

Iridius the Red

NAME

Point5 Clr Wiz

CLASS

5/6

Character Level/ECL

15000

EXPERIENCE

21000

NEXT LEVEL

George Cool

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 9"

HEIGHT

Blue

EYES

174 lbs.

WEIGHT

Light Brown; Small

Beard, Straight

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

1

POINTS

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

HP hit points	40	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	20	TOTAL				FLAT				TOUCH				BASE			
INITIATIVE modifier	+2	TOTAL				DEX MODIFIER				MISC MODIFIER				WALK			
BASE ATTACK bonus	+6/+1	TOTAL				DEX MODIFIER				MISC MODIFIER				WALK			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	=	+1	+3	+0	+0	+0	
REFLEX (dexterity)	+3	=	+1	+2	+0	+0	+0	
WILL (wisdom)	+6	=	+3	+3	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+6	+2	+0	-2	+0
RANGED attack bonus	+6	=	+6	+2	+0	-2	+0
GRAPPLE attack bonus	+6	=	+6	+2	+0	-2	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+6	1d3+2	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6/+6	1d3+2				
Special Properties					

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	To Hit	Dam
1H-P	+6/+6	1d4+2	2W-P-(OH)	+0/+0	1d4+2
1H-O	+2/+2	1d4+1	2W-P-(OL)	+2/+2	1d4+2
2H	+6/+6	1d4+2	2W-OH	-2	1d4+1
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6/+6	+4/+4	+2/+2	+0/+0	-2/-2
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2
Special Properties					

*Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	To Hit	Dam
1H-P	+6/+6	1d8+2	2W-P-(OH)	+0/+0	1d8+2
1H-O	+2/+2	1d8+1	2W-P-(OL)	+2/+2	1d8+2
2H	+6/+6	1d8+3	2W-OH	-4	1d8+1
Special Properties					

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	3	=	2	+	1.0
✓ Athletics (Jump)	STR	7	=	2	+	1.0
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Deception	CHA	2	=	2	+	+
✓ Endurance	CON	8	=	3	+	5.0
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	8	=	3	+	5.0
✓ Knowledge (Arcana)	INT	10	=	3	+	7.0
✓ Knowledge (Nature)	INT	7	=	3	+	4.0
✓ Knowledge (Religion)	INT	9	=	3	+	6.0
✓ Knowledge (The Planes)	INT	5	=	3	+	2.0
✓ Linguistics	INT	5	=	3	+	2.0
✓ Perception	WIS	9	=	3	+	4.0
✓ Persuasion	CHA	2	=	2	+	+
✓ Profession (Farmer)	WIS	5	=	3	+	2.0
✓ Ride	DEX	2	=	2	+	+
✓ Sense Motive	WIS	3	=	3	+	+
✓ Spellcraft	INT	11	=	3	+	6.0
✓ Stealth	DEX	8	=	2	+	6.0
✓ Survival	WIS	7	=	3	+	4.0
✓ Thievery	DEX	2	=	2	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

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

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+6/+6		1d6+3			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Dagger	Carried	1	1.0	2.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Longsword	Equipped	1	4.0	15.0	
Quarterstaff	Carried	1	4.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			9.5 lbs.	9168.0 gp	

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

Special Attacks	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Valor Form (Su)	[KH]
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
Warcraft	[Eclipse, p.10]
+6 BAB	

Special Qualities	
Drive	[KH]
Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Longsword)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	
+7/+2+7/+2	

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

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

LANGUAGES	
Celestial, Common, Draconic, Elven, Sylvan	

TEMPLATES	
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Recurring Bonuses

Duties	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
Fast Learner/ Specialized for increased effect (Magic Levels)	[Eclipse, p.17]
(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	

DISADVANTAGES

History	[Eclipse, p.19]
The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
Hunted ()	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Obligations ()	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	

Spell Caster Information

Cleric	[Eclipse, p.11]
Cleric Level 7, Casterlevel is 9	
Cleric Spell Points (12+19+(4x3=12) = 43)	[Is This It]
Wizard	[Eclipse, p.11]
Wizard Level 3, Casterlevel is 7	
Wizard Spell Points (12+3+5(3x2)=26)	[Is This It]

Eclipse Abilities

Base Caster Level ~ Specialized ~ Wizard and Cleric (28x)	[Eclipse, p.11]
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Familiar	[Eclipse, p.27]
You have a familiar companion	
Iridius's Orb	[Is This It, Custom]
Floating 6 CP waiting to be spent	
Mental Link	[Is This It, Custom]
You are automatically in Mental Contact with your companions	

Cleric Spells

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

LEVEL 0

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	14	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 9	
□□□□□Axiomatic Water	14	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 9	
□□□□□Bane	14	Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 9	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 9	
□□□□□Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 9	
□□□□□Blessed Aim	14	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 9	
□□□□□Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 9	
□□□□□Blood Wind	14	Will negates [harmless]	1 swift action	1 round	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: p.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 9	
□□□□□Cause Fear	14	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (45 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 9	
□□□□□Cold Fire	14	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 9	
□□□□□Command	14	Will negates	Standard Action	1 round	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 9	
□□□□□Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 9	

* =Domain/Speciality Spell

Cleric Spells

■■■■■ Conviction	14	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Cure Light Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Delay Disease	14	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 9		
■■■■■ Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 9		
■■■■■ Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 9		
■■■■■ Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 9		
■■■■■ Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 9		
■■■■■ Dispel Ward		None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text					<i>Target:</i> One warded object or area		<i>Caster Level:</i> 9		
■■■■■ Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Doom	14	Will negates	Standard Action	1 minute/level	Medium (190 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: Mind-Affecting]	p.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 9		
■■■■■ Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Endure Elements	14	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Faith Healing	14	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
■■■■■ Foundation of Stone		None	1 standard action	1 round/level	Close (45 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.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		<i>Caster Level:</i> 9		
■■■■■ Grave Strike	14	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Guiding Light		None	1 standard action	1 minute/level [D]	Long (760 ft.)	V,S	Yes	Evocation	SC: p.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst		<i>Caster Level:</i> 9		
■■■■■ Healthful Rest	14	Will negates [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.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		<i>Caster Level:</i> 9		
■■■■■ Hide from Undead	14	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.					<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 9		
■■■■■ Ice Gauntlet	14	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SC: p.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		<i>Caster Level:</i> 9		
■■■■■ Incite	14	Will negates	1 swift action	1 minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					<i>Target:</i> Creatures in a 10-ft. burst		<i>Caster Level:</i> 9		
■■■■■ Inflict Light Wounds	14	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
■■■■■ Invest Light Protection	14	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
<i>Effect:</i> Living creature healed 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		<i>Caster Level:</i> 9		
■■■■■ Ironguts	14	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 9		
■■■■■ Magic Stone	14	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Magic Weapon	14	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Moon Lust	14	Will negates [harmless]	1 standard action	1 round/level	Medium (190 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: p.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Nightshield	14	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Nimbus of Light	14	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 9		
☐☐☐☐☐ Omen of Peril	14	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Chaos	14	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Lawful]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Evil	14	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Good]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Law	14	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Chaotic]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Remove Fear	14	Will negates (harmless)	Standard Action	10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resist Planar Alignment	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resurgence	14	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sanctuary	14	Will negates	Standard Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Scholar's Touch		None	Standard Action	Concentration, up to 9 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 9		
☐☐☐☐☐ Shield of Faith	14	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +3 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sign	14	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Snowshoes	14	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spell Flower	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F,DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Updraft	14	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vigor, Lesser	14	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Wings of the Sea	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Align Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 9		
☐☐☐☐☐ Animalistic Power	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Aura Against Flame	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Balor Nimbus	15	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Bear's Endurance	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Black Karma Curse	15	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Blade Brothers	15	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: p.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					<i>Target:</i> Two willing creatures		<i>Caster Level:</i> 9		
☐☐☐☐☐ Body Blades	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Bull's Strength	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Calm Emotions	15	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 9		
☐☐☐☐☐ Close Wounds	15	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Cloud of Knives			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Consecrate		None	Standard Action	2 hours/level	Close (45 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 9		
☐☐☐☐☐ Cure Moderate Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Curse of Ill Fortune	15	Will negates	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Darkness		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Dark Way		None	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		<i>Caster Level:</i> 9		
☐☐☐☐☐ Deific Vegeance	15	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Deific Vengeance	15	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
<i>Effect:</i> Cause 5d6 or 9d6 if the target is undead.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Delay Poison	15	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Divine Insight	15	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Divine Interdiction	15	Will negates or None [object]; see text	1 standard action	1 round/level	Close (45 ft.)	V	Yes or No [object]; see text	Abjuration	SC: p.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 9		
☐☐☐☐☐ Divine Protection	15	Will negates [harmless]	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Eagle's Splendor	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic]. you can 5 resistance; see text					<i>Target:</i> Touch		<i>Caster Level:</i> 9		
☐☐☐☐☐ Enthral	15	Will negates; see text	1 round	1 hour or less	Medium (190 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 9		
☐☐☐☐☐ Extend Tentacles	15	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
<i>Effect:</i> Extends your tentacles by 5 ft.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Find Traps		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You		<i>Caster Level:</i> 9		

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Frost Breath	15	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Fuse Arms	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Gentle Repose	15	Will negates (object)	Standard Action	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Ghost Touch Armor	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Hand of Divinity		None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: p.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Hold Person	15	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (190 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Inflict Moderate Wounds	15	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Inky Cloud		None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjunction (Creation)	SC: p.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Insight of Good Fortune	15	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: p.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Insignia of Alarm		None	Standard Action	Instantaneous	Long (760 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<i>Effect:</i> Spell alerts all wearers.					<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 9		
☐☐☐☐☐ Iron Silence	15	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels		<i>Caster Level:</i> 9		
☐☐☐☐☐ Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 9		
☐☐☐☐☐ Living Undeath	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Make Whole	15	Will negates (harmless, object)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: p.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Mark of Judgement	15	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	PHB II: p.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Mark of the Outcast	15	Will negates	1 standard action	Permanent	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Master's Touch (Skillful)	15	Will negates (harmless)	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: p.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Owl's Wisdom	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Negative Energy	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Positive Energy	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Quick March	15	Will negates [harmless]	1 standard action	1 round	Medium (190 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Remove Paralysis	15	Will negates (harmless)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resist Energy	15	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Share Talents	15	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Shatter	15	Will negates (object); Will negates (object) or Fortitude half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: p.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Shield Other	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Shroud of Undeath	15	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Silence	15	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (760 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sound Burst	15	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spawn Screen	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spell Immunity, Lesser	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spiritual Weapon		None	Standard Action	1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stabilize	15	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Status	15	Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stay the Hand	15	Will negates	1 immediate action	Instantaneous	Medium (190 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: p.126
<i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stone Bones	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stone Fist		None	Standard Action	9 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
<i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stretch Weapon	15	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 9		
☐☐☐☐☐ Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: p.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 9		
☐☐☐☐☐ Summon Monster II		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Undetectable Alignment	15	Will negates (object)	Standard Action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 9		
☐☐☐☐☐ Veil of Shadow	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Zone of Truth	15	Will negates	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 9		

LEVEL 3

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

* =Domain/Specialty Spell

Cleric Spells

Bestow Curse					6	Will negates	Standard Action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.203	
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.									Target: Creature touched		Caster Level: 9			
Blade of Pain and Fear	16	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: p.30					
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.									Target: Swordlike column of gnashing teeth		Caster Level: 9			
Blindness/Deafness	16	Fortitude negates	Standard Action	Permanent [D]	Medium (190 ft.)	V	Yes	Necromancy	PHB: p.206					
Effect: Makes subject blinded or deafened.									Target: One living creature		Caster Level: 9			
Blindsight	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32					
Effect: Grant blindsight to 30 ft.									Target: Creature touched		Caster Level: 9			
Chain of Eyes	16	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45					
Effect: Scrying sensor passed along by touch.									Target: Living creature touched		Caster Level: 9			
Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106					
Effect: Gain DR based upon casting time; See text.									Target: You		Caster Level: 9			
Checkmate's Light	None		1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: p.46					
Effect: 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.									Target: Melee weapon touched		Caster Level: 9			
Circle Dance	16	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46					
Effect: Get direction and general status of a known target.									Target: You		Caster Level: 9			
Cloak of Bravery	16	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47					
Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].									Target: 60-ft.-radius emanation centered on you		Caster Level: 9			
Cloak Pool	16	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: p.48					
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.									Target: One color pool		Caster Level: 9			
Continual Flame	None		Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213					
Effect: Makes a permanent, heatless torch.									Target: Object touched Magical, heatless flame		Caster Level: 9			
Conviction, Mass	16	Will negates [harmless]	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52					
Effect: Same as conviction, except it affects multiple allies at a distance.									Target: Allies in a 20-ft.-radius burst		Caster Level: 9			
Corona of Cold	16	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52					
Effect: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.									Target: 20-ft.-radius spread		Caster Level: 9			
Create Food and Water	None		10 minutes	24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214					
Effect: Feeds 3 humans or 1 horses/level.									Target: Food and water to sustain 3 humans/level or one horse/level for 24 hours		Caster Level: 9			
Crown of Grave	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108					
Effect: Wearer can compel undead with a one-word command once per minute. See text.									Target: Creature touched		Caster Level: 9			
Crown of Might	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108					
Effect: +2 Strength enhancement or discharge for +8 Strength for one round.									Target: Creature touched		Caster Level: 9			
Crown of Protection	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108					
Effect: +1 deflection bonus to AC and +1 resistance bonus on all saves.									Target: Creature touched		Caster Level: 9			
Crown of Smiting	16	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: p.108					
Effect: 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.									Target: Creature touched		Caster Level: 9			
Cure Serious Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216					
Effect: Cures 3d8 +1/level [max +15] damage.									Target: Creature touched		Caster Level: 9			
Curse of Arrow Attraction	16	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M	Yes	Transmutation	PHB II: p.109					
Effect: Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.									Target: One creature		Caster Level: 9			
Darkfire	None		1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.59					
Effect: Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].									Target: Flame in your palm		Caster Level: 9			
Daylight	None		Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216					
Effect: 60-ft. radius of bright light.									Target: Object touched		Caster Level: 9			
Deeper Darkness	None		Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217					
Effect: Object sheds supernatural shadow in 60-ft. radius.									Target: Object touched		Caster Level: 9			
Demon Dirge	16	NWill half	1 standard action	1d6 rounds; see text	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.63					
Effect: 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.									Target: Living creature		Caster Level: 9			
Devil Blight	16	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.64					
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..									Target: Living creature		Caster Level: 9			
Dispel Magic	None		Standard Action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	PHB: p.223					
Effect: Cancels magical spells and effects.									Target: One spellcaster, creature, or object; or 20-ft.-radius burst		Caster Level: 9			
Divine Retaliation	None		1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: p.110					
Effect: 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.									Target: Magic weapon of force		Caster Level: 9			
Downdraft	16	Reflex partial; see text	1 standard action	Instantaneous	Long (760 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72					
Effect: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].									Target: Cylinder [20-ft. radius, 100 ft. high]		Caster Level: 9			
* =Domain/Specialty Spell														

Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energized Shield</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level</div> </div>	Touch	V,S,DF	No	Abjuration [See text] Caster Level: 9	SC: p.79
<div> <div> <div>Effect:</div> <div>As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6</div> </div> </div>	Target: Touch				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Aegis</div> </div> <div> <div>16</div> <div>Will negates (harmless)</div> <div>1 immediate action</div> <div>1 round</div> </div>	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
<div> <div> <div>Effect:</div> <div>Gain resistance 20 against one energy type for one attack.</div> </div> </div>	Target: One creature			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vortex</div> </div> <div> <div>16</div> <div>Reflex half</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	20 ft.	V,S	Yes	Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic] Caster Level: 9	SC: p.81
<div> <div> <div>Effect:</div> <div>Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.</div> </div> </div>	Target: All creatures within a 20-ft.-radius burst centered on you				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vulnerability</div> </div> <div> <div>16</div> <div>Will negates</div> <div>1 standard action</div> <div>1 round/level</div> </div>	Medium (190 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
<div> <div> <div>Effect:</div> <div>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.</div> </div> </div>	Target: One or more creatures within a 10-ft.-radius burst			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Favorable Sacrifice</div> </div> <div> <div>16</div> <div>Will negates (harmless)</div> <div>1 standard action</div> <div>1 hour/level</div> </div>	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
<div> <div> <div>Effect:</div> <div>Gain benefit from deity; see text.</div> </div> </div>	Target: Creature touched			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fell the Greatest Foe</div> </div> <div> <div>16</div> <div>Fortitude negates (harmless)</div> <div>1 standard action</div> <div>1 round/level</div> </div>	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
<div> <div> <div>Effect:</div> <div>Deal 1d6 damage per size category difference.</div> </div> </div>	Target: Creature touched			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Flame of Faith</div> </div> <div> <div>None</div> <div></div> <div>1 standard action</div> <div>1 round/level</div> </div>	Touch	V,S,M	No	Evocation	SC: p.95
<div> <div> <div>Effect:</div> <div>Normal or masterwork weapon becomes temporary +1 flaming burst weapon.</div> </div> </div>	Target: Nonmagical weapon touched			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ghost Touch Weapon</div> </div> <div> <div>16</div> <div>Will negates (harmless,object)</div> <div>1 standard action</div> <div>1 minute/level</div> </div>	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
<div> <div> <div>Effect:</div> <div>Hit incorporeal normally.</div> </div> </div>	Target: One weapon or fifty projectiles [all in contact at time of casting]			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Girallon's Blessing</div> </div> <div> <div>16</div> <div>Fortitude negates (harmless)</div> <div>1 standard action</div> <div>10 minutes/level</div> </div>	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<div> <div> <div>Effect:</div> <div>Gain an additional pair of arms; see text</div> </div> </div>	Target: Creature touched			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glyph of Warding</div> </div> <div> <div>16</div> <div>See text</div> <div>10 minutes</div> <div>Permanent until discharged [D]</div> </div>	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
<div> <div> <div>Effect:</div> <div>Inscription harms those who pass it.</div> </div> </div>	Target: Object touched or up to 5 sq. ft/level			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grace</div> </div> <div> <div>16</div> <div>N/A</div> <div>1 swift action</div> <div>1 round/level</div> </div>	Personal	V	N/A	Transmutation [Good] Caster Level: 9	SC: p.107
<div> <div> <div>Effect:</div> <div>+2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.</div> </div> </div>	Target: You				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hamatula Barbs</div> </div> <div> <div>16</div> <div>Fortitude negates</div> <div>1 standard action</div> <div>10 minutes/level</div> </div>	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
<div> <div> <div>Effect:</div> <div>Any creature hitting the subject takes 1d8 damage.</div> </div> </div>	Target: Creature touched			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Helping Hand</div> </div> <div> <div>None</div> <div></div> <div>Standard Action</div> <div>1 hour/level</div> </div>	5 miles	V,S, DF	No	Evocation	PHB: p.239
<div> <div> <div>Effect:</div> <div>Ghostly hand leads subject to you.</div> </div> </div>	Target: Ghostly hand			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hesitate</div> </div> <div> <div>16</div> <div>Will negates; see text</div> <div>1 immediate action</div> <div>1 round/level [D]; see text</div> </div>	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB II: p.114
<div> <div> <div>Effect:</div> <div>Creature can only take move action on it's turn; retry save each round [swift action].</div> </div> </div>	Target: One living creature				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Holy Storm</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div>	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water] Caster Level: 9	SC: p.115
<div> <div> <div>Effect:</div> <div>-4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].</div> </div> </div>	Target: Cylinder [20-ft. radius, 20 ft. high]				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Axe</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div>	0 ft.	V,S,M	Yes	Evocation [Cold] Caster Level: 9	SC: p.118
<div> <div> <div>Effect:</div> <div>Axe deals 2d12 of cold damage +1/2 caster level [max +10].</div> </div> </div>	Target: Battleaxe-shaped weapon of swirling ice			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Serious Wounds</div> </div> <div> <div>16</div> <div>Will half</div> <div>Standard Action</div> <div>Instantaneous</div> </div>	Touch	V,S	Yes	Necromancy	PHB: p.244
<div> <div> <div>Effect:</div> <div>Touch attack, 3d8 +1/level [max +15] damage.</div> </div> </div>	Target: Creature touched			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Blessing</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>9 minutes</div> </div>	Long (760 ft.)	V,S,F	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	Race Des: p.166
<div> <div> <div>Effect:</div> <div>+1 morale bonus on attack rolls and on saving throws against fear effects.</div> </div> </div>	Target: All wearers of special insignia within range				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Healing</div> </div> <div> <div>16</div> <div>Will half (Harmless)</div> <div>Standard Action</div> <div>Instantaneous</div> </div>	Long (760 ft.)	V,S,F	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	Race Des: p.166
<div> <div> <div>Effect:</div> <div>Heals 1d8+9 to all wearers.</div> </div> </div>	Target: All wearers of special insignia within range				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Warding</div> </div> <div> <div>16</div> <div>Will negates (Harmless)</div> <div>Standard Action</div> <div>9 minutes</div> </div>	Long (760 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<div> <div> <div>Effect:</div> <div>+1 divine bonus to AC and on Fort saves.</div> </div> </div>	Target: All wearers of special insignia within range			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Interplanar Message</div> </div> <div> <div>16</div> <div>Will negates (harmless)</div> <div>1 standard action</div> <div>24 hours/level</div> </div>	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent] Caster Level: 9	SC: p.124
<div> <div> <div>Effect:</div> <div>Send 25 words or less to the targeted creature; see text.</div> </div> </div>	Target: One creature				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invest Moderate Protection</div> </div> <div> <div>16</div> <div>Will half (harmless); see text</div> <div>1 standard action</div> <div>Instantaneous; see text</div> </div>	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB II: p.115
<div> <div> <div>Effect:</div> <div>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.</div> </div> </div>	Target: Creature touched				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invisibility Purge</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>1 minute/level [D]</div> </div>	Personal	V,S	No	Evocation	PHB: p.245
<div> <div> <div>Effect:</div> <div>Dispels invisibility within 5 ft./level</div> </div> </div>	Target: You			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Knight's Move</div> </div> <div> <div>16</div> <div>N/A</div> <div>1 swift action</div> <div>Instantaneous</div> </div>	5 ft./2 levels; see text	V,S,DF	N/A	Transmutation (Teleportation) Caster Level: 9	SC: p.129
<div> <div> <div>Effect:</div> <div>Teleport and end up flanking an opponent.</div> </div> </div>	Target: You				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Know Opponent</div> </div> <div> <div>16</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	Close (45 ft.)	S,DF	Yes	Divination	SC: p.129
<div> <div> <div>Effect:</div> <div>Learn strengths or weaknesses of opponent; see text.</div> </div> </div>	Target: One creature			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Know Vulnerabilities</div> </div> <div> <div>16</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	Close (45 ft.)	V,S	Yes	Divination	SC: p.129
<div> <div> <div>Effect:</div> <div>Learn any vulnerabilities and resistances the target has.</div> </div> </div>	Target: One creature			Caster Level: 9	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Venya</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>10 minutes/level [D]</div> </div>	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 9	SC: p.132
<div> <div> <div>Effect:</div> <div>Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text</div> </div> </div>	Target: You and up to two rays; see text				

* =Domain/Speciality Spell

Cleric Spells

Locate Object	None	Standard Action	1 minute/level	Long (760 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<i>Effect:</i> Senses direction toward object [specific or type].								
Magic Circle against Chaos	16	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: p.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								
Magic Circle against Evil	16	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: p.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								
Magic Circle against Law	16	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic] PHB: p.250
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								
Magic Vestment	16	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation PHB: p.251
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement								
Mantle of Chaos	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos] SC: p.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.								
Mantle of Law	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law] SC: p.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.								
Mark of Doom	None	1 standard action	1 round/level	Medium (190 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.								
Meld into Stone	None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<i>Effect:</i> You and your gear merge with stone.								
Mold Touch	None	Standard Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation)	PGtF: p.106
<i>Effect:</i> NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text								
Nauseating Breath	16	Fortitude negates	1 standard action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: p.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.								
Obscure Object	16	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration PHB: p.258
<i>Effect:</i> Masks object against scrying.								
Prayer	None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								
Protection from Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.								
Remove Blindness/Deafness	16	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.270
<i>Effect:</i> Cures normal or magical conditions.								
Remove Curse	16	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration PHB: p.270
<i>Effect:</i> Frees object or person from curse.								
Remove Disease	16	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.								
Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.								
Resurgence, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								
Ring of Blades	16	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation) SC: p.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.								
Safety	16	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration SC: p.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.								
Searing Light	None	Standard Action	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation	PHB: p.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 9 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.								
Sheltered Vitality	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.								
Shield of Warding	16	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good] SC: p.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].								
Sink	16	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,DF	Yes	Transmutation SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.								
Skull Watch	16	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy SC: p.191
<i>Effect:</i> Alarm affect; see text								
Slashing Darkness	None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation	SC: p.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.								
Snowshoes, Mass	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	Yes [harmless]	Transmutation SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.								
Sonorous Hum	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic] SC: p.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.								
* =Domain/Specialty Spell								

Cleric Spells

☐☐☐☐☐ Spark of Life	16	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Speak with Dead	16	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S,DF	No	Necromancy [Language-Dependent]	PHB: p.281
<i>Effect:</i> Corpse answers one question/2 levels.					<i>Target:</i> One dead creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Summon Monster III		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Suppress Glyph	16	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.					<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Tremor	16	See text	1 standard action	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vigor	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vigor, Mass Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Visage of the Deity, Lesser	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's; see text					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Wall of Light		None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 9		
☐☐☐☐☐ Water Breathing	16	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Water Walk	16	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S,DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Weapon of Energy	16	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon		<i>Caster Level:</i> 9		
☐☐☐☐☐ Weapon of Impact	16	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Double threat range of weapon.					<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]		<i>Caster Level:</i> 9		
☐☐☐☐☐ Weapon of the Deity	16	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Wind Wall	16	None; see text	Standard Action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 9		

* =Domain/Speciality Spell

Wizard 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	4	3	2	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level: 4</i>	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (35 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level: 4</i>	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level: 4</i>	PHB: p.201
Caltnrops <i>Effect:</i> Caltnrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltnrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level: 4</i>	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (140 ft.)	V,S	No	Evocation [Light] <i>Caster Level: 4</i>	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	Standard Action	1 round	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 4</i>	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level: 4</i>	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Divination <i>Caster Level: 4</i>	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	Yes	Necromancy <i>Caster Level: 4</i>	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level: 4</i>	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	Standard Action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light] <i>Caster Level: 4</i>	PHB: p.232
Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (35 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level: 4</i>	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level: 4</i>	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level: 4</i>	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level: 4</i>	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (35 ft.)	V,S	No	Transmutation <i>Caster Level: 4</i>	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level: 4</i>	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (140 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level: 4</i>	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	Standard Action	Instantaneous	Close (35 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level: 4</i>	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level: 4</i>	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level: 4</i>	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level: 4</i>	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level: 4</i>	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level: 4</i>	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (35 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level: 4</i>	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level: 4</i>	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> <div> Effect: Sticks one object to another; see text. </div>	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> Effect: Touch attack fatigues target. </div>	13	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Alarm</div> </div> <div> Effect: Wards an area for 2 hours/level. </div>		None	Standard Action	2 hours/level [D]	Close (35 ft.)	V,S,F/DF	No	Abjuration	PHB: p.197
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div> <div> Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures. </div>	14	Will negates	Standard Action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: p.210
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div> <div> Effect: Your speed increases by 30 ft. </div>		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: p.228
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Feather Fall</div> </div> <div> Effect: Objects or creatures fall slowly. </div>	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (35 ft.)	V	Yes (object)	Transmutation	PHB: p.229
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Identify</div> </div> <div> Effect: Determines properties of magic item. </div>		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> <div> Effect: Gives subject +4 armor bonus. </div>	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> <div> Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each. </div>		None	Standard Action	Instantaneous	Medium (140 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251

* =Domain/Speciality Spell

Iridius the Red

RACE	Human
AGE	20
GENDER	Male
VISION	Darkvision (60 ft.), Low-light
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	5' 9"
WEIGHT	174 lbs.
EYE COLOUR	Blue
SKIN COLOUR	Light Brown; Small Beard, Straight
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	None
REGION	

Description:
Light Brown; Straight; Small Beard dressed in faded red robes

Biography:

Notes:

Character Sheet Notes: