		
Hand of Divinity	None		1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text] SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Healing Lorecall	18	N/A	1 standard	10 minutes/level	Personal	V,S,M	N/A	Divination SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text.				<i>Target:</i> You		<i>Caster Level:</i> 11		
Hold Person	18	Will negates; see text	1 standard	1 round/level [D]; see text	Medium (210 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 11		
Inflict Moderate Wounds	18	Will half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Inky Cloud	None		1 standard	10 minutes/level	30 ft.	V,S,M	No	Conjuraction (Creation) SC: Pg.123
<i>Effect:</i> Inky cloud that works under water.				<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 11		
Insight of Good Fortune	18	Will negates (harmless)	1 standard	1 minute/level or until discharged	Close (50 ft.)	V,S,M	Yes (harmless)	Divination PHB II: pg.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> 11		
Iron Silence	18	Will negates [harmless,object]	1 standard	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation SC: Pg.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> 11		
Light of Mercuria	None		1 standard	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light] SC: Pg.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> 12		
Living Undeath	18	Fortitude negates [harmless]	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy SC: Pg.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> 11		
Make Whole	18	Will negates (harmless, object)	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes (harmless, object)	Transmutation PHB: pg.252
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 11		
Mark of Judgement	18	Will negates	1 standard	1 round/level	Medium (210 ft.)	V,S,DF	Yes	Necromancy PHB II: pg.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> 11		
Mark of the Outcast	18	Will negates	1 standard	Permanent	Close (50 ft.)	V,S,DF	Yes	Necromancy SC: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 11		
Master's Touch	18	Will negates (harmless)	1	Instantaneous	Close (50 ft.)	V	Yes (harmless)	Divination PHB II: pg.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.				<i>Target:</i> One creature		<i>Caster Level:</i> 11		
Owl's Wisdom	18	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Protection from Negative Energy	18	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Protection from Positive Energy	18	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Quick March	18	Will negates [harmless]	1 standard	1 round	Medium (210 ft.)	V,S,DF	Yes [harmless]	Transmutation SC: Pg.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> 11		
Remove Paralysis	18	Will negates (harmless)	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes (harmless)	Conjuraction (Healing) PHB: pg.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> 11		
Resist Energy	18	Fortitude negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuraction (Healing) PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Share Talents	18	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation PHB II: pg.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> 11		
Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous	Close (50 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic] PHB: pg.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> 11		
Shield Other	18	Will negates (harmless)	1 standard	1 hour/level [D]	Close (50 ft.)	V,S,F	Yes (harmless)	Abjuration PHB: pg.278
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature		<i>Caster Level:</i> 11		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead percieve 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> 11		
☐☐☐☐☐ Silence	18	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (840 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: pg.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> 11		
☐☐☐☐☐ *Soften Earth and Stone		None	1 standard action	Instantaneous	Close (50 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 11		
☐☐☐☐☐ Sound Burst	18	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 11		
☐☐☐☐☐ Spawn Screen	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.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> 11		
☐☐☐☐☐ Spell Immunity, Lesser	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.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> 11		
☐☐☐☐☐ Spiritual Weapon		None	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stabilize	18	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.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> 11		
☐☐☐☐☐ Status	18	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stay the Hand	18	Will negates	1 immediate action	Instantaneous	Medium (210 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: pg.126
<i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stone Bones	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stretch Weapon	18	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 11		
☐☐☐☐☐ Summon Elysian Thrush		None	10 minutes	8 hours	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: Pg.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 12		
☐☐☐☐☐ Summon Monster II		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.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> 11		
☐☐☐☐☐ Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (50 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 11		
☐☐☐☐☐ Unstoppable		None	1 standard action	10 minutes/level	Personal or touch	V,S	No	Abjuration	Prob: pg.58
<i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Veil of Shadow	18	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Zone of Truth	18	Will negates	1 standard action	1 minute/level	Close (50 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 11		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Aid, Mass		None	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.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				
□□□□□Air Breathing	19	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 11		
□□□□□Align Weapon, Mass	19	Will negates [harmless, object]	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: Pg.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> 11		
□□□□□Alter Fortune		None	1 immediate action	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: pg.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> 11		
□□□□□Antidragon Aura	19	Will negates [harmless]	1 standard action	1 minute/level	Close (50 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.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> 11		
□□□□□Attune Form	19	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.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> 11		
□□□□□Awaken Sin	19	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.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> 12		
□□□□□Axiomatic Storm		None	1 standard action	1 round/level	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 11		
* =Domain/Specialty Spell									

Cleric Spells

Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.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> 11		
Blade of Pain and Fear	19	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.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> 11		
Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (210 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 11		
Chain of Eyes	19	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 11		
Checkmate's Light		None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 11		
Circle Dance	19	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 11		
Cloak of Bravery	19	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.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> 11		
Cloak Pool	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (50 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: Pg.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> 11		
Continual Flame		None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 11		
Conviction, Mass	19	Will negates [harmless]	1 standard action	10 minutes/level	Medium (210 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.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> 11		
Corona of Cold	19	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.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> 11		
Create Food and Water		None	10 minutes	24 hours; see text	Close (50 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.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> 11		
Crown of Grave	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.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> 11		
Crown of Might	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Crown of Protection	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.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> 11		
Crown of Smiting	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no 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> 11		
Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Curse of Arrow Attraction	19	Will negates	1 standard action	1 round/level	Medium (210 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.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> 11		
Darkfire		None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: Pg.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> 11		
Daylight		None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 11		
Deeper Darkness		None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 11		
Demon Dirge	19	NWill half	1 standard action	1d6 rounds; see text	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.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> 11		
Devil Blight	19	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.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> 11		
Dispel Magic		None	1 standard action	Instantaneous	Medium (210 ft.)	V,S	No	Abjuration	PHB: pg.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> 11		
Divine Retaliation		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.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> 11		
Downdraft	19	Reflex partial; see text	1 standard action	Instantaneous	Long (840 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.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> 11		
Energized Shield		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.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> 11		

* =Domain/Specialty Spell

Cleric Spells

Energy Aegis	19	Will negates (harmless)	1 immediate action	1 round	Close (50 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
Energy Vortex	19	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.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 damage centered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 11	
Energy Vulnerability	19	Will negates	1 standard action	1 round/level	Medium (210 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
<i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.					<i>Target:</i> One or more creatures within a 10-ft.-radius anburst			<i>Caster Level:</i> 11	
Favorable Sacrifice	19	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.89
<i>Effect:</i> Gain benefit from deity; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					<i>Target:</i> Nonmagical weapon touched			<i>Caster Level:</i> 11	
Ghost Touch Weapon	19	Will negates [harmless,object]	1 standard action	1 minute/level	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
<i>Effect:</i> Hit incorporeal normally.					<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]			<i>Caster Level:</i> 11	
Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Glyph of Warding	19	See text	10 minutes Permanent until discharged [D]		Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 5 sq. ft./level			<i>Caster Level:</i> 11	
Grace	19	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: Pg.107
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 12	
Hamatula Barbs	19	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Helping Hand		None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: pg.239
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 11	
Hesitate	19	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (50 ft.)	V,S	Yes	Enchantment [Compulsion] [Mind-Affecting]	PHB II: pg.114
<i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action].					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
Holy Meditation			1 minute	2 hours	Personal	V,S,M		Evocation	Prob: pg.36
<i>Effect:</i> Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.					<i>Target:</i> You			<i>Caster Level:</i> 11	
Holy Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 12	
Ice Axe		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].					<i>Target:</i> Battleaxe-shaped weapon of swirling ice			<i>Caster Level:</i> 11	
Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Interplanar Message	19	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: Pg.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
Invest Moderate Protection	19	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
<i>Effect:</i> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Invisibility Purge		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
<i>Effect:</i> Dispels invisibility within 5 ft./level					<i>Target:</i> You			<i>Caster Level:</i> 11	
Knight's Move	19	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.					<i>Target:</i> You			<i>Caster Level:</i> 11	
Know Opponent	19	Will negates	1 standard action	Instantaneous	Close (50 ft.)	S,DF	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
Know Vulnerabilities	19	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 12	
Locate Object		None	1 standard action	1 minute/level	Long (840 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level			<i>Caster Level:</i> 11	
Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 11	
**Magic Circle against Evil	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 12	
Magic Circle against Evil	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 12	
* =Domain/Specialty Spell									

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Cleric Spells

☐☐☐☐☐ Magic Vestment				19	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement							<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Mantle of Chaos				19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Chaos] SC:	Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.							<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Mantle of Law				19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law] SC:	Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.							<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Mark of Doom					None	1 standard 1 round/level action	Medium (210 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.							<i>Target:</i> One creature		<i>Caster Level:</i> 11		
☐☐☐☐☐ Meld into Stone					None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.							<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Nauseating Breath				19	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.							<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 11		
☐☐☐☐☐ Obscure Object				19	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.							<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 11		
☐☐☐☐☐ Prayer					None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.							<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 11		
☐☐☐☐☐ Protection from Energy				19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Remove Blindness/Deafness				19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Remove Curse				19	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.							<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Remove Disease				19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Resist Energy, Mass				19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.							<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Resurgence, Mass				19	Will negates [harmless]	1 standard Instantaneous action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.							<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Ring of Blades				19	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation)	SC: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.							<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Safety				19	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Searing Light					None	1 standard Instantaneous action	Medium (210 ft.)	V,S	Yes	Evocation	PHB: pg.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.							<i>Target:</i> Ray		<i>Caster Level:</i> 11		
☐☐☐☐☐ Sheltered Vitality				19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.							<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Shield of Warding				19	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good] SC:	Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].							<i>Target:</i> One shield or buckler touched		<i>Caster Level:</i> 12		
☐☐☐☐☐ Sink				19	Will negates	1 standard 1 round action	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.							<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Skull Watch					None	1 standard 11 hours or until discharged action	Touch	V,S,F	No	Necromancy	PGtF: pg.111
<i>Effect:</i> Alarm affect; see text							<i>Target:</i> One humanoid skull		<i>Caster Level:</i> 11		
☐☐☐☐☐ Slashing Darkness					None	1 standard Instantaneous action	Medium (210 ft.)	V,S	Yes	Evocation	SC: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.							<i>Target:</i> Ray		<i>Caster Level:</i> 11		
☐☐☐☐☐ Snowshoes, Mass				19	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.							<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Sonorous Hum				19	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic] SC:	Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.							<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Soul Burn				19	Fortitude half	1 standard 1 round; see text action	Medium (210 ft.)	V,S,DF	No	Evocation	Prob: pg.37
<i>Effect:</i> Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.							<i>Target:</i> One character		<i>Caster Level:</i> 11		
☐☐☐☐☐ Spark of Life				19	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.							<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Speak with Dead				19	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.							<i>Target:</i> One dead creature		<i>Caster Level:</i> 11		
☐☐☐☐☐ Spikes					None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.							<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 11		
* =Domain/Specialty Spell											

Cleric Spells

*****Stone Shape	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level				<i>Caster Level:</i> 11
*****Stone Shape	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level				<i>Caster Level:</i> 11
*****Summon Monster III	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.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> 11
*****Suppress Glyph	19	Will negates [object]	1 standard 1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.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> 11
*****Tremor	19	See text	1 standard 1 round/3 levels	Medium (210 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread				<i>Caster Level:</i> 11
*****Vigor	19	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.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> 11
*****Vigor, Mass Lesser	19	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.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> 11
*****Visage of the Deity, Lesser	19	N/A	1 standard 1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text				<i>Target:</i> You				<i>Caster Level:</i> 11
*****Wall of Light	None	1 standard 1 minute/level [D]	action	Close (50 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.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> 11
*****Water Breathing	19	Will negates (harmless)	1 standard 2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				<i>Caster Level:</i> 11
*****Water Walk	19	Will negates (harmless)	1 standard 10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> One touched creature/level				<i>Caster Level:</i> 11
*****Weapon of Energy	19	Fortitude negates [harmless,object]	1 standard 1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
<i>Effect:</i> Adds additional damage; see text.				<i>Target:</i> One weapon				<i>Caster Level:</i> 11
*****Weapon of Impact	19	Will negates [harmless,object]	1 standard 10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.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> 11
*****Weapon of the Deity	19	Fortitude negates [harmless,object]	1 standard 1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.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> 11
*****Wind Wall	19	None; see text	1 standard 1 round/level	Medium (210 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.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> 11

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Walk		None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.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> 11	
□□□□□Assay Spell Resistance	20	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.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> 11	
□□□□□Astral Hospice	20	N/A	1 standard	24 hours/level action	Close (50 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: Pg.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> 11	
□□□□□Blessing of the Righteous	20	Will negates (harmless)	1 standard	1 round/level action	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.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> 12	
□□□□□Blindsight, Greater	20	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Castigate	20	Fortitude half	1 standard	Instantaneous action	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.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> 11	
□□□□□Channelled Divine Health	20	Will negates (harmless)	See text	Instantaneous	See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.106
<i>Effect:</i> Ranged healing; See text.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
□□□□□Contingent Energy Resistance	20	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Control Water	20	None; see text	1 standard	10 minutes/level [D] action	Long (840 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.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> 11	
□□□□□Cure Critical Wounds	20	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Death Ward	20	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
□□□□□Dimensional Anchor		None	1 standard	1 minute/level action	Medium (210 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray			<i>Caster Level:</i> 11	
□□□□□Discern Lies	20	Will negates	1 standard	Concentration, up to 1 round/level action	Close (50 ft.)	V,S, DF	No	Divination	PHB: pg.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> 11	
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
<i>Effect:</i> Forces a creature to return to native plane.									
☐☐☐☐☐ Divination		None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: pg.224
<i>Effect:</i> Provides useful advice for specific proposed actions.									
☐☐☐☐☐ Divine Power		None	1 standard action	1 round/level	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.									
☐☐☐☐☐ Divine Warding		None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	Prob: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.									
☐☐☐☐☐ Freedom of Movement	20	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.									
☐☐☐☐☐ Giant Vermin		None	1 standard action	1 minute/level	Close (50 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.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: Pg.106
<i>Effect:</i> Makes a light source in a globe; see text									
☐☐☐☐☐ Hand of the Faithful	20	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.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 tospace enter or exit.									
☐☐☐☐☐ Healing Spirit	20	Will half (harmless)	1 standard action	1 round/2 levels	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.									
☐☐☐☐☐ *Holy Smite	20	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (220 ft.)	V,S	Yes	Evocation [Good]	PHB: pg.241
<i>Effect:</i> Damages and blinds evil creatures.									
☐☐☐☐☐ Holy Transformation	20	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.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	20	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].									
☐☐☐☐☐ Hypothermia	20	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.									
☐☐☐☐☐ Imbue with Spell Ability	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
<i>Effect:</i> Transfer spells to subject.									
☐☐☐☐☐ Inflict Critical Wounds	20	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage									
☐☐☐☐☐ Iron Bones	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.									
☐☐☐☐☐ Lifebolt	20	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.									
☐☐☐☐☐ Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	1 hour/level	Close (50 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.									
☐☐☐☐☐ Make Manifest	20	Will negates	1 standard action	1 round/level	Close (50 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.									
☐☐☐☐☐ Moon Bolt	20	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (840 ft.)	V,S	Yes	Evocation	SC: Pg.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: pg.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.									
☐☐☐☐☐ Negative Energy Aura	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.									
☐☐☐☐☐ Neutralize Poison	20	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
☐☐☐☐☐ Panacea	20	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.									
☐☐☐☐☐ Planar Ally, Lesser		None	10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.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: Pg.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: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.									
☐☐☐☐☐ Poison	20	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.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	SC: Pg.161

* =Domain/Specialty Spell

Cleric Spells

Cleric Spells									
<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.			action					(Healing) Caster Level: 11	
□□□□□ Recitation	None		1 standard 1 round/level action		60 ft.	V,S,DF	Yes	Conjuration (Creation) Caster Level: 11	SC: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.								Target: All allies and foes within a 60 ft.-radius burst centered on you.	
□□□□□ Renewed Vigor	20	Fortitude negates (harmless)	1 standard Instantaneous; see text action		30 ft.	V,S	Yes (harmless)	Transmutation PHB II: pg.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.								Target: 30-ft.-radius- burst centered on you Caster Level: 11	
□□□□□ Repel Vermin	20	None or Will negates; see text	1 standard 10 minutes/level [D] action		10 ft.	V,S, DF	Yes	Abjuration PHB: pg.271	
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								Target: 10 ft. radius emanation centered on you Caster Level: 11	
□□□□□ Resistance, Greater	20	Will negates [harmless]	1 standard 24 hours action		Touch	V,S,M/DF	Yes [harmless]	Abjuration SC: Pg.174	
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.								Target: Creature touched Caster Level: 11	
□□□□□ Restoration	20	Will negates (harmless)	3 rounds Instantaneous		Touch	V,S,M	Yes (harmless)	Conjuration (Healing) PHB: pg.272	
<i>Effect:</i> Restores level and ability score drains.								Target: Creature touched Caster Level: 11	
□□□□□ Revenance	20	None; see text	1 standard 1 minute/level action		Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) SC: Pg.175	
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.								Target: Dead ally touched Caster Level: 11	
□□□□□ Sending	None		10 minutes 1 round/level; see text		See text	V,S,M/DF	No	Evocation PHB: pg.275	
<i>Effect:</i> Delivers short message anywhere, instantly.								Target: One creature Caster Level: 11	
□□□□□ Shadowblast	20	Fort negates	1 standard Insta action		Long (840 ft.)	V,S,M	Yes	Evocation [Light] SC: Pg.186	
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.								Target: 20-ft.-radius spread Caster Level: 11	
□□□□□ Shield of Faith, Mass	20	Will negates [harmless]	1 standard 1 minute/level action		Close (50 ft.)	V,S,M	Yes [harmless]	Abjuration SC: Pg.188	
<i>Effect:</i> As shield of faith, except it affects multiple creatures.								Target: One creature/level, no two of which are more than 30 ft. apart Caster Level: 11	
□□□□□ Sound Lance	20	Fortitude half	1 standard Instantaneous action		Medium (210 ft.)	V,S	Yes	Evocation [Sonic] SC: Pg.196	
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].								Target: One creature or object Caster Level: 11	
□□□□□ Spell Immunity	20	Will negates (harmless)	1 standard 10 minutes/level action		Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.282	
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.								Target: Creature touched Caster Level: 11	
□□□□□ Spell Vulnerability	20	Fortitude negates	1 round 1 minute/level		Close (50 ft.)	V,S	No	Transmutation SC: Pg.200	
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.								Target: One creature Caster Level: 11	
□□□□□ *Spike Stones	20	Reflex partial	1 standard 1 hour/level [D] action		Medium (210 ft.)	V,S, DF	Yes	Transmutation [Earth] PHB: pg.283	
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.								Target: 20-ft. squares/level Caster Level: 11	
□□□□□ Stifle Spell	20	See text	1 immediate Instantaneous action		Close (50 ft.)	V	Yes	Abjuration PHB II: pg.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.								Target: One creature casting a spell Caster Level: 11	
□□□□□ Summon Hound Archon	None		1 round Concentration, up to 1 round/level + 1 round		Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful] SC: Pg.214	
<i>Effect:</i> Summons a hound archon [MM 16]; see text								Target: One summoned archon hound Caster Level: 12	
□□□□□ Summon Monster IV	None		1 round 1 round/level [D]		Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: pg.286	
<i>Effect:</i> Calls extraplanar creature to fight for you.								Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 11	
□□□□□ Tongues	20	Will negates (harmless)	1 standard 10 minutes/level action		Touch	V, M/DF	No	Divination PHB: pg.294	
<i>Effect:</i> Speak any language.								Target: Creature touched Caster Level: 11	
□□□□□ Wall of Good	20	See text	1 standard 10 minutes/level action		Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Good] SC: Pg.233	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.								Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels Caster Level: 12	
□□□□□ Wall of Law	20	See text	1 standard 10 minutes/level action		Close (50 ft.)	V,S,M/DF	Yes	Abjuration [Law] SC: Pg.234	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.								Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels Caster Level: 11	
□□□□□ Wall of Sand	None		1 standard Concentration +1 round/level action		Medium (210 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth] SC: Pg.235	
<i>Effect:</i> Creates a churning wall of sand.								Target: A straight wall whose area is up to one 10-ft. square/level [S] Caster Level: 11	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement	None		1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration PHB: pg.201	
<i>Effect:</i> Removes burden of misdeeds from subject.								Target: Living creature touched Caster Level: 11	
□□□□□ Aura of Evasion	No		1 standard 1 minute/level action		10 ft.	V,S,M,DF	No	Abjuration SC: Pg.18	
<i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.								Target: 10-ft. radius emanation centered on you Caster Level: 11	
□□□□□ Blistering Radiance	21	None and Fortitude partial; see text	1 standard 1 round/level action		Long (840 ft.)	V,S,M	Yes	Evocation [Fire, Light] SC: Pg.33	
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.								Target: 50-ft.-radius spread Caster Level: 11	
□□□□□ Break Enchantment	21	See text	1 minute Instantaneous		Close (50 ft.)	V,S	No	Abjuration PHB: pg.207	
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								Target: Up to 1 creature/level, all within 30 ft. of each other Caster Level: 11	
□□□□□ Call Zelekhut	None		10 minutes Instantaneous		Close (50 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful] SC: Pg.42	
<i>Effect:</i> You relieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.								Target: One called zelekhut Caster Level: 11	
□□□□□ Command, Greater	21	Will negates	1 standard 1 round/level action		Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] PHB: pg.211	
<i>Effect:</i> As command, but affects 1 subject/level.								Target: 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 11	
* =Domain/Specialty Spell									

Cleric Spells

□□□□□ Commune		None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP	Divination	PHB: pg.211
<i>Effect:</i> Deity answers one yes-or-no question/level.					<i>Target:</i> You		<i>Caster Level:</i> 11	
□□□□□ Condemnation	21	Will negates	1 standard	1 round action	Close (50 ft.)	V	Yes	Abjuration PHB II: pg.107
<i>Effect:</i> Stun target outsider for one round and reduce spell resistance by 10.					<i>Target:</i> One outsider		<i>Caster Level:</i> 11	
□□□□□ Crawling Darkness	21	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation) SC: Pg.55
<i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.					<i>Target:</i> You		<i>Caster Level:</i> 11	
□□□□□ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard	Instantaneous action	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing) PHB: pg.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	
□□□□□ Curse of Ill Fortune, Mass	21	Will negates	1 standard	1 minute/level action	Medium (210 ft.)	V,S,DF	Yes	Necromancy SC: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst		<i>Caster Level:</i> 11	
□□□□□ Death Throes		None	1 standard	1 hour/level or until you are killed action	Personal	V,S	No	Necromancy [Force] SC: Pg.60
<i>Effect:</i> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 11	
□□□□□ Dispel Chaos	21	See text	1 standard	1 round/level or until discharged, action whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful] PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object		<i>Caster Level:</i> 11	
□□□□□ **Dispel Evil	21	See text	1 standard	1 round/level or until discharged, action whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object		<i>Caster Level:</i> 12	
□□□□□ Dispel Evil	21	See text	1 standard	1 round/level or until discharged, action whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object		<i>Caster Level:</i> 12	
□□□□□ Disrupting Weapon	21	Will negates (harmless, object); see action text	1 standard	1 round/level action	Touch	V,S	Yes (harmless, object)	Transmutation PHB: pg.223
<i>Effect:</i> Melee weapon destroys undead.					<i>Target:</i> One melee weapon		<i>Caster Level:</i> 11	
□□□□□ Divine Agility	21	Will negates [harmless]	1 standard	1 round/level action	Touch	V,S	No	Transmutation SC: Pg.69
<i>Effect:</i> Grants +10 enhancement to Dex.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11	
□□□□□ Doomtide	21	Will negates	1 standard	1 round/level action	80 ft.	V,S,DF	Yes	Illusion (Pattern) SC: Pg.70
<i>Effect:</i> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.					<i>Target:</i> Eight 10-ft. cubes extending straight from you		<i>Caster Level:</i> 11	
□□□□□ Dragonbreath	21	See text	1 standard	1 round/level action	Personal	V,S,M/DF	No	Evocation SC: Pg.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text					<i>Target:</i> You		<i>Caster Level:</i> 11	
□□□□□ Earth Reaver	21	Reflex partial	1 standard	Instantaneous action	Medium (210 ft.)	V,S	Yes	Transmutation [Fire] SC: Pg.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 11	
□□□□□ Etherealness, Swift	21	Will negates	1 swift	1 round action	Close (50 ft.)	V,S	Yes	Transmutation PHB II: pg.113
<i>Effect:</i> Subject becomes ethereal until the end of it's next turn.					<i>Target:</i> One willing creature		<i>Caster Level:</i> 11	
□□□□□ Flame Strike	21	Reflex half	1 standard	Instantaneous action	Medium (210 ft.)	V,S, DF	Yes	Evocation [Fire] PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 11	
□□□□□ Hallow	21	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good] PHB: pg.238
<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point		<i>Caster Level:</i> 12	
□□□□□ Incorporeal Nova	21	Will negates	1 standard	Instantaneous action	Medium (210 ft.)	V,S	Yes	Necromancy [Death] SC: Pg.121
<i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.					<i>Target:</i> 50-ft.-radius burst		<i>Caster Level:</i> 11	
□□□□□ Inflict Light Wounds, Mass	21	Will half	1 standard	Instantaneous action	Close (50 ft.)	V,S	Yes	Necromancy PHB: pg.244
<i>Effect:</i> Deals 1d8 +1/level damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	
□□□□□ Insect Plague		None	1 round	1 minute/level	Long (840 ft.)	V,S, DF	No	Conjuration (Summoning) PHB: pg.244
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 11	
□□□□□ Invest Heavy Protection	21	Will half (harmless); see text	1 standard	Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) PHB II: pg.115
<i>Effect:</i> Living creature healed 5d4 +1 per two caster levels [max +12] and gains DR:5/evil for 1 minute. On failed save undead take an extra 5 points of damage from a weapon that overcomes DR/good.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
□□□□□ Life's Grace	21	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration SC: Pg.131
<i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11	
□□□□□ Magic Convalescence		None	1 standard	1 round/level action	20 ft.	V,S,M	No	Conjuration (Healing) PHB II: pg.118
<i>Effect:</i> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 11	
□□□□□ Mana Flux		None	1 standard	1 round/level action	Medium (210 ft.)	V,S	No	Abjuration PHB II: pg.119
<i>Effect:</i> 20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, as space do spell completion items such scrolls.					<i>Target:</i> 20-ft.-radius emanation centered on a point in		<i>Caster Level:</i> 11	
□□□□□ Mark of Justice		None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy PHB: pg.252
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	
□□□□□ Meteoric Strike	21	None or Reflex half; see text	1 swift	1 round or until dischared action	0 ft.	V,S	See text	Transmutation [Fire] PHB II: pg.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].					<i>Target:</i> Your melee weapon		<i>Caster Level:</i> 11	
□□□□□ Plane Shift	21	Will negates	1 standard	Instantaneous action	Touch	V,S,F	Yes	Conjuration (Teleportation) PHB: pg.262
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 11	
* =Domain/Speciality Spell								

Cleric Spells

☐☐☐☐☐ Radiance	None	1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
<i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.				<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 12		
☐☐☐☐☐ Raise Dead	21	None; see text	1 minute Instantaneous	Touch	V,S,M, DF	Yes [harmless]	Conjuration (Healing)	PHB: pg.268
<i>Effect:</i> Restores life to subject who died as long as 1 day/level ago.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Revivify	21	None; see text	1 standard action	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.176
<i>Effect:</i> If cast within one round of death, this spell restores the subject to -1 HP.				<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Righteous Might	None	1 standard action	1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Righteous Wrath of the Faithful	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
<i>Effect:</i> Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you morale bonus to attack and damage.				<i>Target:</i> All allies within 30-ft.-radius burst centered on you		<i>Caster Level:</i> 11		
☐☐☐☐☐ Sanctuary, Mass	21	Will negates [harmless]	1 standard action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Opponents can't attack you, and you can't attack; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Scrying	21	Will negates	1 hour 1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor		<i>Caster Level:</i> 11		
☐☐☐☐☐ Slay Living	21	Fortitude partial	1 standard action	Touch	V,S	Yes	Necromancy [Death]	PHB: pg.280
<i>Effect:</i> Touch attack kills subject.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Spell Resistance	21	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject gains SR 12 +1/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stalwart Pact	21	Will negates (harmless)	10 minutes Permanent until triggered, then 11 rounds	Touch	V,S,DF,XP	Yes (harmless)	Evocation	Race Des: Pg.168
<i>Effect:</i> Upon losing half HP, gain 55 hp, DR 5/magic and +4 luck bonus on saving throws. Cost:250 XP.				<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stone Shape, Greater	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level		<i>Caster Level:</i> 11		
☐☐☐☐☐ Subvert Planar Essence	21	Fortitude negates	1 standard 1 round/level action	Medium (210 ft.)	V,S,M/DF	Yes	Transmutation	SC: Pg.211
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 11		
☐☐☐☐☐ Summon Monster V	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.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> 11		
☐☐☐☐☐ Symbol of Sleep	21	Will negates	10 minutes See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.				<i>Target:</i> One symbol		<i>Caster Level:</i> 11		
☐☐☐☐☐ Symbol of Spell Loss	21	Will negates	10 minutes See text	0 ft.; see text	V,S	No	Universal	SC: Pg.218
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.				<i>Target:</i> One symbol		<i>Caster Level:</i> 11		
☐☐☐☐☐ TriadsPELL	21	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.				<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ True Seeing	21	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Vigor, Greater	21	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 35] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Vulnerability	21	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Transmutation	SC: Pg.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Wall of Dispel Magic	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	No	Abjuration	SC: Pg.233
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.				<i>Target:</i> A straight wall whose area is up to one 10-ft square/level		<i>Caster Level:</i> 11		
☐☐☐☐☐ Wall of Limbs	21	Reflex negates; see text	1 round 1 round/level [D]	Medium (210 ft.)	V,S	Yes	Evocation	SC: Pg.234
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.				<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels		<i>Caster Level:</i> 11		
☐☐☐☐☐ **Wall of Stone	21	See text	1 standard action	Medium (210 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 11		
☐☐☐☐☐ Wall of Stone	21	See text	1 standard action	Medium (210 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.				<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 11		
☐☐☐☐☐ Zone of Respite	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.				<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 11		
☐☐☐☐☐ Zone of Revelation	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Divination	SC: Pg.244
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.				<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space		<i>Caster Level:</i> 11		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Animate Objects		None	1 standard action	1 round/level	Medium (210 ft.)	V,S	No	Transmutation	PHB: pg.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text			<i>Caster Level:</i> 11	
☐☐☐☐☐ Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 11	
☐☐☐☐☐ Banishment	22	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
* =Domain/Speciality Spell									

Cleric Spells

■■■■■ Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■ **Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (210 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 27 ft.; either form 20 ft. high		<i>Caster Level:</i> 11		
■■■■■ Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (210 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 27 ft.; either form 20 ft. high		<i>Caster Level:</i> 11		
■■■■■ Bolt of Glory		None	1 standard action	Instantaneous	Close (55 ft.)	V,S,DF	Yes	Evocation [Good]	SC: Pg.35
<i>Effect:</i> Ranged touch attack with the ray deals positive energy damage. 1d12/caster level to undead [max 15d12], 1d12/2 caster levels [max 7d12].					<i>Target:</i> Ray		<i>Caster Level:</i> 12		
■■■■■ Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■ Chasing Perfection	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you		<i>Caster Level:</i> 11		
■■■■■ Cometfall	22	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice		<i>Caster Level:</i> 11		
■■■■■ Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■ Dispel Magic, Greater		None	1 standard action	Instantaneous	Medium (210 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 11		
■■■■■ Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■ Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Find the Path	22	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 11		
■■■■■ Forbiddance	22	See text	6 rounds	Permanent	Medium (210 ft.)	V,S,M, DF	Yes	Abjuration	PHB: pg.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 60-ft. cubes/level [S]		<i>Caster Level:</i> 11		
■■■■■ Geas/Quest		None	10 minutes	1 day/level or until discharged [D]	Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.234
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature		<i>Caster Level:</i> 11		
■■■■■ Ghost Trap		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you		<i>Caster Level:</i> 11		
■■■■■ Glyph of Warding, Greater	22	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.237
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 5 sq. ft./level		<i>Caster Level:</i> 11		
■■■■■ Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.239
<i>Effect:</i> Deals 10 points damage/level to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Heroes' Feast		None	10 minutes	1 hour plus 12 hours; see text	Close (50 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level		<i>Caster Level:</i> 11		
■■■■■ Hide the Path		None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S]		<i>Caster Level:</i> 11		
■■■■■ Ice Flowers	22	Reflex half	1 standard action	Instantaneous	Long (840 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 11		
■■■■■ Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■ Lucent Lance		None	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray		<i>Caster Level:</i> 11		
■■■■■ Make Manifest, Mass	22	N/A	1 standard action	1 round/level	Close (50 ft.)	V,S,M	N/A	Transmutation	SC: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 11		
■■■■■ Mantle of the Icy Soul	22	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Opalescent Glare	22	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SC: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.					<i>Target:</i> You		<i>Caster Level:</i> 12		
■■■■■ Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
* =Domain/Specialty Spell									

Cleric Spells

Planar Ally	None	10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.				<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			<i>Caster Level:</i> 11	
Planar Exchange	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text				<i>Target:</i> One called creature			<i>Caster Level:</i> 11	
Rejection	22	Fortitude negates	1 standard action	60 ft.	V,S	Yes	Abjuration	SC: Pg.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.				<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 11	
Resistance, Superior	22	Will negates [harmless]	1 standard action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Revive Outsider	22	None; see text	1 minute	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> As raise dead, except it affects an outsider.				<i>Target:</i> Touch			<i>Caster Level:</i> 11	
Sarcophagus of Stone	22	Reflex negates	1 standard action	Touch	V,S,M	No	Conjuration (Creation)	SC: Pg.180
<i>Effect:</i> Airtight coffin; see text.				<i>Target:</i> Creature touched?			<i>Caster Level:</i> 11	
Spider Plague	None	1 round	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: Pg.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.				<i>Target:</i> Five summoned spiders			<i>Caster Level:</i> 11	
Stone Body	None	1 standard action	11 minutes [D]	Personal	V,S,M	No	Transmutation	PGtF: pg.113
<i>Effect:</i> Acts as iron body except DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text				<i>Target:</i> You			<i>Caster Level:</i> 11	
*Stoneskin	22	Will negates (harmless)	1 standard action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.285
<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Summon Monster VI	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Symbol of Fear	22	Will negates	10 minutes	0 ft.; see text	V,S,M	Yes	Necromancy [Fear,PHB: pg.290 Mind-Affecting]	PHB: pg.290
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol			<i>Caster Level:</i> 11	
Symbol of Persuasion	22	Will negates	10 minutes	0 ft.; see text	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.290
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol			<i>Caster Level:</i> 11	
Undeath to Death	22	Will negates	1 standard action	Medium (210 ft.)	V,S,M/DF	Yes	Necromancy [Death]	PHB: pg.297
<i>Effect:</i> Destroys 1d4 [max 20d4] HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			<i>Caster Level:</i> 11	
Vigorous Circle	22	Will negates [harmless]	1 standard action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Visage of the Deity	22	N/A	1 standard action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.230
<i>Effect:</i> Your form becomes more like your deity's, take on celestial or fiendish qualities; see text				<i>Target:</i> You			<i>Caster Level:</i> 11	
Wind Walk	22	No and Will negates (harmless)	1 standard action	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.				<i>Target:</i> You and One touched creature/3 levels			<i>Caster Level:</i> 11	
Word of Recall	22	None or Will negates (harmless, object)	1 standard action	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
<i>Effect:</i> Teleports you back to designated place.				<i>Target:</i> You and touched objects or other willing creatures			<i>Caster Level:</i> 11	
Zealot Pact	22	Will negates [harmless]	10 minutes	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SC: Pg.244
<i>Effect:</i> Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.				<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 11	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animalistic Power, Mass	23	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Bestow Curse, Greater	23	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Transmutation	Race Des: Pg.164
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Blood to Water	23	Fortitude half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy [Water]	SC: Pg.33
<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					<i>Target:</i> Up to five living creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 11	
Brain Spider	23	Will Negates	1 round	11 minutes	Long (840 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You can eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing and doing various things [see text].					<i>Target:</i> Up to eight living creatures			<i>Caster Level:</i> 11	
Brilliant Blade	23	Will negates [harmless,object]	1 standard action	1 minute/level	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 11	
Call Kolyarut		None	10 minutes	Instantaneous	Close (50 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You recieve the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called kolyarut			<i>Caster Level:</i> 11	
Control Weather		None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text			<i>Caster Level:</i> 11	
Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: pg.218
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
* =Domain/Speciality Spell									

Cleric Spells

■■■■■ Dictum	23	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	PHB: pg.220
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you			<i>Caster Level:</i> 11	
■■■■■ Ethereal Jaunt		None	1 standard	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You			<i>Caster Level:</i> 11	
■■■■■ Fortunate Fate	23	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.99
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
■■■■■ Holy Star	23	N/A	1 standard	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: Pg.115
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy			<i>Caster Level:</i> 11	
■■■■■ Holy Transformation	23	N/A	1 standard	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.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					<i>Target:</i> You			<i>Caster Level:</i> 12	
■■■■■ Holy Word	23	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	PHB: pg.242
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you			<i>Caster Level:</i> 12	
■■■■■ Inflict Serious Wounds, Mass	23	Will half	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Planar Bubble	23	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M,DF	No; see text	Abjuration	SC: Pg.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 11	
■■■■■ Radiant Assault	23	Will partial	1 standard	Instantaneous	Long (840 ft.)	V,S,F	Yes	Evocation [Light]	SC: Pg.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 11	
■■■■■ Refuge		None	1 standard	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: pg.269
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched			<i>Caster Level:</i> 11	
■■■■■ Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
■■■■■ Renewal Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.173
<i>Effect:</i> Reverses certain effects when contracted.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 11	
■■■■■ Repulsion	23	Will negates	1 standard	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you			<i>Caster Level:</i> 11	
■■■■■ Restoration, Greater	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V,S, XP	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
■■■■■ Restoration, Mass	23	Will negates [harmless]	1 round	Instantaneous	Close (50 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.174
<i>Effect:</i> Restores level and ability score drains to each creature.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 11	
■■■■■ Righteous Burst	23	None or Will half; see text	1 standard	Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
<i>Effect:</i> Heals all allies 1d8 +1/caster level [max +35], each enemy take a likewise same damage. [Will save for half]					<i>Target:</i> 30-ft.-radius- burst centered on you			<i>Caster Level:</i> 12	
■■■■■ Scrying, Greater	23	Will negates	1 standard	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 11	
■■■■■ Slime Wave	23	Reflex negates	1 standard	1 round/level	Close (50 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 11	
■■■■■ Spell Resistance, Mass	23	Will negates [harmless]	1 standard	1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.					<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Summon Monster VII		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
■■■■■ Symbol of Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 11	
■■■■■ Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 11	
■■■■■ Symphonic Nightmare	23	Will negates	1 standard	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.218
<i>Effect:</i> Causes creature not to be able to rest; see text.					<i>Target:</i> Living creature touched; see text			<i>Caster Level:</i> 11	
■■■■■ Withering Palm	23	Fortitude negates	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Antimagick Field		None	1 standard	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 11	
■■■■■ Brain Spider	24	Will Negates	1 round	11 minutes	Long (840 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You can eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing and doing various things [see text].					<i>Target:</i> Up to eight living creatures			<i>Caster Level:</i> 11	
■■■■■ Brilliant Aura	24	Will negates [harmless]	1 standard	1 round/level	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 11	

* =Domain/Speciality Spell

Cleric Spells

□□□□□Chain Dispel	None	1 standard	Instantaneous	Close (50 ft.)	V,S,M/DF	No	Abjuration	PHB II: pg.105
<i>Effect:</i> Each creature is affected as if by a targeted dispel magic [max caster level added to check +25].								
□□□□□Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing) PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.								
□□□□□Death Pact	None		10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy SC: Pg.60
<i>Effect:</i> Brings target back to life but with a price; see text.								
□□□□□Death Ward, Mass	24	Will negates [harmless]	1 standard	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Necromancy SC: Pg.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.								
□□□□□Dimensional Lock	None		1 standard	1 day/level	Medium (210 ft.)	V,S	Yes	Abjuration PHB: pg.221
<i>Effect:</i> Teleportation and interplanar travel blocked for one day/level.								
□□□□□Discern Location	None		10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.								
□□□□□Earthquake	24	See text	1 standard	1 round	Long (840 ft.)	V,S, DF	No	Evocation [Earth] PHB: pg.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.								
□□□□□Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (210 ft.)	V,S	Yes	Evocation [Fire] PHB: pg.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.								
□□□□□Heat Drain	24	Fortitude negates	1 standard	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]SC: Pg.112
<i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.								
□□□□□Holy Aura	24	See text	1 standard	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good] PHB: pg.241
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.								
□□□□□Inflict Critical Wounds, Mass	24	Will half	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy PHB: pg.244
<i>Effect:</i> Deals 4d8 +1/level [max +40] damage to many creatures.								
□□□□□Lion's Roar	24	Fortitude partial or Will negates [harmless]	1 standard	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless]; see text	Evocation [Sonic] SC: Pg.133
<i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.								
□□□□□Planar Ally, Greater	None		10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text] PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 18 HD.								
□□□□□Planar Exchange, Greater	None		1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling) SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text								
□□□□□Plane Shift, Greater	24	Will negates	1 standard	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation) SC: Pg.159
<i>Effect:</i> As many as eight subjects travel to another plane.								
□□□□□Shield of Law	24	See text	1 standard	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Lawful] PHB: pg.278
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.								
□□□□□Spell Immunity, Greater	24	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.282
<i>Effect:</i> Subject is immune to 2 spells, up to 8th-level spells.								
□□□□□Stormrage	24	N/A	1 standard	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity] SC: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.								
□□□□□Summon Monster VIII	None		1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.								
□□□□□Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death] PHB: pg.289
<i>Effect:</i> Triggered rune slays nearby creatures.								
□□□□□Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: pg.290
<i>Effect:</i> Triggered rune renders nearby creatures insane.								
□□□□□Visions of the Future			10 minutes	1 hour/level or until discharged	Personal	V,S		Divination PHB II: pg.128
<i>Effect:</i> Gain +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class; discharging spell grants bigger bonus for a round.								
□□□□□Wall of Greater Dispel Magic	None		1 standard	1 minute/level	Close (50 ft.)	V,S,DF	No	Abjuration SC: Pg.234
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.								

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Astral Projection		None	30 minutes	See text	Touch	V,S,M	Yes	Necromancy	PHB: pg.201
<i>Effect:</i> Projects you and companions onto Astral Plane.					<i>Target:</i> You plus one additional willing creature/2 levels touched				
☐☐☐☐☐Awaken Construct	25	Will negates [harmless]	8 hours	Instantaneous	Touch	V,S,M,XP	Yes [harmless]	Transmutation	SC: Pg.21
<i>Effect:</i> You awaken a humanoid-shaped construct to humanlike sentience. [3d6 for Int, Wis & Cha].					<i>Target:</i> One construct				
☐☐☐☐☐Call Marut		None	10 minutes	Instantaneous	Close (50 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You recieve the aid of a Marut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called marut				
☐☐☐☐☐Energy Drain	25	Fortitude partial; see text for enervation	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.226
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy				
☐☐☐☐☐Etherealness		None	1 standard	1 minute/level [D] action	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels				
* =Domain/Speciality Spell									

Cleric Spells

<div>Gate</div> <div>Effect: Connects two planes for travel or summoning.</div>		None	1 standard action	Instantaneous or concentration 0; see text	Medium (210 ft.)	V,S, XP: see text	No	Conjuration (Creation, Calling) Caster Level: 11	PHB: pg.234
<div>Heal, Mass</div> <div>Effect: As heal, but with several subjects.</div>	25	Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.239
<div>Heavenly Host</div> <div>Effect: Summons multiple creatures; see text</div>		None	10 minutes	10 minutes/level	Medium (220 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful] Caster Level: 12	SC: Pg.113
<div>Implosion</div> <div>Effect: Kills one creature/round.</div>	25	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (50 ft.)	V,S	Yes	Evocation Caster Level: 11	PHB: pg.243
<div>Miracle</div> <div>Effect: Requests a deity's intercession.</div>	25	See text	1 standard action	See text	See text	V,S, XP: see text	Yes	Evocation Caster Level: 11	PHB: pg.254
<div>Soul Bind</div> <div>Effect: Traps newly dead soul to prevent resurrection.</div>	25	Will negates	1 standard action	Permanent	Close (50 ft.)	V,S,F	No	Necromancy Caster Level: 11	PHB: pg.281
<div>Storm of Vengeance</div> <div>Effect: Storm rains acid, lightning, and hail.</div>	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (840 ft.)	V,S	Yes	Conjuration (Summoning) Caster Level: 11	PHB: pg.285
<div>Summon Elemental Monolith</div> <div>Effect: Summon monolith to do your bidding.</div>		None	1 round	Concentration, up to 1 round/level	Medium (210 ft.)	V,S,M	No	Conjuration (Summoning) [see text] Caster Level: 11	SC: Pg.214
<div>Summon Golem</div> <div>Effect: Summon a flesh, clay, stone or iron golem. Golem acts on your next turn.</div>		None	1 round	1 minute/level	Close (50 ft.)	V,S,F	No	Conjuration (Summoning) Caster Level: 11	PHB II: pg.126
<div>Summon Monster IX</div> <div>Effect: Calls extraplanar creature to fight for you.</div>		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning) Caster Level: 11	PHB: pg.288
<div>True Resurrection</div> <div>Effect: As resurrection, plus remains aren't needed.</div>	25	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.296
<div>Undeath's Eternal Foe</div> <div>Effect: Grant subjects special abilities against undead; see text</div>		None	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good] Caster Level: 12	SC: Pg.226
<div>Visage of the Deity, Greater</div> <div>Effect: Your form becomes more like your deity's - become half-celestial or half-fiend; see text</div>	25	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation Caster Level: 11	SC: Pg.231
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes:

FAITH: _____

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35