

Turk

NAME	
Clr13 Com2	105000
CLASS	EXPERIENCE
15	120000
Character Level	NEXT LEVEL

Jason Pingol

PLAYERNAME	
Kercpa	Tiny
RACE	SIZE
17	Male
AGE	GENDER

Earth Goddess

DEITY	
1' 6"	1 lbs.
HEIGHT	WEIGHT
Hazel	Red, Wild
EYES	HAIR

Neutral Good

ALIGNMENT	
Darkvision (60')	
VISION	
0	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED															
STR Strength	9	-1	9	-1	9	-1	HP hit points	122							Climb 40 ft., Walk 30 ft.															
DEX Dexterity	24	+7	26	+8	26	+8	AC armor class	36	: 28	: 28	= 10	+ 6	+ 2	+ 8	+ 2	+ 0	+ 8		5	+0	0									
CON Constitution	14	+2	14	+2	14	+2	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST									
INT Intelligence	15	+2	15	+2	15	+2	INITIATIVE modifier	+10	=	+8	+	+2	SKILLS KEY ABILITY SKILL MODIFIER ABILITY MODIFIER MAX RANKS 18/9 RANKS RANKS MISC MODIFIER																	
WIS Wisdom	20	+5	24	+7	24	+7	BASE ATTACK bonus	+10/+5																						
CHA Charisma	15	+2	16	+3	16	+3																								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+14	+8	+2	+4	+0	+0		
REFLEX (dexterity)	+16	+4	+8	+4	+0	+0		
WILL (wisdom)	+22	+11	+7	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11/+6	+10/+5	-1	+2	+0	+0	
RANGED attack bonus	+20/+15	+10/+5	+8	+2	+0	+0	
GRAPPLE attack bonus	+1/-4	+10/+5	-1	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d6-1	20/x2	0 ft.

*Kercpa Longbow +2	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	T	20/x3	0 ft.
30 ft.	100 ft.	200 ft.	300 ft.	400 ft.	
TH	+22/+17	+22/+17	+20/+15	+18/+13	+16/+11
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1
Special Properties	Wooden but functions as steel, does not burn				

Oaktop Mace Ironwood (+1)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	T	20/x2	0 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+14/+9	1d8+2	2W-P-(OH)	+8/+3	1d8+2
1H-O	+10/+5	1d8+2	2W-P-(OL)	+10/+5	1d8+2
2H	+14/+9	1d8+2	2W-OH	+4	1d8+2
Special Properties	can transfer some or all of sword's enhancement bonus to AC. Wooden but functions as steel, does not burn, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Turk's Sacred Buckler	Shield	+2	+0	5	
+2 to Turning Level					
*Belt, Monk's		+8	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
				RANKS	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	10	= 8	+	+ 2
✓ Bluff	CHA	3	= 3	+	+
✓ Climb	STR	17	= -1	+ 1.0	+ 17
✓ Concentration	CON	19	= 2	+ 17.0	+
✓ Craft (Bowmaking)	INT	4	= 2	+ 2.0	+
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	3	= 3	+	+
✓ Disable Device	INT	3	= 2	+ 1.0	+
✓ Disguise	CHA	3	= 3	+	+
✓ Escape Artist	DEX	8	= 8	+	+
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	15	= 7	+ 8.0	+
✓ Hide	DEX	16	= 8	+	+ 8
✓ Intimidate	CHA	3	= 3	+	+
✓ Jump	STR	1	= -1	+	+ 2
✓ Knowledge (Arcana)	INT	8	= 2	+ 6.0	+
✓ Knowledge (Religion)	INT	17	= 2	+ 15.0	+
✓ Listen	WIS	11	= 7	+	+ 4
✓ Move Silently	DEX	8	= 8	+	+
✗ Nature Sense	WIS	12	= 7	+ 5.0	+
✓ Open Lock	DEX	9	= 8	+ 1.0	+
✗ Psychic (Empathy)	WIS	7	= 7	+	+
✗ Psychic (Enhance Ability)	WIS	8	= 7	+ 1.0	+
✗ Psychic (Enhance Senses)	WIS	8	= 7	+ 1.0	+
✗ Psychic (Mental Contact)	CHA	5	= 3	+ 2.0	+
✗ Psychic (Psychic Healing)	WIS	9	= 7	+ 2.0	+
✓ Ride	DEX	8	= 8	+	+
✓ Search	INT	2	= 2	+	+
✓ Sense Motive	WIS	7	= 7	+	+
✓ Sleight of Hand	DEX	9	= 8	+ 1.0	+
✓ Spellcraft	INT	14	= 2	+ 10.0	+ 2
✓ Spot	WIS	16	= 7	+	+ 9
✓ Survival	WIS	7	= 7	+	+
✓ Swim	STR	-1	= -1	+	+
✓ Tumble	DEX	13	= 8	+ 5.0	+
✓ Use Rope	DEX	8	= 8	+	+
			=	+	+
			=	+	+

✓: can be used untrained. ✗: exclusive skills

TURN UNDEAD	
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)
Up to 0	11
1 - 3	12
4 - 6	13
7 - 9	14
10 - 12	15
13 - 15	16
16 - 18	17
19 - 21	18
22+	19
TURN/DAY	TURNING CHECK
000000	000000

1d20+5
 Turning level 15
 Turn damage 2d6+16
 You destroy Undead creatures with total hit dice up to 7.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack		1	5.0	2000.0
0 lbs. Kercpa Longbow +2	Equipped	1	1.0	375.0
0 lbs. Wooden but functions as steel, does not burn				
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0
Absorbs 10 points of Fire damage				
Tome of Leadership and Influence +1	Equipped	1	5.0	27500.0
Vestment Save Bonus (Resistance) (+2)	Equipped	1	1.0	8001.0
Resistance bonus to all saving throws of +2				
Oaktop Mace Ironwood (+1)	Carried	1	2.0	312.0
can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.				
Turk's Sacred Buckler	Equipped	1	1.0	165.0
+2 to Turning Level				
TOTAL WEIGHT CARRIED/VALUE			10 lbs.	85853.0 gp

WEIGHT ALLOWANCE			
Light	15	Medium	30
Lift over head	45	Lift off ground	90
		Heavy	45
		Push / Drag	225

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

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

OTHER COMPANIONS
Lu - Phil
Jessabelle - Rebekah
Aaron Herbert - Richard
Gian - Dan

SPECIAL ABILITIES
SPELLCASTER(Cleric)

SPECIAL ATTACKS
Turn Undead
10/day (turn level 15) (turn damage 2d6+16)
Arrow Swarm (Ex)
By taking a -5 penalty to all attack rolls for a round, you may make two additional ranged attacks at its highest attack bonus, as a full attack.
Sylvan Bond (Ex)
Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.

SPECIAL QUALITIES
Bond With The Green (Su)
Gain an intuitive sense of the condition of the land within 15 miles. Gain details, such as distance and direction with caster power check (DC 25). Your creature type changes to Plant. Anything that specifically does not harm plants will not harm you. However, you remain a living, thinking creature, so mind-affecting spells work on you, and you still have a discernable anatomy, so sneak attacks and critical hits affect you.
Camouflage (Ex)
May hide in any natural terrain even if the terrain does not grant cover or concealment.
Champion of Earth Goddess
As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.
Divine Health (Ex)
Immunity to all diseases, including supernatural and magical.
Enchant Magic Item
LV 4 ~ Time 1 hour ~ Cost Special ~ Duration Permanent ~ KS=Arcana (No Check) ~ You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create. You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.
Infuse With Life (Sp)
Heal 5d8+15 7/day
Kercpa Racial Traits
Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks., +4 racial bonus on Hide and Move Silently checks when in forested areas., Deflect Arrows twice a round as the Feat.
Nature's Empathy (Su)
You have a special connection with the land, you can tell if it is sick, or if a great calamity has struck. You can sense creatures and how close they are to being in tune with nature (Animals) and not in tune (Undead and Abberations).
Slippery Mind (Ex)
Class Special Ability
Summon Fluxx (Su)
1/day You may call Fluxx like a Special Mount to your location and he will arrive the next round on your turn.
Aura of Chaos (Ex)
Overwhelming
Aura of Good (Ex)
Overwhelming
Spontaneous casting - Cure spells

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers: Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unoccupied square; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you and +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Persistent Spell	See Text, A persistent spell has a duration of 24 hours.
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	Imbue touch spell into a weapon or ammunition
Wild Talent (Psychic (Empathy), Psychic (Psychic Healing), Psychic (Mental Contact), Psychic (Enhance Senses))	
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

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

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

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

TEMPLATES
Truename
Psychic Wild Feat Pool

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	17	Will negates [object]	1 standard action	10 minute/level	Close (55 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 13	
□□□□□Create Water		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.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> 13	
□□□□□Cure Minor Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Divination	PHB: pg.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> 13	
□□□□□Guidance	17	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□Inflict Minor Wounds	17	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
□□□□□Mending	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 13	
□□□□□Purify Food and Drink	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.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> 13	
□□□□□Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□Resistance	17	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□Virtue	17	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□A Lance of Disruption	18	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+26 to all in the area of effect					<i>Target:</i> From caster 5ft wide beam out to 60ft length			<i>Caster Level:</i> 13	
□□□□□Anarchic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Chaotic]	SC: Pg.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 13	
□□□□□Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 13	
□□□□□Bane	18	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.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> 13	
□□□□□Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.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> 13	
□□□□□Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.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> 13	
□□□□□Bless Water	18	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 13	
□□□□□Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (55 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.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> 13	
□□□□□*Camouflage	18	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: pg.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> 13	
□□□□□Cold Fire	18	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (55 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.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> 13	
□□□□□Command	18	Will negates	1 standard action	1 round	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Comprehend Languages		None	1 standard	10 minutes/level action	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.									
☐☐☐☐☐ Conviction	18	Will negates [harmless]	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.									
☐☐☐☐☐ Cure Light Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐ Delay Disease	18	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐ Detect Chaos		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Evil		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Good		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Law		None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Undead		None	1 standard	Concentration, up to 1 minutes/level [D] 60 ft.		V,S,M/DF	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐ Dispel Ward		None	1 standard	Instantaneous action	Medium (230 ft.)	V,S	No	Abjuration	SC: Pg.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐ Divine Favor		None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐ Doom	18	Will negates	1 standard	1 minute/level action	Medium (230 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: pg.225 Mind-Affecting]	SC: Pg.77
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐ Ebon Eyes		None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐ Endure Elements	18	Will negates (harmless)	1 standard	24 hours action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐ Entropic Shield		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Abjuration	PHB: pg.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐ *Expeditious Retreat		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft.									
☐☐☐☐☐ Faith Healing	18	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐ Foundation of Stone		None	1 standard	1 round/level action	Close (55 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐ Grave Strike	18	N/A	1 swift	1 round action	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐ Guiding Light		None	1 standard	1 minute/level [D] action	Long (920 ft.)	V,S	Yes	Evocation	SC: Pg.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐ Healthful Rest	18	Will negates [harmless]	10 minutes	24 hours	Close (55 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐ Hide from Undead	18	Will negates (harmless); see text	1 standard	10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration	PHB: pg.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐ Ice Gauntlet	18	N/A	1 standard	1 minute/level [D] action	Personal	V,DF	N/A	Evocation [Cold]	SC: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐ Incite	18	Will negates	1 swift	1 minute/level action	Close (55 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐ Inflict Light Wounds	18	Will half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐ Inhibit	18	Will negates	1 standard	Instantaneous action	Medium (230 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐ Ironguts	18	Will negates	1 standard	10 minutes/level action	Touch	V,S,M	Yes	Abjuration	SC: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐ Light of Lunia		None	1 standard	10 minutes/level [D] action	Medium (230 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
☐☐☐☐☐ *Mage Armor	18	Will negates (harmless)	1 standard	1 hour/level [D] action	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
<i>Effect:</i> Gives subject +4 armor bonus.									

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Magic Stone	18	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
☐☐☐☐☐ Magic Weapon	18	Will negates (harmless, object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.								
☐☐☐☐☐ Moon Lust	18	Will negates [harmless]	1 standard 1 round/level action	Medium (230 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.								
☐☐☐☐☐ Nightshield	18	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Abjuration	SC: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.								
☐☐☐☐☐ Nimbus of Light	18	N/A	1 standard 1 minute/level or until discharged [D] action	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].								
☐☐☐☐☐ Obscuring Mist		None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.								
☐☐☐☐☐ Omen of Peril		None	1 round Instantaneous	Personal	V,F	No	Divination	Race Des: Pg.166
<i>Effect:</i> Grants a brief vision; see text.								
☐☐☐☐☐ Portal Beacon		None	1 standard 1 hour/level action	Close (55 ft.)	V,S	No	Transmutation	SC: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.								
☐☐☐☐☐ Protection from Chaos	18	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Evil	18	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Law	18	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Remove Fear	18	Will negates (harmless)	1 standard 10 minutes; see text action	Close (55 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.								
☐☐☐☐☐ Resist Planar Alignment	18	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
☐☐☐☐☐ Resurgence	18	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								
☐☐☐☐☐ Sanctuary	18	Will negates	1 standard 1 round/level action	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
☐☐☐☐☐ Scholar's Touch		None	1 standard Concentration, up to 13 rounds action	Personal	V,S,M,F	No	Divination	Race Des: Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.								
☐☐☐☐☐ Shield of Faith	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +4 deflection bonus.								
☐☐☐☐☐ Sign	18	N/A	1 standard 10 minutes/level or until discharged action	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.								
☐☐☐☐☐ Snowshoes	18	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.								
☐☐☐☐☐ Spell Flower	18	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.								
☐☐☐☐☐ Summon Monster I		None	1 round 1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ Updraft	18	N/A	1 swift action	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.								
☐☐☐☐☐ Vigor, Lesser	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.								
☐☐☐☐☐ Vision of Glory		None	1 standard 1 minute or until discharged action	Touch	V,S,DF	Yes	Divination	SC: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].								
☐☐☐☐☐ Wings of the Sea	18	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Aid		None	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					Target: Living creature touched			Caster Level: 13	
☐☐☐☐☐Align Weapon	19	Will negates (harmless, object)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which Caster Level: 13 must be in contact with each other at the time of casting]				
☐☐☐☐☐Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
<i>Effect:</i> Learns whether an action will be good or bad.					Target: You			Caster Level: 13	

* =Domain/Specialty Spell

Cleric Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
Effect: Gain temporary respite from the natural effects of a specific plane.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Balor Nimbus	19	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
Effect: Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bear's Endurance	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
Effect: Subject gains +4 to Con for 1 minutes/level.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
Effect: Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bull's Strength	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Calm Emotions	19	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (230 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
Effect: Calms creatures, negating emotion effects.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cat's Grace	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
Effect: Subject gains +4 to Dex for 1 minutes/level.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (55 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
Effect: Cure 1d4 +1/level [max +5].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Consecrate		None	1 standard action	2 hours/level	Close (55 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
Effect: Fills area with positive energy, making undead weaker.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Curse of Ill Fortune	19	Will negates	1 standard action	1 minute/level	Medium (230 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
Effect: 20-ft. radius of supernatural shadow.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dark Way		None	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.58
Effect: Create a ribbonlike, weightless, unbreakable bridge.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (55 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Deific Vengeance	19	Will half	1 standard action	Instantaneous	Close (55 ft.)	V,S,DF	Yes	Conjuration (Summoning)	Is This : Complete Divine
Effect: Cause 5d6 or 10d6 if the target is undead.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Delay Poison	19	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
Effect: Stops poison from harming subject for 1 hour/level.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Insight	19	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: Pg.70
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Interdiction	19	Will negates or None [object]; see text	1 standard action	1 round/level	Close (55 ft.)	V	Yes or No [object]; see text	Abjuration	SC: Pg.70
Effect: Temp loss of turning power & domain powers.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (230 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
Effect: +1 morale bonus to AC and saving throws.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Eagle's Splendor	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
Effect: Subject gains +4 to Cha for 1 minutes/level.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Enthral	19	Will negates; see text	1 round	1 hour or less	Medium (230 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
Effect: Captivates all within 100 ft. +10 ft./level									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Extend Tentacles	19	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: Pg.86
Effect: Extends your tentacles by 5 ft.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Find Traps		None	1 standard action	1 minute/level	Personal	V,S	No	Divination	PHB: pg.230
Effect: Notice traps as a rogue does.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Frost Breath	19	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.									
* =Domain/Specialty Spell									

Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fuse Arms</div> </div> <div> <div>19</div> <div>Fortitude negates [harmless]</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes [harmless]</div> <div>Transmutation</div> <div>SC: Pg.100</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Gain +4 Str for every set of limbs fused to the primary limb.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Gentle Repose</div> </div> <div> <div>19</div> <div>Will negates (object)</div> <div>1 standard 1 day/level action</div> </div> <div> <div>Touch</div> <div>V,S,M/DF</div> <div>Yes (object)</div> <div>Necromancy</div> <div>PHB: pg.235</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Preserves one corpse.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ghost Touch Armor</div> </div> <div> <div>19</div> <div>Will negates [harmless]</div> <div>1 standard 1 minute/level action</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> <div>Transmutation</div> <div>SC: Pg.102</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Armor gains Ghost Touch property.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hand of Divinity</div> </div> <div> <div></div> <div>None</div> <div>1 minute 1 minute/level</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>No</div> <div>Evocation [See text]</div> <div>SC: Pg.109</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Grant +2 [Profane or Sacred] bonus to all saving throws.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Healing Lorecall</div> </div> <div> <div>19</div> <div>N/A</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>Personal</div> <div>V,S,M</div> <div>N/A</div> <div>Divination</div> <div>SC: Pg.110</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hold Person</div> </div> <div> <div>19</div> <div>Will negates; see text</div> <div>1 standard 1 round/level [D]; see text action</div> </div> <div> <div>Medium (230 ft.)</div> <div>V,S,F/DF</div> <div>Yes</div> <div>Enchantment (Compulsion) [Mind-Affecting]</div> <div>PHB: pg.241</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Paralyzes one humanoid for 1 round/level.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Moderate Wounds</div> </div> <div> <div>19</div> <div>Will half</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes</div> <div>Necromancy</div> <div>PHB: pg.244</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Touch attack, 2d8 +1/level [max +10] damage.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inky Cloud</div> </div> <div> <div></div> <div>None</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>30 ft.</div> <div>V,S,M</div> <div>No</div> <div>Conjuration (Creation)</div> <div>SC: Pg.123</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Inky cloud that works under water.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Alarm</div> </div> <div> <div></div> <div>None</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Long (920 ft.)</div> <div>V,S,F</div> <div>Yes [harmless]</div> <div>Abjuration</div> <div>Race Des: Pg.166</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Spell alerts all wearers.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Iron Silence</div> </div> <div> <div>19</div> <div>Will negates [harmless,object]</div> <div>1 standard 1 hour/level [D] action</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>Yes [harmless,object]</div> <div>Transmutation</div> <div>SC: Pg.125</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Hide and Move Silent check ignore the Armor penalty during the duration of the spell.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Mercuria</div> </div> <div> <div></div> <div>None</div> <div>1 standard 10 minutes/level [D] action</div> </div> <div> <div>Medium (230 ft.)</div> <div>V,S</div> <div>Yes; see text</div> <div>Evocation [Good, Light]</div> <div>SC: Pg.132</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Living Undeath</div> </div> <div> <div>19</div> <div>Fortitude negates [harmless]</div> <div>1 standard 1 minute/level action</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>Yes [harmless]</div> <div>Necromancy</div> <div>SC: Pg.134</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Not subject to sneak attacks or criticals; -4 penalty to Cha score.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>*Magic Missile</div> </div> <div> <div></div> <div>None</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Medium (230 ft.)</div> <div>V,S</div> <div>Yes</div> <div>Evocation [Force]</div> <div>PHB: pg.251</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>1 missile/2 levels [max 5] that do 1d4+1 damage each.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Make Whole</div> </div> <div> <div>19</div> <div>Will negates (harmless, object)</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Close (55 ft.)</div> <div>V,S</div> <div>Yes (harmless, object)</div> <div>Transmutation</div> <div>PHB: pg.252</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Repairs an object.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mark of the Outcast</div> </div> <div> <div>19</div> <div>Will negates</div> <div>1 standard Permanent action</div> </div> <div> <div>Close (55 ft.)</div> <div>V,S,DF</div> <div>Yes</div> <div>Necromancy</div> <div>SC: Pg.138</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Creates an indelible mark on the subjects face; see text.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Owl's Wisdom</div> </div> <div> <div>19</div> <div>Will negates (harmless)</div> <div>1 standard 1 minute/level action</div> </div> <div> <div>Touch</div> <div>V,S,M/DF</div> <div>Yes</div> <div>Transmutation</div> <div>PHB: pg.259</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subject gains +4 to Wis for 1 minutes/level.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Negative Energy</div> </div> <div> <div>19</div> <div>Will negates [harmless]</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes [harmless]</div> <div>Abjuration</div> <div>SC: Pg.163</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subtract 10 hp worth of damage from each negative energy attack.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Positive Energy</div> </div> <div> <div>19</div> <div>Will negates [harmless]</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes [harmless]</div> <div>Abjuration</div> <div>SC: Pg.163</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subtract 10 hp worth of damage from each positive energy attack.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Quick March</div> </div> <div> <div>19</div> <div>Will negates [harmless]</div> <div>1 standard 1 round action</div> </div> <div> <div>Medium (230 ft.)</div> <div>V,S,DF</div> <div>Yes [harmless]</div> <div>Transmutation</div> <div>SC: Pg.164</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subjects base land speed increased by 30 feet.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Paralysis</div> </div> <div> <div>19</div> <div>Will negates (harmless)</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Close (55 ft.)</div> <div>V,S</div> <div>Yes [harmless]</div> <div>Conjuration (Healing)</div> <div>PHB: pg.271</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Frees one or more creatures from paralysis or slow effect.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Resist Energy</div> </div> <div> <div>19</div> <div>Fortitude negates (harmless)</div> <div>1 standard 10 minutes/level action</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>Yes [harmless]</div> <div>Abjuration</div> <div>PHB: pg.272</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Ignores first 30 points of damage/attack from specified energy type.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Restoration, Lesser</div> </div> <div> <div>19</div> <div>Will negates (harmless)</div> <div>3 rounds Instantaneous</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes [harmless]</div> <div>Conjuration (Healing)</div> <div>PHB: pg.272</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Dispels magical ability penalty or repairs 1d4 ability damage.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shatter</div> </div> <div> <div>19</div> <div>Will negates (object); Will negates (object) or Fortitude half; see text</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Close (55 ft.)</div> <div>V,S,M/DF</div> <div>Yes (object)</div> <div>Evocation [Sonic]</div> <div>PHB: pg.278</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Sonic vibration damages objects or crystalline creatures.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shield Other</div> </div> <div> <div>19</div> <div>Will negates (harmless)</div> <div>1 standard 1 hour/level [D] action</div> </div> <div> <div>Close (55 ft.)</div> <div>V,S,F</div> <div>Yes [harmless]</div> <div>Abjuration</div> <div>PHB: pg.278</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>You take half of subject's damage.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shroud of Undeath</div> </div> <div> <div>19</div> <div>N/A</div> <div>1 standard 10 minutes/level [D] action</div> </div> <div> <div>Personal</div> <div>V,S,M</div> <div>N/A</div> <div>Necromancy</div> <div>SC: Pg.189</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>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.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silence</div> </div> <div> <div>19</div> <div>Will negates; see text or none (object)</div> <div>1 standard 1 minute/level [D] action</div> </div> <div> <div>Long (920 ft.)</div> <div>V,S</div> <div>Yes; see text or no (object)</div> <div>Illusion (Glamer)</div> <div>PHB: pg.279</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Negates sound in 15-ft. radius.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sound Burst</div> </div> <div> <div>19</div> <div>Fortitude partial</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Close (55 ft.)</div> <div>V,S,F/DF</div> <div>Yes</div> <div>Evocation [Sonic]</div> <div>PHB: pg.281</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Deals 1d8 sonic damage to subjects; may stun them.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spawn Screen</div> </div> <div> <div>19</div> <div>Will negates [harmless]</div> <div>1 standard 1 hour/level action</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>Yes [harmless]</div> <div>Necromancy</div> <div>SC: Pg.197</div> </div>	<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subject will not rise as spawn if killed by an undead capable of creating spawn.</div> </div>
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* =Domain/Specialty Spell

Cleric Spells

□□□□□ Spell Immunity, Lesser	19	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ Spiritual Weapon		None	1 standard	1 round/level [D]	Medium (230 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 13		
□□□□□ Stabilize	19	Will negates [harmless]; see text	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 13		
□□□□□ Status	19	Will negates (harmless)	1 standard	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 13		
□□□□□ Stone Bones	19	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 13		
□□□□□ Stone Fist		None	1 standard	13 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: Pg.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> 13		
□□□□□ Summon Elysian Thrush		None	10 minutes	8 hours	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: Pg.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 13		
□□□□□ Summon Monster II		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Undetectable Alignment	19	Will negates (object)	1 standard	24 hours	Close (55 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 13		
□□□□□ Veil of Shadow	19	N/A	1 standard	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 13		
□□□□□ Zone of Truth	19	Will negates	1 standard	1 minute/level	Close (55 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 13		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid, Mass		None	1 standard	1 minute/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Air Breathing	20	Will negates [harmless]	1 standard	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 13		
□□□□□ Align Weapon, Mass	20	Will negates [harmless, object]	1 standard	1 minute/level	Close (55 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Anarchic Storm		None	1 standard	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SC: Pg.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> 13		
□□□□□ Antidragon Aura	20	Will negates [harmless]	1 standard	1 minute/level	Close (55 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Attune Form	20	N/A	1 standard	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 13		
□□□□□ Awaken Sin	20	Will negates	1 standard	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 13		
□□□□□ Axiomatic Storm		None	1 standard	1 round/level	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 13		
□□□□□ Bestow Curse	20	Will negates	1 standard	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ Blade of Pain and Fear	20	Will partial	1 standard	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 13		
□□□□□ *Blast of Force	20	Fortitude partial	1 standard	Instantaneous	Medium (230 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					<i>Target:</i> Ray		<i>Caster Level:</i> 13		
□□□□□ Blindness/Deafness	20	Fortitude negates	1 standard	Permanent [D]	Medium (230 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 13		
□□□□□ Blindsight	20	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ *Blur	20	Will negates (harmless)	1 standard	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	PHB: pg.206
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ *Camouflage, Mass	20	Will negates [harmless]	1 standard	10 minutes/level	Medium (230 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 13		

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Chain of Eyes	20	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	
■■■■■ Checkmate's Light		None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.				<i>Target:</i> Melee weapon touched			<i>Caster Level:</i> 13	
■■■■■ Circle Dance	20	N/A	1 minute Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.				<i>Target:</i> You			<i>Caster Level:</i> 13	
■■■■■ Cloak of Bravery	20	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].				<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 13	
■■■■■ Cloak Pool	20	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (55 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.				<i>Target:</i> One color pool			<i>Caster Level:</i> 13	
■■■■■ Continual Flame		None	1 standard Permanent action	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame			<i>Caster Level:</i> 13	
■■■■■ Conviction, Mass	20	Will negates [harmless]	1 standard 10 minutes/level action	Medium (230 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.				<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 13	
■■■■■ Corona of Cold	20	Fortitude negates	1 standard 1 round/level [D] action	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.				<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 13	
■■■■■ Create Food and Water		None	10 minutes 24 hours; see text	Close (55 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.				<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours			<i>Caster Level:</i> 13	
■■■■■ Cure Serious Wounds	20	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
■■■■■ Darkfire		None	1 standard 1 round/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	SC: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].				<i>Target:</i> Flame in your palm			<i>Caster Level:</i> 13	
■■■■■ Daylight		None	1 standard 10 minutes/level [D] action	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
■■■■■ Deeper Darkness		None	1 standard 1 day/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
■■■■■ Demon Dirge	20	NWill half	1 standard 1d6 rounds; see text action	Close (55 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.				<i>Target:</i> Living creature			<i>Caster Level:</i> 13	
■■■■■ Devil Blight	20	None or Fortitude partial; see text	1 standard 1d6 rounds action	Close (55 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..				<i>Target:</i> Living creature			<i>Caster Level:</i> 13	
■■■■■ Dispel Magic		None	1 standard Instantaneous action	Medium (230 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 13	
■■■■■ Downdraft	20	Reflex partial; see text	1 standard Instantaneous action	Long (920 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].				<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 13	
■■■■■ Energized Shield		None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6				<i>Target:</i> Touch			<i>Caster Level:</i> 13	
■■■■■ Energy Vortex	20	Reflex half	1 standard Instantaneous action	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you				<i>Target:</i> All creatures within a 20-ft.-radius burst			<i>Caster Level:</i> 13	
■■■■■ Favorable Sacrifice	20	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.89
<i>Effect:</i> Gain benefit from deity; see text.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
■■■■■ Fell the Greatest Foe	20	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
■■■■■ Flame of Faith		None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.				<i>Target:</i> Nonmagical weapon touched			<i>Caster Level:</i> 13	
■■■■■ Ghost Touch Weapon	20	Will negates [harmless,object]	1 standard 1 minute/level action	Close (55 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
<i>Effect:</i> Hit incorporeal normally.				<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]			<i>Caster Level:</i> 13	
■■■■■ Girallon's Blessing	20	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text				<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
■■■■■ Glyph of Warding	20	See text	10 minutes Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236
<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 5 sq. ft/level			<i>Caster Level:</i> 13	
■■■■■ Grace	20	N/A	1 swift action 1 round/level	Personal	V	N/A	Transmutation [Good]	SC: Pg.107
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.				<i>Target:</i> You			<i>Caster Level:</i> 13	
■■■■■ Hamatula Barbs	20	Fortitude negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
■■■■■ Helping Hand		None	1 standard 1 hour/level action	5 miles	V,S, DF	No	Evocation	PHB: pg.239
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 13	

* =Domain/Specialty Spell

Cleric Spells

<div><div></div><div></div><div></div><div></div><div></div></div> <div>Holy Storm</div>	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water] <i>Caster Level:</i> 13	SC: Pg.115	
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].				<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Ice Axe</div>	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold] <i>Caster Level:</i> 13	SC: Pg.118	
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].				<i>Target:</i> Battleaxe-shaped weapon of swirling ice					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Inflict Serious Wounds</div>	20	Will half	1 standard action	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 13	PHB: pg.244	
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Insignia of Blessing</div>	None	1 standard action	13 minutes	Long (920 ft.)	V,S,F	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 13	Race Des: Pg.166	
<i>Effect:</i> +1 morale bonus on attack rolls and on saving throws against fear effects.				<i>Target:</i> All wearers of special insignia within range					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Insignia of Healing</div>	20	Will half (Harmless)	1 standard action	Long (920 ft.)	V,S,F	Yes (harmless);see text <i>Caster Level:</i> 13	Conjuration (Healing) <i>Caster Level:</i> 13	Race Des: Pg.166	
<i>Effect:</i> Heals 1d8+10 to all wearers.				<i>Target:</i> All wearers of special insignia within range					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Insignia of Warding</div>	20	Will negates (Harmless)	1 standard action	Long (920 ft.)	V,S,F	Yes (harmless) <i>Caster Level:</i> 13	Abjuration <i>Caster Level:</i> 13	Race Des: Pg.166	
<i>Effect:</i> +1 divine bonus to AC and on Fort saves.				<i>Target:</i> All wearers of special insignia within range					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Interplanar Message</div>	20	Will negates [harmless]	1 standard action	One creature	V,S	Yes [harmless] <i>Caster Level:</i> 13	Evocation [Language-Dependent] <i>Caster Level:</i> 13	SC: Pg.124	
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.				<i>Target:</i> One creature					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Invisibility Purge</div>	None	1 standard action	1 minute/level [D]	Personal	V,S	No <i>Caster Level:</i> 13	Evocation <i>Caster Level:</i> 13	PHB: pg.245	
<i>Effect:</i> Disperses invisibility within 5 ft./level				<i>Target:</i> You					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Knight's Move</div>	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text <i>Target:</i> You	V,S,DF	N/A	Transmutatin (Teleportation) <i>Caster Level:</i> 13	SC: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.									
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Know Opponent</div>	20	Will negates	1 standard action	Close (55 ft.)	S,DF	Yes <i>Caster Level:</i> 13	Divination <i>Caster Level:</i> 13	SC: Pg.129	
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.				<i>Target:</i> One creature					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Know Vulnerabilities</div>	20	Will negates	1 standard action	Close (55 ft.)	V,S	Yes <i>Caster Level:</i> 13	Divination <i>Caster Level:</i> 13	SC: Pg.129	
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.				<i>Target:</i> One creature					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Light of Venya</div>	None	1 standard action	10 minutes/level [D]	Medium (230 ft.)	V,S	Yes; see text <i>Caster Level:</i> 13	Evocation [Good, Light] <i>Caster Level:</i> 13	SC: Pg.132	
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text				<i>Target:</i> You and up to two rays; see text					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Locate Object</div>	None	1 standard action	1 minute/level	Long (920 ft.)	V,S,F/DF	No <i>Caster Level:</i> 13	Divination <i>Caster Level:</i> 13	PHB: pg.249	
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Magic Circle against Chaos</div>	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text <i>Caster Level:</i> 13	Abjuration [Lawful] PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.				<i>Target:</i> 10-ft.-radius emanation from touched creature					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Magic Circle against Evil</div>	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text <i>Caster Level:</i> 13	Abjuration [Good] PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.				<i>Target:</i> 10-ft.-radius emanation from touched creature					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Magic Circle against Law</div>	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text <i>Caster Level:</i> 13	Abjuration [Chaotic] PHB: pg.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.				<i>Target:</i> 10-ft.-radius emanation from touched creature					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Magic Vestment</div>	20	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless, object) <i>Caster Level:</i> 13	Transmutation PHB: pg.251	
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement				<i>Target:</i> Armor or shield touched					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Mantle of Chaos</div>	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A <i>Caster Level:</i> 13	Abjuration [Chaos] SC: Pg.137	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.				<i>Target:</i> You					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Mantle of Law</div>	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A <i>Caster Level:</i> 13	Abjuration [Law] SC: Pg.138	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.				<i>Target:</i> You					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Meld into Stone</div>	None	1 standard action	10 minutes/level	Personal	V,S, DF	No <i>Caster Level:</i> 13	Transmutation [Earth] <i>Caster Level:</i> 13	PHB: pg.252	
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Mold Touch (Nature)</div>	None	1 standard action	Instantaneous	Touch	V,S, DF	No <i>Caster Level:</i> 13	Conjuration (Creation) <i>Caster Level:</i> 13	PGtF: pg.106	
<i>Effect:</i> NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text				<i>Target:</i> Patch of brown mold					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Nauseating Breath</div>	20	Fortitude negates	1 standard action	30 ft.	V,S,M	No <i>Caster Level:</i> 13	Conjuration (Creation) <i>Caster Level:</i> 13	SC: Pg.146	
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.				<i>Target:</i> Cone-shaped burst					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Obscure Object</div>	20	Will negates (object)	1 standard action	8 hours [D]	Touch	V,S,M/DF	Yes (object) <i>Caster Level:</i> 13	Abjuration PHB: pg.258	
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 100 lbs/level					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Prayer</div>	None	1 standard action	1 round/level	40 ft.	V,S, DF	Yes <i>Caster Level:</i> 13	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 13	PHB: pg.264	
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Protection from Energy</div>	20	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless) <i>Caster Level:</i> 13	Abjuration PHB: pg.266	
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Remove Blindness/Deafness</div>	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless) <i>Caster Level:</i> 13	Conjuration (Healing) PHB: pg.270	
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Remove Curse</div>	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless) <i>Caster Level:</i> 13	Abjuration PHB: pg.270	
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Remove Disease</div>	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless) <i>Caster Level:</i> 13	Conjuration (Healing) PHB: pg.271	
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched					
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Resist Energy, Mass</div>	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (55 ft.)	V,S,DF	Yes [harmless] <i>Caster Level:</i> 13	Abjuration SC: Pg.174	
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart					

* =Domain/Speciality Spell

Cleric Spells

Resurgence, Mass	20	Will negates [harmless]	1 standard Instantaneous action	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart								
Ring of Blades	20	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation)	SC: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.				<i>Target:</i> You		<i>Caster Level:</i> 13		
Safety	20	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
Searing Light		None	1 standard Instantaneous action	Medium (230 ft.)	V,S	Yes	Evocation	PHB: pg.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.				<i>Target:</i> Ray		<i>Caster Level:</i> 13		
Sheltered Vitality	20	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 13		
Shield of Warding	20	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].				<i>Target:</i> One shield or buckler touched		<i>Caster Level:</i> 13		
Sink	20	Will negates	1 standard 1 round action	Close (55 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
Skull Watch	20	See text	1 standard Permanent action	Touch	V,S,F	No	Necromancy	SC: Pg.191
<i>Effect:</i> Alarm affect; see text				<i>Target:</i> One humanoid skull		<i>Caster Level:</i> 13		
Slashing Darkness		None	1 standard Instantaneous action	Medium (230 ft.)	V,S	Yes	Evocation	SC: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.				<i>Target:</i> Ray		<i>Caster Level:</i> 13		
Snowshoes, Mass	20	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (55 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
Sonorous Hum	20	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic]	SC: Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.				<i>Target:</i> You		<i>Caster Level:</i> 13		
Spark of Life	20	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.				<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 13		
Speak with Dead	20	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.				<i>Target:</i> One dead creature		<i>Caster Level:</i> 13		
Spikes		None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.				<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 13		
Stone Shape		None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 13		
Summon Monster III		None	1 round 1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
Suppress Glyph	20	Will negates [object]	1 standard 1 minute/level action	100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.				<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 13		
Tremor	20	See text	1 standard 1 round/3 levels action	Medium (230 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 13		
Vigor	20	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 13		
Vigor, Mass Lesser	20	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
Visage of the Deity, Lesser	20	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text				<i>Target:</i> You		<i>Caster Level:</i> 13		
Wall of Light		None	1 standard 1 minute/level [D] action	Close (55 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.				<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 13		
Water Breathing	20	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 13		
Water Walk	20	Will negates (harmless)	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 13		
Weapon of Energy	20	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
<i>Effect:</i> Adds additional damage; see text.				<i>Target:</i> One weapon		<i>Caster Level:</i> 13		
Weapon of Impact	20	Will negates [harmless,object]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Double threat range of weapon.				<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]		<i>Caster Level:</i> 13		
Weapon of the Deity	20	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.				<i>Target:</i> Weapon touched		<i>Caster Level:</i> 13		
Wind Wall	20	None; see text	1 standard 1 round/level action	Medium (230 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 13		

* =Domain/Specialty Spell

Cleric Spells

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk		None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 13	
□□□□□ Assay Spell Resistance	21	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Astral Hospice	21	N/A	1 standard	24 hours/level action	Close (55 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: Pg.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text			<i>Caster Level:</i> 13	
□□□□□ Blindsight, Greater	21	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Briartangle (Nature)	21	Reflex half	1 standard	13 minutes [D] action	Long (920 ft.)	V,S, DF	Yes	Transmutation	PGtF: pg.100
<i>Effect:</i> Each entangled creature takes 1d8+6 in each subsequent round it attempts to break free or move it takes a like amount of damage.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 13	
□□□□□ Castigate	21	Fortitude half	1 standard	Instantaneous action	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you			<i>Caster Level:</i> 13	
□□□□□ Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Control Water	21	None; see text	1 standard	10 minutes/level [D] action	Long (920 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]			<i>Caster Level:</i> 13	
□□□□□ Cure Critical Wounds	21	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Death Ward	21	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	
□□□□□ Delay Death	21	Will negates [harmless]	1 immediate action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.63
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
□□□□□ Dimensional Anchor		None	1 standard	1 minute/level action	Medium (230 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray			<i>Caster Level:</i> 13	
□□□□□ Discern Lies	21	Will negates	1 standard	Concentration, up to 1 round/level action	Close (55 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□ Dismissal	21	Will negates; see text	1 standard	Instantaneous action	Close (55 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 13	
□□□□□ Divination		None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: pg.224
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Divine Power		None	1 standard	1 round/level action	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Freedom of Movement	21	Will negates (harmless)	1 standard	10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 13	
□□□□□ Giant Vermin		None	1 standard	1 minute/level action	Close (55 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□ Glowing Orb		None	1 standard	Permanent action	Touch	V,S,F	No	Evocation [Light]	SC: Pg.106
<i>Effect:</i> Makes a light source in a globe; see text					<i>Target:</i> Magical, controllable light source			<i>Caster Level:</i> 13	
□□□□□ Hand of the Faithful	21	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace enter or exit.					<i>Target:</i> 10-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 13	
□□□□□ *Haste	21	Fortitude negates (harmless)	1 standard	1 round/level action	Close (55 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□ Holy Transformation	21	N/A	1 standard	1 round/level [D] action	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Holy Transformation, Lesser	21	N/A	1 standard	1 round/level [D] action	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Hypothermia	21	Fortitude partial	1 standard	Instantaneous action	Close (55 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
□□□□□ Imbue with Spell Ability	21	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text			<i>Caster Level:</i> 13	
□□□□□ Inflict Critical Wounds	21	Will half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Iron Bones	21	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.					<i>Target:</i> Corporeal undead creature touched			<i>Caster Level:</i> 13	
□□□□□ Lifebolt	21	Will negates	1 standard	1 minute/level action	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	1 hour/level	Close (55 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.					<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 13		
☐☐☐☐☐ Make Manifest	21	Will negates	1 standard action	1 round/level	Close (55 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 13		
☐☐☐☐☐ Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (920 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart		<i>Caster Level:</i> 13		
☐☐☐☐☐ *Nature's Balance	21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.145
<i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Nchaser's Glowing Orb		None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	PGtF: pg.107
<i>Effect:</i> Makes a light source in a globe; see text					<i>Target:</i> Magical, controllable light source		<i>Caster Level:</i> 13		
☐☐☐☐☐ Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.					<i>Target:</i> 10-ft.-radius emanation		<i>Caster Level:</i> 13		
☐☐☐☐☐ Neutralize Poison	21	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ *Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	1 minute/level [D]	Close (55 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
<i>Effect:</i> Force globe protects but traps one subject.					<i>Target:</i> 1 ft./level diameter sphere, centered around a creature		<i>Caster Level:</i> 13		
☐☐☐☐☐ Panacea	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Planar Ally, Lesser		None	10 minutes	Instantaneous	Close (55 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.					<i>Target:</i> One called elemental or outsider of 6 HD or less		<i>Caster Level:</i> 13		
☐☐☐☐☐ Planar Exchange, Lesser		None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature		<i>Caster Level:</i> 13		
☐☐☐☐☐ Planar Tolerance		None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 13		
☐☐☐☐☐ Poison	21	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Positive Energy Aura		None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SC: Pg.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.					<i>Target:</i> 10-ft.-radius emanation centered on you		<i>Caster Level:</i> 13		
☐☐☐☐☐ Recitation		None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.					<i>Target:</i> All allies and foes within a 60 ft.-radius burst centered on you.		<i>Caster Level:</i> 13		
☐☐☐☐☐ Repel Vermin	21	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 13		
☐☐☐☐☐ Resistance, Greater	21	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Restoration	21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Revenance	21	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Sending		None	10 minutes	1 round/level; see text	See text	V,S,M/DF	No	Evocation	PHB: pg.275
<i>Effect:</i> Delivers short message anywhere, instantly.					<i>Target:</i> One creature		<i>Caster Level:</i> 13		
☐☐☐☐☐ Shadowblast	21	Fort negates	1 standard action	Insta	Long (920 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 13		
☐☐☐☐☐ Shield of Faith, Mass	21	Will negates [harmless]	1 standard action	1 minute/level	Close (55 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> As shield of faith, except it affects multiple creatures.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
☐☐☐☐☐ Sound Lance	21	Fortitude half	1 standard action	Instantaneous	Medium (230 ft.)	V,S	Yes	Evocation [Sonic]	SC: Pg.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].					<i>Target:</i> One creature or object		<i>Caster Level:</i> 13		
☐☐☐☐☐ Spell Immunity	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (55 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature		<i>Caster Level:</i> 13		
☐☐☐☐☐ Summon Hound Archon		None	1 round	Concentration, up to 1 round/level + 1 round	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
<i>Effect:</i> Summons a hound archon [MM 16]; see text					<i>Target:</i> One summoned archon hound		<i>Caster Level:</i> 13		
☐☐☐☐☐ Summon Monster IV		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
☐☐☐☐☐ Thorn Spray (Malar Nature)	21	Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Transmutation	PGtF: pg.115
<i>Effect:</i> MALAR:Make a touch attack, the attack causes 13d6 to be spread among those you choose to attack.					<i>Target:</i> 13 creatures		<i>Caster Level:</i> 13		
☐☐☐☐☐ Tongues	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Undead Bane Weapon	21	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.226
Effect: Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.					Target: Weapon touched or fifty projectiles [all of which must be touching at the time of casting]				
☐☐☐☐☐ Wall of Chaos	21	See text	1 standard action	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SC: Pg.233
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels				
☐☐☐☐☐ Wall of Good	21	See text	1 standard action	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels				
☐☐☐☐☐ Wall of Law	21	See text	1 standard action	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels				
☐☐☐☐☐ Wall of Sand	None		1 standard action	Concentration +1 round/level	Medium (230 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
Effect: Creates a churning wall of sand.					Target: A straight wall whose area is up to one 10-ft. square/level [S]				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
Effect: Removes burden of misdeeds from subject.					Target: Living creature touched				
☐☐☐☐☐ Aura of Evasion		No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SC: Pg.18
Effect: You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.					Target: 10-ft. radius emanation centered on you				
☐☐☐☐☐ Blistering Radiance	22	None and Fortitude partial; see text	1 standard action	1 round/level	Long (920 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
Effect: All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					Target: 50-ft.-radius spread				
☐☐☐☐☐ Break Enchantment	22	See text	1 minute	Instantaneous	Close (55 ft.)	V,S	No	Abjuration	PHB: pg.207
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 1 creature/level, all within 30 ft. of each other				
☐☐☐☐☐ Call Zelekhut		None	10 minutes	Instantaneous	Close (55 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
Effect: You relieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.					Target: One called zelekhut				
☐☐☐☐☐ Command, Greater	22	Will negates	1 standard action	1 round/level	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
Effect: As command, but affects 1 subject/level.					Target: 1 creature/level, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Commune		None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP		Divination	PHB: pg.211
Effect: Deity answers one yes-or-no question/level.					Target: You				
☐☐☐☐☐ Crawling Darkness	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: Pg.55
Effect: Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.					Target: You				
☐☐☐☐☐ Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes (harmless) or see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 1d8 +1/level [max +25] damage for many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Curse of Ill Fortune, Mass	22	Will negates	1 standard action	1 minute/level	Medium (230 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.					Target: Enemies in a 20-ft.-radius burst				
☐☐☐☐☐ *Dance of the Unicorn		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.58
Effect: Purifies surrounding area; see text.					Target: 5 ft./level-radius emanation centered on you				
☐☐☐☐☐ Death Throes		None	1 standard action	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SC: Pg.60
Effect: If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.					Target: You				
☐☐☐☐☐ Dispel Chaos	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful]	PHB: pg.222
Effect: +4 bonus against attacks.					Target: You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object				
☐☐☐☐☐ Dispel Evil	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
Effect: +4 bonus against attacks.					Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐☐☐☐☐ Dispel Law	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Chaotic]	PHB: pg.223
Effect: +4 bonus against attacks.					Target: You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object				
☐☐☐☐☐ Disrupting Weapon	22	Will negates (harmless, object); see text	1 standard action	1 round/level	Touch	V,S	Yes (harmless, object)	Transmutation	PHB: pg.223
Effect: Melee weapon destroys undead.					Target: One melee weapon				
☐☐☐☐☐ Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SC: Pg.69
Effect: Grants +10 enhancement to Dex.					Target: Living creature touched				
☐☐☐☐☐ Doomtide	22	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: Pg.70
Effect: Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.					Target: Eight 10-ft. cubes extending straight from you				
☐☐☐☐☐ Dragonbreath	22	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
Effect: Gain a true dragons breath weapon attack; see text					Target: You				
☐☐☐☐☐ Earth Hammer	22	Will negates (harmless,object)	1 swift action	13 rounds	Touch	V	Yes (harmless,object)	Transmutation	Race Sto: Pg.162
Effect: Weapon overcomes DR as if Adamantite and increases damage by one step, it deals bludgeoning damage regardless of type.					Target: Weapon touched				
☐☐☐☐☐ Earth Reaver	22	Reflex partial	1 standard action	Instantaneous	Medium (230 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
Effect: Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					Target: 20-ft.-radius spread				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Fireward (Nature)	22	None or Will negates (object)	1 standard action	13 hours	Medium (230 ft.)	V,S, DF	No or Yes (object)	Transmutation	PGtF: pg.100
<i>Effect:</i> As quench; suppresses all magical fire spells					<i>Target:</i> 13 20-ft. cubes [S] or one fire-based magic item		<i>Caster Level:</i> 13		
☐☐☐☐☐ Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (230 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 13		
☐☐☐☐☐ Hallow	22	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point		<i>Caster Level:</i> 13		
☐☐☐☐☐ Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	Medium (230 ft.)	V,S	Yes	Necromancy [Death]	SC: Pg.121
<i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.					<i>Target:</i> 50-ft.-radius burst		<i>Caster Level:</i> 13		
☐☐☐☐☐ Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 1d8 +1/level damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
☐☐☐☐☐ Insect Plague		None	1 round	1 minute/level	Long (920 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 13		
☐☐☐☐☐ Life's Grace	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.131
<i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Mark of Justice		None	10 minutes	Permanent; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 13		
☐☐☐☐☐ Raise Dead	22	None; see text	1 minute	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.268
<i>Effect:</i> Restores life to subject who died as long as 1 day/level ago.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Revivify	22	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.176
<i>Effect:</i> If cast within one round of death, this spell restores the subject to -1 HP.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Righteous Might		None	1 standard action	1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your size increases, and you gain combat bonuses.					<i>Target:</i> You		<i>Caster Level:</i> 13		
☐☐☐☐☐ Righteous Wrath of the Faithful		None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
<i>Effect:</i> Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you morale bonus to attack and damage.					<i>Target:</i> All allies within 30-ft.-radius burst centered on you		<i>Caster Level:</i> 13		
☐☐☐☐☐ Sanctuary, Mass	22	Will negates [harmless]	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Opponents can't attack you, and you can't attack; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 13		
☐☐☐☐☐ Scrying	22	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 13		
☐☐☐☐☐ Slay Living	22	Fortitude partial	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy [Death]	PHB: pg.280
<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Spell Resistance	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject gains SR 12 +1/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SC: Pg.204
<i>Effect:</i> Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Stone Shape, Greater		None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level		<i>Caster Level:</i> 13		
☐☐☐☐☐ Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (230 ft.)	V,S,M/DF	Yes	Transmutation	SC: Pg.211
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 13		
☐☐☐☐☐ Summon Bralani Eladrin		None	1 round	Concentration, up to 1 round/level + 1 round	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Chaotic, Good]	SC: Pg.213
<i>Effect:</i> Summons a bralani eladrin [MM 93]; see text					<i>Target:</i> One summoned bralani eladrin		<i>Caster Level:</i> 13		
☐☐☐☐☐ Summon Monster V		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
☐☐☐☐☐ Symbol of Sleep	22	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol		<i>Caster Level:</i> 13		
☐☐☐☐☐ Symbol of Spell Loss	22	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SC: Pg.218
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					<i>Target:</i> One symbol		<i>Caster Level:</i> 13		
☐☐☐☐☐ Tree Healing (Nature)		None	1 standard action	1 day [D]	Personal and touch	V,S, DF	No	Conjuration (Healing)	PGtF: pg.116
<i>Effect:</i> NATURE:Hide and be healed inside a large tree					<i>Target:</i> You and one tree		<i>Caster Level:</i> 13		
☐☐☐☐☐ *Tree Stride		None	1 standard action	1 hour/level or until expended; see text	Personal	V,S, DF	No	Conjuration (Teleportation)	PHB: pg.296
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You		<i>Caster Level:</i> 13		
☐☐☐☐☐ Triadspell	22	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.					<i>Target:</i> You		<i>Caster Level:</i> 13		
☐☐☐☐☐ True Seeing	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
☐☐☐☐☐ Vigor, Greater	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 13		

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Vulnerability	22	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SC: Pg.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ Wall of Dispel Magic		None	1 standard action	1 minute/level	Close (55 ft.)	V,S,DF	No	Abjuration	SC: Pg.233
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft square/level		<i>Caster Level:</i> 13		
□□□□□ *Wall of Force		None	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.298
<i>Effect:</i> Wall is immune to damage.					<i>Target:</i> Wall whose area is up to one 10-ft. square/level		<i>Caster Level:</i> 13		
□□□□□ Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (230 ft.)	V,S	Yes	Evocation	SC: Pg.234
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels		<i>Caster Level:</i> 13		
□□□□□ Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (230 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 13		
□□□□□ Zone of Respite		None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 13		
□□□□□ Zone of Revelation		None	1 standard action	1 minute/level	Close (55 ft.)	V,S,M/DF	Yes	Divination	SC: Pg.244
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.					<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space		<i>Caster Level:</i> 13		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Objects		None	1 standard action	1 round/level	Medium (230 ft.)	V,S	No	Transmutation	PHB: pg.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text		<i>Caster Level:</i> 13		
□□□□□ Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 13		
□□□□□ Banishment	23	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (55 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (230 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high		<i>Caster Level:</i> 13		
□□□□□ Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (55 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you		<i>Caster Level:</i> 13		
□□□□□ Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (230 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice		<i>Caster Level:</i> 13		
□□□□□ Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Dispel Magic, Greater		None	1 standard action	Instantaneous	Medium (230 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 13		
□□□□□ Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (55 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□□ Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ Find the Path	23	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 13		
□□□□□ Forbiddance	23	See text	6 rounds	Permanent	Medium (230 ft.)	V,S,M, DF	Yes	Abjuration	PHB: pg.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 60-ft. cubes/level [S]		<i>Caster Level:</i> 13		
□□□□□ Geas/Quest		None	10 minutes	1 day/level or until discharged [D]	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.234
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature		<i>Caster Level:</i> 13		
□□□□□ Ghost Trap		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you		<i>Caster Level:</i> 13		
□□□□□ Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.237
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 5 sq. ft/level		<i>Caster Level:</i> 13		
□□□□□ Harm	23	Will half; see text	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.239
<i>Effect:</i> Deals 10 points damage/level to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□□ **Heroes' Feast		None	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level		<i>Caster Level:</i> 13		
□□□□□ Heroes' Feast		None	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level		<i>Caster Level:</i> 13		

* =Domain/Specialty Spell

Cleric Spells

Hide the Path			None	10 minutes 24 hours [D]		Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114
<i>Effect:</i> Protects area against divinations; see text										
Ice Flowers			23	Reflex half	1 standard Instantaneous action		Long (920 ft.)	V,S	No	Transmutation [Cold] SC: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.										
Inflict Moderate Wounds, Mass			23	Will half	1 standard Instantaneous action		Close (55 ft.)	V,S	Yes	Necromancy PHB: pg.244
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.										
Lucent Lance				None	1 standard Instantaneous action		Close (55 ft.)	V,S,F	Yes; see text	Transmutation [Light] SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.										
Make Manifest, Mass			23	N/A	1 standard 1 round/level action		Close (55 ft.)	V,S,M	N/A	Transmutation SC: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.										
Mantle of the Icy Soul			23	Will negates	1 standard 1 hour/level action		Touch	V,S,M	Yes	Transmutation [Cold] SC: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.										
Opalescent Glare			23	Will partial; see text	1 standard Instantaneous action		Personal	V,S,DF	Yes	Necromancy [Death, Good] SC: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.										
Owl's Wisdom, Mass			23	Will negates (harmless)	1 standard 1 minute/level action		Close (55 ft.)	V,S,M/DF	Yes	Transmutation PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.										
Planar Ally				None	10 minutes Instantaneous		Close (55 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text] PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.										
Planar Exchange				None	1 round 1 round/level [D]		0 ft.	V,S,DF	No	Conjuration (Calling) SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text										
Rejection			23	Fortitude negates	1 standard Instantaneous action		60 ft.	V,S	Yes	Abjuration SC: Pg.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.										
Repulsion			23	Will negates	1 standard 1 round/level [D] action		Up to 10 ft./level	V,S,F/DF	Yes	Abjuration PHB: pg.271
<i>Effect:</i> Creatures can't approach you.										
Resistance, Superior			23	Will negates [harmless]	1 standard 24 hours action		Touch	V,S,M/DF	Yes [harmless]	Abjuration SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.										
Revive Outsider			23	None; see text	1 minute Instantaneous		Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing) SC: Pg.175
<i>Effect:</i> As raise dead, except it affects an outsider.										
Sarcophagus of Stone			23	Reflex negates	1 standard 1 round/level? action		Touch	V,S,M	No	Conjuration (Creation) SC: Pg.180
<i>Effect:</i> Airtight coffin; see text.										
Spider Plague				None	1 round 1 round/level		Close (55 ft.)	V,S	No	Conjuration (Summoning) [See text] SC: Pg.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.										
Stone Body			23	N/A	1 standard 1 minute/level [D] action		Personal	V,S,M	N/A	Transmutation SC: Pg.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text										
Summon Monster VI				None	1 round 1 round/level [D]		Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.										
Symbol of Fear			23	Will negates	10 minutes See text		0 ft.; see text	V,S,M	Yes	Necromancy [Fear,PHB: pg.290 Mind-Affecting] Caster Level: 13
<i>Effect:</i> Triggered rune panics nearby creatures.										
Symbol of Persuasion			23	Will negates	10 minutes See text		0 ft.; see text	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting] PHB: pg.290
<i>Effect:</i> Triggered rune charms nearby creatures.										
Undeath to Death			23	Will negates	1 standard Instantaneous action		Medium (230 ft.)	V,S,M/DF	Yes	Necromancy [Death] PHB: pg.297
<i>Effect:</i> Destroys 1d4 [max 20d4] HD of undead.										
Vigorous Circle			23	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 40] action		20 ft.	V,S	Yes [harmless]	Conjuration (Healing) SC: Pg.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.										
Visage of the Deity			23	N/A	1 standard 1 round/level action		Personal	V,S,DF	N/A	Transmutation SC: Pg.230
<i>Effect:</i> Your form becomes more like your deity's, take on celestial or fiendish qualities; see text										
Wind Walk			23	No and Will negates (harmless)	1 standard 1 hour/level [D]; see text action		Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.										
Wind Walk			23	No and Will negates (harmless)	1 standard 1 hour/level [D]; see text action		Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.										
Word of Recall			23	None or Will negates (harmless, object)	1 standard Instantaneous action		Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation) PHB: pg.303
<i>Effect:</i> Teleports you back to designated place.										
Zealot Pact			23	Will negates [harmless]	10 minutes Permanent until triggered, then 1 round/level		Touch	V,S,DF,XP	Yes [harmless]	Evocation SC: Pg.244
<i>Effect:</i> Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit: see text.										

* =Domain/Specialty Spell

Cleric Spells

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SC: Pg.27
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
Blood to Water	24	Fortitude half	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy [Water]	SC: Pg.33
<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					<i>Target:</i> Up to five living creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 13	
Brain Spider	24	Will negates	1 round	1 minute/level	Long (920 ft.)	V,S,M,DF	Yes	Divination [Mind-Affecting]	SC: Pg.38
<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.					<i>Target:</i> Up to eight living creatures within range.			<i>Caster Level:</i> 13	
Brilliant Blade	24	Will negates [harmless,object]	1 standard action	1 minute/level	Close (55 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 13	
Call Kolyarut		None	10 minutes	Instantaneous	Close (55 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You recieve the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called kolyarut			<i>Caster Level:</i> 13	
*Cat's Grace, Mass	24	Will negates (harmless)	1 standard action	1 minute/level	Close (55 ft.)	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> As cat's grace, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
Control Weather		None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text			<i>Caster Level:</i> 13	
Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes (harmless) or see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
Destruction	24	Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: pg.218
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
Dictum	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	PHB: pg.220
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you			<i>Caster Level:</i> 13	
Ethereal Jaunt		None	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You			<i>Caster Level:</i> 13	
*Forcecage		None	1 standard action	2 hours/level [D]	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10			<i>Caster Level:</i> 13	
Fortunate Fate	24	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.99
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	
Holy Star	24	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: Pg.115
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy			<i>Caster Level:</i> 13	
Holy Word	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	PHB: pg.242
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you			<i>Caster Level:</i> 13	
Inflict Serious Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
*Phantasmal Disorientation	24	Will negates; see text	1 standard action	1 minute/level [D]	Medium (230 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SC: Pg.155
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
Planar Bubble	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M,DF	No; see text	Abjuration	SC: Pg.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 13	
Radiant Assault	24	Will partial	1 standard action	Instantaneous	Long (920 ft.)	V,S,F	Yes	Evocation [Light]	SC: Pg.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 13	
Refuge		None	1 standard action	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: pg.269
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	
Renewal Pact	24	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.173
<i>Effect:</i> Reverses certain effects when contracted.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 13	
Repulsion	24	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you			<i>Caster Level:</i> 13	
Restoration, Greater	24	Will negates (harmless)	10 minutes	Instantaneous	Touch	V,S, XP	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
Restoration, Mass	24	Will negates [harmless]	1 round	Instantaneous	Close (55 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.174
<i>Effect:</i> Restores level and ability score drains to each creature.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
Resurrection	24	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 13	
Screying, Greater	24	Will negates	1 standard action	1 hour/level	See text	V,S	Yes	Divination (Screying)	PHB: pg.275
<i>Effect:</i> As screying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 13	
Slime Wave	24	Reflex negates	1 standard action	1 round/level	Close (55 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 13	

* =Domain/Speciality Spell

Cleric Spells

□□□□□ Spell Resistance, Mass	24	Will negates [harmless]	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.					<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 13
□□□□□ Summon Monster VII		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 13
□□□□□ Symbol of Stunning	24	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol				<i>Caster Level:</i> 13
□□□□□ Symbol of Weakness	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol				<i>Caster Level:</i> 13
□□□□□ Symphonic Nightmare	24	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.218
<i>Effect:</i> Causes creature not to be able to rest; see text.					<i>Target:</i> Living creature touched; see text				<i>Caster Level:</i> 13
□□□□□ Withering Palm	24	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 13
□□□□□ Word of Chaos	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	PHB: pg.303
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.					<i>Target:</i> Nonchaotic creatures in a 40-ft.- radius spread centered on you				<i>Caster Level:</i> 13

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Astral Projection		None	30 minutes	See text	Touch	V,S,M	Yes	Necromancy	PHB: pg.201
<i>Effect:</i> Projects you and companions onto Astral Plane.					<i>Target:</i> You plus one additional willing creature/2 levels touched				<i>Caster Level:</i> 13
□□□□□ Call Marut		None	10 minutes	Instantaneous	Close (55 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You receive the aid of a Marut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called marut				<i>Caster Level:</i> 13
□□□□□ Energy Drain	26	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy	PHB: pg.226
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy				<i>Caster Level:</i> 13
□□□□□ Etherealness		None	1 standard action	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels				<i>Caster Level:</i> 13
□□□□□ Gate		None	1 standard action	Instantaneous or concentration 0; see text	Medium (230 ft.)	V,S,XP; see text	No	Conjuration (Creation, Calling)	PHB: pg.234
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text				<i>Caster Level:</i> 13
□□□□□ Heal, Mass	26	Will negates (harmless)	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> As heal, but with several subjects.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 13
□□□□□ Heavenly Host		None	10 minutes	10 minutes/level	Medium (230 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.113
<i>Effect:</i> Summons multiple creatures; see text					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 13
□□□□□ Implosion	26	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (55 ft.)	V,S	Yes	Evocation	PHB: pg.243
<i>Effect:</i> Kills one creature/round.					<i>Target:</i> One corporeal creature/round				<i>Caster Level:</i> 13
□□□□□ Miracle	26	See text	1 standard action	See text	See text	V,S,XP; see text	Yes	Evocation	PHB: pg.254
<i>Effect:</i> Requests a deity's intercession.					<i>Target:</i> See text				<i>Caster Level:</i> 13
□□□□□ Soul Bind	26	Will negates	1 standard action	Permanent	Close (55 ft.)	V,S,F	No	Necromancy	PHB: pg.281
<i>Effect:</i> Traps newly dead soul to prevent resurrection.					<i>Target:</i> Corpse				<i>Caster Level:</i> 13
□□□□□ Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (920 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud				<i>Caster Level:</i> 13
□□□□□ Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (230 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith				<i>Caster Level:</i> 13
□□□□□ Summon Monster IX		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 13
□□□□□ True Resurrection	26	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.296
<i>Effect:</i> As resurrection, plus remains aren't needed.					<i>Target:</i> Dead creature touched				<i>Caster Level:</i> 13
□□□□□ Undeath's Eternal Foe		None	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels				<i>Caster Level:</i> 13

* =Domain/Specialty Spell

Turk



Kercpa

RACE

17

AGE

Male

GENDER

Darkvision (60')

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

1' 6"

HEIGHT

1 lbs.

WEIGHT

Hazel

EYE COLOUR

Red

SKIN COLOUR

Red, Wild

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

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

Biography:

15 years old is an Adult. Kercpas live to be about 60 years old.

You'll reach Mid life at 30.

Notes:

Character Sheet Notes:

Lu - Phil

Jessabelle - Rebekah

Gian - Dan

Fox - Nick

Lo - Cody

Tom - Friend - Messenger from Duke Borba Drefus

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

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

SUNLESS CITADEL Contacts:

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

Calcryx - Friend - White Wyrmling

FAITH: 137 (157 w/ Helm)

15

4

4

5

7

7

9

7

12

10

Quests:

In-progress:

Defeat four elemental temples

Prevent Tharizdun's return

Completed:

Clear Brightstone Keep

Figure out dream (Eye behind gate)

Defeat Belak the Druid and stop the gulthias tree

Recover Wyrmling for Kobolds - Aquired key to Dragon Priest

Tomb

Find Siblings in Sunless Citadel - Monetary Reward

NPCs:

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

Enemy is self explanatory - Unfriendly intentions at time of meeting

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

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