

# Turk

NAME  
Clr13 Com2  
CLASS  
15  
Character Level

105000  
EXPERIENCE  
120000  
NEXT LEVEL

# Jason Pingol

PLAYERNAME  
Kercpa  
RACE  
15  
AGE

Tiny  
SIZE  
Male  
GENDER

DEITY  
1' 6"  
HEIGHT  
Hazel  
EYES

1 lbs.  
WEIGHT  
Red, Wild  
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
<b>STR</b> Strength	9	-1	9	-1	9	-1	122				Climb 40 ft., Walk 30 ft.
<b>DEX</b> Dexterity	24	+7	26	+8	26	+8	<b>AC</b> armor class	36	28	28	10
<b>CON</b> Constitution	14	+2	14	+2	14	+2		TOTAL	FLAT	TOUCH	BASE
<b>INT</b> Intelligence	15	+2	15	+2	15	+2	<b>INITIATIVE</b> modifier	+10	+8	+2	ARMOR BONUS
<b>WIS</b> Wisdom	20	+5	24	+7	24	+7	<b>BASE ATTACK</b> bonus	+10/+5			SHIELD BONUS
<b>CHA</b> Charisma	15	+2	16	+3	16	+3					STAT
											SIZE
											NATURAL
											MISC
											MISS CHANCE
											ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+10/+5	-1	+2	+0	+0	
<b>RANGED</b> attack bonus	+20/+15	+10/+5	+8	+2	+0	+0	
<b>GRAPPLE</b> 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.
TH	+22/+17				+18/+13	+16/+11
Dam	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.
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 (Mental Contact)	CHA	4	=	3	+ 1.0	+
× Psychic (Psychic Healing)	WIS	8	=	7	+ 1.0	+
✓ 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. X: exclusive skills

TURN UNDEAD		TURNING CHECK	TURNING CHECK
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	TURNING CHECK	TURNING CHECK
Up to 0	11	Turn level	15
1 - 3	12	Turn damage	2d6 + 16
4 - 6	13	You destroy Undead creatures with total hit dice up to 7.	
7 - 9	14		
10 - 12	15		
13 - 15	16		
16 - 18	17		
19 - 21	18		
22+	19		
TURN/DAY		□□□□□ □□□□□	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Belt, Monk's</b>	Equipped	1	1.0	13000.0
<b>Dragon Helm of Wisdom +4</b>	Equipped	1	0.0	16000.0
<b>Eyes of the Eagle</b>	Equipped	1	0.0	2500.0
<b>Gloves of Dexterity +2</b>	Equipped	1	0.0	4000.0
<b>Handy Haversack</b> 0 lbs.		1	5.0	2000.0
<b>Kercpa Longbow +2</b> 0 lbs. Wooden but functions as steel, does not burn	Equipped	1	1.0	8375.0
<b>Minor Ring of Energy Resistance (Fire)</b> Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0
<b>Tome of Leadership and Influence +1</b> ☐	Equipped	1	5.0	27500.0
<b>Vestment Save Bonus (Resistance) (+2)</b> Resistance bonus to all saving throws of +2	Equipped	1	1.0	8001.0
<b>Oaktop Mace Ironwood (+1)</b> 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.	Carried	1	2.0	8312.0
<b>Turk's Sacred Buckler</b> +2 to Turning Level	Equipped	1	1.0	9165.0
TOTAL WEIGHT CARRIED/VALUE			10 lbs. 110853.0 gp	

WEIGHT ALLOWANCE					
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	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
+4 racial bonus on Hide and Move Silently checks when in forested areas.
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.
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): A kercpa can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
Chosen Champion of the Earth Goddess. As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.
Deflect Arrows twice a round as the Feat.
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.
Imbue touch spell into a weapon or ammunition
Infuse With Life (Sp) ~ Heal 5d8+15 7/day
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.
Land speed increased +10 ft. but lost if in medium armor or medium load.
Nature's Empathy (Su)
Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.
Slippery Mind (Ex)
Spontaneous casting - Can spontaneously cast Cure spells
Summon Fluxx (Su)
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.
Turn Undead (Su) 10/day (turn level 15) (turn damage 2d6+16)

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	Create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	Turn or rebuke creatures four more times per day.
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.
Quickened Spell	Casting a quickened spell is a free action.
Smiting Spell	
Wild Talent (Psychic (Empathy), Psychic (Psychic Healing), Psychic (Mental Contact), Psychic (Enhance Senses))	
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
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.
Simple Weapon Proficiency	Use 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	Speed increased +10 ft. when in light armor. 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	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword Staff, Unarmed Strike	

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

TEMPLATES	
Truename	
Psychic Wild Feat Pool	

Special Mount: S27 - Fluxx (10) (Lerayul (Small))	
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HP:	95	AC:	32	INIT:	+11
FORT:	+10	REF:	+15	WILL:	+5
*Lerayul Bite (Fluxx)	+16	DAM:	1d4+6	CRIT:	20/x2
*Lerayul Claws (Fluxx)	+11	DAM:	1d3+4	CRIT:	20/x2
Lerayul Tongue (Fluxx)	+20	DAM:	1d4+6	CRIT:	20/x2
Special:	Animal Traits, Cast beneficial touch spells, Empathic Link, Energy Resistance Acid/Cold/Electricity 10, Improved Evasion (Ex), Improved Grab (Ex): To use this ability, a lerayul must hit with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity., Improved Speed (Ex), Natural camouflage (Ex): A lerayul has the ability to quickly shift coloration of its skin, allowing it to blend in with any background. The ability grants a lerayul concealment (20% miss chance) from any ranged attacks that target it. In addition, the lerayul can always take 10 on Hide checks., Pounce (Ex): If a lerayul charges a foe, it can make a full attack., Scent (Ex): Detect opponents by smell within 30 ft., Share saving throws, Share spells, Smite Evil (Su) ~ 1/day - One attack adds +0 (Charisma bonus) to hit and deals +0 (1 point of damage for each level)				

# 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	7+1	5+1	5+1	4+1	3+1	1+1	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 (60 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> 15	
□□□□□Create Water		None	1 standard action	Instantaneous	Close (60 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> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (60 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> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□Long-Range Weapon		None	1 standard action	15 minutes or until expended	Touch	V, S, DF	Yes (harmless, object)	Transmutation	APM: p. 158
<i>Effect:</i> Thrown weapon or projectile gains 50% more range.					<i>Target:</i> 15 thrown weapons or projectiles, all of the same kind and all of which must be in contact with each other at the time of casting			<i>Caster Level:</i> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□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> 15	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□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> 15	
□□□□□Astute Fighting	18	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
<i>Effect:</i> Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□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> 15	
□□□□□Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (60 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> 15	
□□□□□*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> 15	
□□□□□Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 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> 15	

\* =Domain/Specialty Spell

# Cleric Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cold Fire</b>	18	No [fire] or Fortitude half	1 standard 1 minute/level [fire source] or action Instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
<b>Effect:</b> Flames deal cold damage; see text								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Command</b>	18	Will negates	1 standard 1 round action	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<b>Effect:</b> One subject obeys selected command for 1 round.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Comprehend Languages</b>	None		1 standard 10 minutes/level action	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<b>Effect:</b> You understand all spoken and written languages.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Conviction</b>	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<b>Effect:</b> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Light Wounds</b>	18	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<b>Effect:</b> Cures 1d8 +1/level [max +5] damage.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Delay Disease</b>	18	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.63
<b>Effect:</b> Halts any nonmagical disease for the duration of the spell.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Chaos</b>	None		1 standard Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF	No		Divination	PHB: pg.218
<b>Effect:</b> Reveals creatures, spells, or objects of selected alignment.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Evil</b>	None		1 standard Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF	No		Divination	PHB: pg.218
<b>Effect:</b> Reveals creatures, spells, or objects of selected alignment.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Good</b>	None		1 standard Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF	No		Divination	PHB: pg.219
<b>Effect:</b> Reveals creatures, spells, or objects of selected alignment.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Law</b>	None		1 standard Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF	No		Divination	PHB: pg.219
<b>Effect:</b> Reveals creatures, spells, or objects of selected alignment.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Undead</b>	None		1 standard Concentration, up to 1 minutes/level [D] 60 ft.	V,S,M/DF	No		Divination	PHB: pg.220
<b>Effect:</b> Reveals undead within 60 ft.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dispel Ward</b>	None		1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Abjuration	SC: Pg.67
<b>Effect:</b> Functions like dispel magic; see text								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Favor</b>	None		1 standard 1 minute action	Personal	V,S, DF	No	Evocation	PHB: pg.224
<b>Effect:</b> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Doom</b>	18	Will negates	1 standard 1 minute/level action	Medium (250 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: Mind-Affecting]	pg.225
<b>Effect:</b> One subject takes -2 on attack rolls, damage rolls, saves, and checks.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Draw on Faith</b>			1 round Until expended or 1 minute	Personal	V, S, DF		Conjuration (Summoning)	APM: p. 151
<b>Effect:</b> Gain a +1 bonus on one save, check, or attack roll.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ebon Eyes</b>	None		1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
<b>Effect:</b> See normally in darkness both magical and natural.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Endure Elements</b>	18	Will negates (harmless)	1 standard 24 hours action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<b>Effect:</b> Exist comfortably in hot or cold environments.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Entropic Shield</b>	None		1 standard 1 minute/level [D] action	Personal	V,S	No	Abjuration	PHB: pg.227
<b>Effect:</b> Ranged attacks against you have 20% miss chance.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>*Expeditious Retreat</b>	None		1 standard 1 minute/level [D] action	Personal	V,S	No	Transmutation	PHB: pg.228
<b>Effect:</b> Your speed increases by 30 ft.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Faith Healing</b>	18	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<b>Effect:</b> Heal 8 + caster level [max +5] hit points.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flame of Chaos, Lesser</b>	18	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	pg.155
<b>Effect:</b> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flame of Good, Lesser</b>	18	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<b>Effect:</b> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flame of Law, Lesser</b>	18	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<b>Effect:</b> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Foundation of Stone</b>	None		1 standard 1 round/level action	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: Pg.99
<b>Effect:</b> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Grave Strike</b>	18	N/A	1 swift 1 round action	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
<b>Effect:</b> Allows you to make sneak attacks against undead if you have the ability.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Guiding Light</b>	None		1 standard 1 minute/level [D] action	Long (1000 ft.)	V,S	Yes	Evocation	SC: Pg.108
<b>Effect:</b> +2 on ranged attacks								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Healthful Rest</b>	18	Will negates [harmless]	10 minutes 24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
<b>Effect:</b> Doubles the natural healing rate.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Hide from Undead</b>	18	Will negates (harmless); see text	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration	PHB: pg.241
<b>Effect:</b> Undead can't perceive 1 subject/level.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ice Gauntlet</b>	18	N/A	1 standard 1 minute/level [D] action	Personal	V,DF	N/A	Evocation [Cold]	SC: Pg.119
<b>Effect:</b> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.								

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐ Incite	18	Will negates	1 swift action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	SC: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					Target: Creatures in a 10-ft. burst				
☐☐☐☐☐ Inflict Light Wounds	18	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	SC: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.					Target: One creature				
☐☐☐☐☐ Invest Light Protection	18	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 15	PHB II: pg.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.					Target: Creature touched				
☐☐☐☐☐ Ironguts	18	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SC: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (250 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 15	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					Target: You and up to two rays; see text				
☐☐☐☐☐ *Mage Armor	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force] Caster Level: 15	PHB: pg.249
<i>Effect:</i> Gives subject +4 armor bonus.					Target: Creature touched				
☐☐☐☐☐ Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	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.					Target: Up to three pebbles touched				Caster Level: 15
☐☐☐☐☐ Magic Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.					Target: Weapon touched				Caster Level: 15
☐☐☐☐☐ Moon Lust	18	Will negates [harmless]	1 standard action	1 round/level	Medium (250 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 15	SC: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					Target: Creature touched				
☐☐☐☐☐ Nightshield	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					Target: You				Caster Level: 15
☐☐☐☐☐ Nimbus of Light	18	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					Target: You				Caster Level: 15
☐☐☐☐☐ Obscuring Mist		None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation) Caster Level: 15	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					Target: Cloud spreads in 20-ft. radius from you, 20 ft. high				
☐☐☐☐☐ 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.					Target: You				Caster Level: 15
☐☐☐☐☐ Omen of Peril	18	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					Target: You				Caster Level: 15
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SC: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					Target: One interplanar gate or portal				Caster Level: 15
☐☐☐☐☐ Potent Weapon		None	1 standard action	15 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
<i>Effect:</i> Weapon gains bonuses against a specific foe.					Target: Weapon touched				Caster Level: 15
☐☐☐☐☐ Precipitate		None	1 standard action	Concentration, up to 15 rounds [D]	Close (60 ft.)	V, S, M/DF	No	Conjuration (Creation) [Air, Water] Caster Level: 15	APM: p. 163
<i>Effect:</i> Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.					Target: Cylinder 40				
☐☐☐☐☐ Protection from Chaos	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Protection from Evil	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Protection from Law	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic] Caster Level: 15	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				
☐☐☐☐☐ Remove Fear	18	Will negates (harmless)	1 standard action	10 minutes; see text	Close (60 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.					Target: One creature/4 levels, no two of which can be more than 30 ft. apart				Caster Level: 15
☐☐☐☐☐ Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Resurgence	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Sanctuary	18	Will negates	1 standard action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Scholar's Touch		None	1 standard action	Concentration, up to 15 rounds	Personal	V,S,M,F	No	Divination	Race Des: Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					Target: One book/round				Caster Level: 15
☐☐☐☐☐ Shield of Faith	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +4 deflection bonus.					Target: Creature touched				Caster Level: 15
☐☐☐☐☐ Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.					Target: You				
* =Domain/Specialty Spell									



## Cleric Spells

☐☐☐☐☐ Snowshoes	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Spell Flower	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Updraft	18	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Vigilance	18	Will negates [harmless]	1 standard action	4 hours	Close (60 ft.)	V, S, M	Yes [harmless]	Abjuration	APM: p. 177
<i>Effect:</i> Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.					<i>Target:</i> Up to 5 creatures, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 15		
☐☐☐☐☐ Vigor, Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Wings of the Sea	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	1 standard action	1 minute/level	Touch	V,S, DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Align Weapon	19	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes [harmless, object]	Transmutation	PHB: pg.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 15		
☐☐☐☐☐ Animalistic Power	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 15		
☐☐☐☐☐ Balor Nimbus	19	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes [harmless]	Transmutation	PHB: pg.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Bear's Endurance	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Black Karma Curse	19	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Blade Brothers	19	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes [harmless]	Abjuration	PHB II: pg.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					<i>Target:</i> Two willing creatures		<i>Caster Level:</i> 15		
☐☐☐☐☐ Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Bull's Strength	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Calm Emotions	19	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (250 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Cat's Grace	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Cloud of Knives			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: pg.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Consecrate		None	1 standard action	2 hours/level	Close (60 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 15		

\* =Domain/Specialty Spell

# Cleric Spells

■■■■■Cure Moderate Wounds	19	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 15	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.									
■■■■■Curse of Ill Fortune	19	Will negates	1 standard	1 minute/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy <i>Caster Level:</i> 15	SC: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.									
■■■■■Darkness		None	1 standard	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness] <i>Caster Level:</i> 15	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.									
■■■■■Dark Way		None	1 standard	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow) <i>Caster Level:</i> 15	SC: Pg.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.									
■■■■■Deific Vegeance	19	Will half	1 standard	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration (Summoning) <i>Caster Level:</i> 15	SC: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].									
■■■■■Delay Poison	19	Fortitude negates (harmless)	1 standard	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 15	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.									
■■■■■Divine Insight	19	N/A	1 standard	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination <i>Caster Level:</i> 15	SC: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.									
■■■■■Divine Interdiction	19	Will negates or None [object]; see text	1 standard	1 round/level	Close (60 ft.)	V	Yes or No [object]; see text	Abjuration <i>Caster Level:</i> 15	SC: Pg.70
<i>Effect:</i> Temp loss of turning power & domain powers.									
■■■■■Divine Protection	19	Will negates [harmless]	1 standard	1 minute/level	Medium (250 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15	SC: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.									
■■■■■Eagle's Splendor	19	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation <i>Caster Level:</i> 15	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.									
■■■■■Energized Shield, Lesser		None	1 standard	1 round/level	Touch	V,S,DF	No	Abjuration [See text] <i>Caster Level:</i> 15	SC: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text									
■■■■■Enthral	19	Will negates; see text	1 round	1 hour or less	Medium (250 ft.)	V,S	Yes	Enchantment (Charm) <i>Caster Level:</i> 15	PHB: pg.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level									
■■■■■Extend Tentacles	19	N/A	1 standard	Instantaneous	Personal	V	N/A	Transmutation <i>Caster Level:</i> 15	SC: Pg.86
<i>Effect:</i> Extends your tentacles by 5 ft.									
■■■■■Fasteal, Lesser	19	Will negates (harmless)	1 round	150 minutes [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 15	APM: p. 153
<i>Effect:</i> Cures 2 hit points per character level per 10 minutes.									
■■■■■Find Traps		None	1 standard	1 minute/level	Personal	V,S	No	Divination <i>Caster Level:</i> 15	PHB: pg.230
<i>Effect:</i> Notice traps as a rogue does.									
■■■■■Frost Breath	19	Reflex half	1 standard	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold] <i>Caster Level:</i> 15	SC: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.									
■■■■■Fuse Arms	19	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 15	SC: Pg.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.									
■■■■■Gentle Repose	19	Will negates (object)	1 standard	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy <i>Caster Level:</i> 15	PHB: pg.235
<i>Effect:</i> Preserves one corpse.									
■■■■■Ghost Touch Armor	19	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 15	SC: Pg.102
<i>Effect:</i> Armor gains Ghost Touch property.									
■■■■■Hand of Divinity		None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text] <i>Caster Level:</i> 15	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.									
■■■■■Healing Lorecall	19	N/A	1 standard	10 minutes/level	Personal	V,S,M	N/A	Divination <i>Caster Level:</i> 15	SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.									
■■■■■Hold Person	19	Will negates; see text	1 standard	1 round/level [D]; see text	Medium (250 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15	PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.									
■■■■■Inflict Moderate Wounds	19	Will half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 15	PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.									
■■■■■Inky Cloud		None	1 standard	10 minutes/level	30 ft.	V,S,M	No	Conjuration (Creation) <i>Caster Level:</i> 15	SC: Pg.123
<i>Effect:</i> Inky cloud that works under water.									
■■■■■Insight of Good Fortune	19	Will negates (harmless)	1 standard	1 minute/level or until discharged	Close (60 ft.)	V,S,M	Yes (harmless)	Divination <i>Caster Level:</i> 15	PHB II: pg.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.									
■■■■■Insignia of Alarm		None	1 standard	Instantaneous	Long (1000 ft.)	V,S,F	Yes (harmless)	Abjuration <i>Caster Level:</i> 15	Race Des: Pg.166
<i>Effect:</i> Spell alerts all wearers.									
■■■■■Iron Silence	19	Will negates [harmless,object]	1 standard	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation <i>Caster Level:</i> 15	SC: Pg.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.									
■■■■■Light of Mercuria		None	1 standard	10 minutes/level [D]	Medium (250 ft.)	V,S	Yes; see text	Evocation [Good, Light] <i>Caster Level:</i> 15	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.									
■■■■■Living Undeath	19	Fortitude negates [harmless]	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy <i>Caster Level:</i> 15	SC: Pg.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.									

\* =Domain/Specialty Spell



# Cleric Spells

*****Magic Missile	None	1 standard	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.								
*****Make Whole	19	Will negates (harmless, object)	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes (harmless, object)	Transmutation PHB: pg.252
<i>Effect:</i> Repairs an object.								
*****Mark of Judgement	19	Will negates	1 standard	1 round/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy PHB II: pg.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.								
*****Mark of the Outcast	19	Will negates	1 standard	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy SC: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.								
*****Master's Touch	19	Will negates (harmless)	1 immediate	Instantaneous	Close (60 ft.)	V	Yes (harmless)	Divination PHB II: pg.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.								
*****Owl's Wisdom	19	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.								
*****Protection from Negative Energy	19	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.								
*****Protection from Positive Energy	19	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.								
*****Quick March	19	Will negates [harmless]	1 standard	1 round	Medium (250 ft.)	V,S,DF	Yes [harmless]	Transmutation SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.								
*****Remove Paralysis	19	Will negates (harmless)	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
*****Resist Energy	19	Fortitude negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.272
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.								
*****Restoration, Lesser	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								
*****Share Talents	19	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation PHB II: pg.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.								
*****Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous	Close (60 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic] PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								
*****Shield Other	19	Will negates (harmless)	1 standard	1 hour/level [D]	Close (60 ft.)	V,S,F	Yes (harmless)	Abjuration PHB: pg.278
<i>Effect:</i> You take half of subject's damage.								
*****Shroud of Undeath	19	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.								
*****Silence	19	Will negates; see text or none (object)	1 standard	1 minute/level [D]	Long (1000 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer) PHB: pg.279
<i>Effect:</i> Negates sound in 15-ft. radius.								
*****Sound Burst	19	Fortitude partial	1 standard	Instantaneous	Close (60 ft.)	V,S,F/DF	Yes	Evocation [Sonic] PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								
*****Spawn Screen	19	Will negates [harmless]	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy SC: Pg.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.								
*****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.								
*****Spiritual Weapon	None		1 standard	1 round/level [D]	Medium (250 ft.)	V,S, DF	Yes	Evocation [Force] PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.								
*****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].								
*****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.								
*****Stay the Hand	19	Will negates	1 immediate	Instantaneous	Medium (250 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting] PHB II: pg.126
<i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round.								
*****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.								
*****Stone Fist	None		1 standard	15 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.								
*****Stretch Weapon	19	Will negates (harmless, object)	1 swift	One attack	0 ft.	V	Yes (harmless, object)	Transmutation PHB II: pg.126
<i>Effect:</i> Adds 5 feet of reach for one attack.								
*****Summon Elysian Thrush	None		10 minutes	8 hours	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good] SC: Pg.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text								
*****Summon Monster II	None		1 round	1 round/level [D]	Close (60 ft.)	V,S,F/DF	No	Conjuration PHB: pg.286

\* =Domain/Specialty Spell

# Cleric Spells

<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					(Summoning) <i>Caster Level:</i> 15
☐☐☐☐☐ Undetectable Alignment	19	Will negates (object)	1 standard	24 hours action	Close (60 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> 15
☐☐☐☐☐ Veil of Shadow	19	N/A	1 standard	1 minute/level action	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> 15
☐☐☐☐☐ Zone of Truth	19	Will negates	1 standard	1 minute/level action	Close (60 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> 15

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid, Mass		None	1 standard	1 minute/level action	Close (60 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart				
☐☐☐☐☐ Air Breathing	20	Will negates [harmless]	1 standard	2 hours/level; see text action	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				
☐☐☐☐☐ Align Weapon, Mass	20	Will negates [harmless, object]	1 standard	1 minute/level action	Close (60 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				
☐☐☐☐☐ Alter Fortune		None	1 immediate	Instantaneous action	Close (60 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature				
☐☐☐☐☐ Anarchic Storm		None	1 standard	1 round/level [D] action	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]				
☐☐☐☐☐ Antidragon Aura	20	Will negates [harmless]	1 standard	1 minute/level action	Close (60 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				
☐☐☐☐☐ Attune Form	20	N/A	1 standard	24 hours action	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				
☐☐☐☐☐ Awaken Sin	20	Will negates	1 standard	Instantaneous action	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+				
☐☐☐☐☐ Axiomatic Storm		None	1 standard	1 round/level action	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]				
☐☐☐☐☐ Bestow Curse	20	Will negates	1 standard	Permanent action	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				
☐☐☐☐☐ Blade of Pain and Fear	20	Will partial	1 standard	1 minute/level [D] action	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				
☐☐☐☐☐ *Blast of Force	20	Fortitude partial	1 standard	Instantaneous action	Medium (250 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				
☐☐☐☐☐ Blindness/Deafness	20	Fortitude negates	1 standard	Permanent [D] action	Medium (250 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature				
☐☐☐☐☐ Blindsight	20	Will negates (harmless)	1 standard	15 minutes action	Touch	V,S	Yes (harmless)	Transmutation	PGtF: pg.100
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Blindsight	20	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Blur	20	Will negates (harmless)	1 standard	1 minute/level [D] action	Touch	V	Yes (harmless)	Illusion (Glamer)	PHB: pg.206
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched				
☐☐☐☐☐ *Camouflage, Mass	20	Will negates [harmless]	1 standard	10 minutes/level action	Medium (250 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				
☐☐☐☐☐ 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				
☐☐☐☐☐ Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You				
☐☐☐☐☐ 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				
☐☐☐☐☐ 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				
☐☐☐☐☐ 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				
☐☐☐☐☐ Cloak Pool	20	Will negates [harmless,object]	1 standard	1 hour/level [D] action	Close (60 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				

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Conviction, Mass	20	Will negates [harmless]	1 standard 10 minutes/level action	Medium (250 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> 15		
☐☐☐☐☐ 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 ong as they remain in the area.				<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 15		
☐☐☐☐☐ Create Food and Water		None	10 minutes 24 hours; see text	Close (60 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> 15		
☐☐☐☐☐ Crown of Grave	20	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Crown of Might	20	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Crown of Protection	20	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Crown of Smiting	20	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Curse of Arrow Attraction	20	Will negates	1 standard 1 round/level action	Medium (250 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.109
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Delay Death	20	Will negates (harmless)	1 standard 15 rounds action	Touch	V,S,DF	Yes (harmless)	Necromancy	Race Des: Pg.165
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Demon Dirge	20	NWill half	1 standard 1d6 rounds; see text action	Close (60 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> 15		
☐☐☐☐☐ Devil Blight	20	None or Fortitude partial; see text	1 standard 1d6 rounds action	Close (60 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> 15		
☐☐☐☐☐ Dispel Magic		None	1 standard Instantaneous action	Medium (250 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> 15		
☐☐☐☐☐ Divine Luck	20	Will negates	1 standard 150 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	APM: p. 151
<i>Effect:</i> Subject gains temporary bonus to luck score.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Divine Retaliation		None	1 swift action 1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.				<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 15		
☐☐☐☐☐ Downdraft	20	Reflex partial; see text	1 standard Instantaneous action	Long (1000 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Energy Aegis	20	Will negates (harmless)	1 immediate 1 round action	Close (60 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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 as well.				<i>Target:</i> All creatures within a 20-ft.-radius burst		<i>Caster Level:</i> 15		
☐☐☐☐☐ Energy Vulnerability	20	Will negates	1 standard 1 round/level action	Medium (250 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
<i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an burst energy type and that creature takes an additional 50% damage from that type.				<i>Target:</i> One or more creatures within a 10-ft.-radius		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Flame of Chaos	20	None or Reflex partial	1 standard 15 minutes [D] or until expended action	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	SC: Pg.155
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.				<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
* =Domain/Specialty Spell								

# Cleric Spells

☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Flame of Good	20	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.				<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
☐☐☐☐☐ Flame of Law	20	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.				<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
☐☐☐☐☐ Ghost Touch Weapon	20	Will negates [harmless,object]	1 standard 1 minute/level action	Close (60 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Grace	20	N/A	1 swift action	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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Hesitate	20	Will negates; see text	1 immediate action	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.114
<i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action].				<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Holy Storm	None		1 standard 1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].				<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 15		
☐☐☐☐☐ Ice Axe	None		1 standard 1 round/level [D] action	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].				<i>Target:</i> Battleaxe-shaped weapon of swirling ice		<i>Caster Level:</i> 15		
☐☐☐☐☐ Inflict Serious Wounds	20	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Insignia of Blessing	None		1 standard 15 minutes action	Long (1000 ft.)	V,S,F	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	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		<i>Caster Level:</i> 15		
☐☐☐☐☐ Insignia of Healing	20	Will half (Harmless)	1 standard Instantaneous action	Long (1000 ft.)	V,S,F	Yes (harmless); see text	Conjuration (Healing)	Race Des: Pg.166
<i>Effect:</i> Heals 1d8+10 to all wearers.				<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 15		
☐☐☐☐☐ Insignia of Warding	20	Will negates (Harmless)	1 standard 15 minutes action	Long (1000 ft.)	V,S,F	Yes (harmless)	Abjuration	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		<i>Caster Level:</i> 15		
☐☐☐☐☐ Interplanar Message	20	Will negates [harmless]	1 standard 24 hours/level action	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: Pg.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Invest Moderate Protection	20	Will half (harmless); see text	1 standard Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
<i>Effect:</i> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Invisibility Purge	None		1 standard 1 minute/level [D] action	Personal	V,S	No	Evocation	PHB: pg.245
<i>Effect:</i> Dispels invisibility within 5 ft./level				<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Knight's Move	20	N/A	1 swift action	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.				<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Know Opponent	20	Will negates	1 standard Instantaneous action	Close (60 ft.)	S,DF	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Know Vulnerabilities	20	Will negates	1 standard Instantaneous action	Close (60 ft.)	V,S	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.				<i>Target:</i> One creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Light of Venya	None		1 standard 10 minutes/level [D] action	Medium (250 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text				<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 15		
☐☐☐☐☐ Locate Object	None		1 standard 1 minute/level action	Long (1000 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level		<i>Caster Level:</i> 15		
☐☐☐☐☐ Magic Circle against Chaos	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.				<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Magic Circle against Evil	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.				<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Magic Circle against Law	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	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		<i>Caster Level:</i> 15		
☐☐☐☐☐ Magic Vestment	20	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement				<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 15		

\* =Domain/Specialty Spell

# Cleric Spells

□□□□□ Mantle of Chaos	20	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Chaos] SC: Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.				<i>Target:</i> You		<i>Caster Level:</i> 15	
□□□□□ Mantle of Law	20	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law] SC: Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.				<i>Target:</i> You		<i>Caster Level:</i> 15	
□□□□□ Mark of Doom		None	1 standard 1 round/level action	Medium (250 ft.)	V,S,DF	No	Necromancy PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 15	
□□□□□ Meld into Stone		None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth] PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You		<i>Caster Level:</i> 15	
□□□□□ Nauseating Breath	20	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation) SC: Pg.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.				<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 15	
□□□□□ Obscure Object	20	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration PHB: pg.258
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 15	
□□□□□ Prayer		None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 15	
□□□□□ Protection from Energy	20	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
□□□□□ Remove Blindness/Deafness	20	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
□□□□□ Remove Curse	20	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration PHB: pg.270
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 15	
□□□□□ Remove Disease	20	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
□□□□□ Resist Energy, Mass	20	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15	
□□□□□ Resurgence, Mass	20	Will negates [harmless]	1 standard Instantaneous action	Close (60 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.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15	
□□□□□ 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> 15	
□□□□□ 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> 15	
□□□□□ Searing Light		None	1 standard Instantaneous action	Medium (250 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> 15	
□□□□□ 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> 15	
□□□□□ 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> 15	
□□□□□ Sink	20	Will negates	1 standard 1 round action	Close (60 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> 15	
□□□□□ Skull Watch		None	1 standard 15 hours or until discharged action	Touch	V,S,F	No	Necromancy PGtF: pg.111
<i>Effect:</i> Alarm affect; see text				<i>Target:</i> One humanoid skull		<i>Caster Level:</i> 15	
□□□□□ 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> 15	
□□□□□ Slashing Darkness		None	1 standard Instantaneous action	Medium (250 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> 15	
□□□□□ Snowshoes, Mass	20	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (60 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> 15	
□□□□□ 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> 15	
□□□□□ 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> 15	
□□□□□ 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> 15	
□□□□□ 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> 15	
□□□□□ Steely Will	20	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M/DF	Yes (harmless)	Abjuration [Mind-Affecting] APM: p. 172
<i>Effect:</i> Recipient gains defenses against charms compulsions, and mind-affecting effects.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
□□□□□ 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> 15	

\* =Domain/Specialty Spell



## Cleric Spells

□□□□□ Summon Monster III	None	1 round	1 round/level [D]	Close (60 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> 15
□□□□□ 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> 15
□□□□□ Telepathic Bond, Lesser	None		1 standard 150 minutes action	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.				<i>Target:</i> You and One willing creature within 30'				<i>Caster Level:</i> 15
□□□□□ Tremor	20	See text	1 standard 1 round/3 levels action	Medium (250 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> 15
□□□□□ Tremor	20	Reflex partial; see text	1 standard 1 round action	Close (60 ft.)	V, S, DF	No	Evocation [Earth]	APM: p. 176
<i>Effect:</i> Minor earthquake shakes 40-ft. radius, deals nonlethal damage and can collapse structures.				<i>Target:</i> 40-ft.-radius spread [S]				<i>Caster Level:</i> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ Wall of Light	None		1 standard 1 minute/level [D] action	Close (60 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> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ Wind Wall	20	None; see text	1 standard 1 round/level action	Medium (250 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> 15

## 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> 15
□□□□□ 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> 15
□□□□□ Astral Hospice	21	N/A	1 standard 24 hours/level action		Close (60 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> 15
□□□□□ Blessing of the Righteous	21	Will negates (harmless)	1 standard 1 round/level action		40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
<i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.				<i>Target:</i> All allies in a 40-ft.-radius burst centered on you					<i>Caster Level:</i> 15
□□□□□ 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> 15
□□□□□ 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> 15
□□□□□ Castigate	21	Will negates or Will partial; see text	1 round Instantaneous; see text		30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Dependant, Mind-Affecting, Sonic]	APM: p. 148
<i>Effect:</i> You inspire fear, and my damage or deafen all within 30 feet of you.				<i>Target:</i> 30 ft.-radius spread, centered on you					<i>Caster Level:</i> 15
□□□□□ Channeled Divine Health	21	Will negates (harmless)	See text Instantaneous		See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.106
<i>Effect:</i> Ranged healing; See text.				<i>Target:</i> One creature					<i>Caster Level:</i> 15
□□□□□ 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> 15
□□□□□ Control Water	21	None; see text	1 standard 10 minutes/level [D] action		Long (1000 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> 15
□□□□□ Crown of Terror		None	1 standard 15 rounds [D] action		10 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<i>Effect:</i> Enemies within 10 feet become shaken or frightened when you attack.				<i>Target:</i> A fiery halo					<i>Caster Level:</i> 15
□□□□□ Crown of Valor	21	Will negates (harmless)	1 standard 15 minutes [D] action		10 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<i>Effect:</i> You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.				<i>Target:</i> A silver halo					<i>Caster Level:</i> 15
□□□□□ 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> 15

\*=Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Delay Death	21	Will negates [harmless]	1 immediate 1 round/level action	Close (60 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> 15		
☐☐☐☐☐ Dimensional Anchor		None	1 standard 1 minute/level action	Medium (250 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray		<i>Caster Level:</i> 15		
☐☐☐☐☐ Discern Lies	21	Will negates	1 standard Concentration, up to 1 round/level action	Close (60 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> 15		
☐☐☐☐☐ Dismissal	21	Will negates; see text	1 standard Instantaneous action	Close (60 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Dweomer of Transference	21	Will Negates (Harmless)	1 minute 15 rounds	Close (60 ft.)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.rtf
<i>Effect:</i> You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].				<i>Target:</i> One willing psionic creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Giant Vermin		None	1 standard 1 minute/level action	Close (60 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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 to space enter or exit.				<i>Target:</i> 10-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Haste	21	Fortitude negates (harmless)	1 standard 1 round/level action	Close (60 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> 15		
☐☐☐☐☐ Healing Spirit	21	Will half (harmless)	1 standard 1 round/2 levels action	Close (60 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.				<i>Target:</i> One conjured healing spirit		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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 protector [minatures pg.66].				<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Hypothermia	21	Fortitude partial	1 standard Instantaneous action	Close (60 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard 1 hour/level action	Close (60 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> 15		
☐☐☐☐☐ Make Manifest	21	Will negates	1 standard 1 round/level action	Close (60 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> 15		
☐☐☐☐☐ Mark of Censure	21	Will negates	1 standard 15 hours [D] action	Close (60 ft.)	V, S, DF	Yes	Transmutation	APM: p. 160
<i>Effect:</i> Subject is marked as an enemy, takes a -1 penalty on attack rolls, saves, and checks.				<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard Instantaneous action	Long (1000 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> 15		
☐☐☐☐☐ Mystic Aegis			1 immediate Instantaneous action	Personal	V,DF		Abjuration	PHB II: pg.120
<i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.				<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Nature's Balance	21	Fortitude negates (harmless)	1 standard 150 minutes action	Touch	V,S	Yes (harmless)	Transmutation	PGtF: pg.107
<i>Effect:</i> Lend some of your ability score points to your target				<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Nature's Balance	21	Fortitude negates [harmless]	1 standard 10 minutes/level action	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> 15		

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐Nchaser's Glowing Orb		None	1 standard	Permanent action	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> 15		
☐☐☐☐☐Negative Energy Aura	21	N/A	1 standard	1 round/level action	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> 15		
☐☐☐☐☐Neutralize Poison	21	Will negates (harmless, object)	1 standard	10 minutes/level action	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> 15		
☐☐☐☐☐*Otiluke's Resilient Sphere	21	Reflex negates	1 standard	1 minute/level [D] action	Close (60 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> 15		
☐☐☐☐☐Panacea	21	Will half [harmless]; see text	1 standard	Instantaneous action	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> 15		
☐☐☐☐☐Planar Ally, Lesser		None	10 minutes	Instantaneous	Close (60 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> 15		
☐☐☐☐☐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> 15		
☐☐☐☐☐Planar Tolerance		None	1 immediate	1 hour/level action	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> 15		
☐☐☐☐☐Poison	21	Fortitude negates; see text	1 standard	Instantaneous; see text action	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> 15		
☐☐☐☐☐Positive Energy Aura		None	1 standard	1 round/level action	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> 15		
☐☐☐☐☐Recitation		None	1 standard	1 round/level action	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> 15		
☐☐☐☐☐Renewed Vigor	21	Fortitude negates (harmless)	1 standard	Instantaneous; see text action	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.					<i>Target:</i> 30-ft.-radius- burst centered on you		<i>Caster Level:</i> 15		
☐☐☐☐☐Repel Vermin	21	None or Will negates; see text	1 standard	10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 15		
☐☐☐☐☐Resistance, Greater	21	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐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> 15		
☐☐☐☐☐Revenance	21	None; see text	1 standard	1 minute/level action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched		<i>Caster Level:</i> 15		
☐☐☐☐☐Sanctum			1 standard	15 rounds [D] action	Personal	V, S, DF		Conjuration (Teleportation)	APM: p. 166
<i>Effect:</i> See text					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐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> 15		
☐☐☐☐☐Shadowblast	21	Fort negates	1 standard	Insta action	Long (1000 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> 15		
☐☐☐☐☐Shield of Faith, Mass	21	Will negates [harmless]	1 standard	1 minute/level action	Close (60 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> 15		
☐☐☐☐☐Smite Foe	21	Will partial	1 standard	Instantaneous; see text action	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
<i>Effect:</i> Ray of divine power deals 3d8 damage to one target and sickens a living target for 2d4 rounds.					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
☐☐☐☐☐Sound Lance	21	Fortitude half	1 standard	Instantaneous action	Medium (250 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> 15		
☐☐☐☐☐Spell Immunity	21	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (60 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> 15		
☐☐☐☐☐Stifle Spell	21	See text	1 immediate	Instantaneous action	Close (60 ft.)	V	Yes	Abjuration	PHB II: pg.126
<i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast.					<i>Target:</i> One creature casting a spell		<i>Caster Level:</i> 15		
☐☐☐☐☐Summon Hound Archon		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 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> 15		
☐☐☐☐☐Summon Monster IV		None	1 round	1 round/level [D]	Close (60 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> 15		
☐☐☐☐☐Symbol of Despair	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	APM: p. 173
<i>Effect:</i> Triggered rune fills nearby creatures with utter despair.					<i>Target:</i> One symbol		<i>Caster Level:</i> 15		
☐☐☐☐☐Tongues	21	Will negates	1 standard	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294

\* =Domain/Specialty Spell

# Cleric Spells

<i>Effect:</i> Speak any language.		(harmless)	action					<i>Target:</i> Creature touched	<i>Caster Level:</i> 15
☐☐☐☐☐ 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
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.								<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]	<i>Caster Level:</i> 15
☐☐☐☐☐ Wall of Chaos	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SC: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in hostile side.								<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> 15
☐☐☐☐☐ Wall of Good	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in hostile side.								<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> 15
☐☐☐☐☐ Wall of Law	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in hostile side.								<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> 15
☐☐☐☐☐ Wall of Sand		None	1 standard action	Concentration +1 round/level	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.								<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]	<i>Caster Level:</i> 15

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
<i>Effect:</i> Removes burden of misdeeds from subject.								<i>Target:</i> Living creature touched	<i>Caster Level:</i> 15
☐☐☐☐☐ Aura of Evasion		No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SC: Pg.18
<i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.								<i>Target:</i> 10-ft. radius emanation centered on you	<i>Caster Level:</i> 15
☐☐☐☐☐ Blistering Radiance	22	None and Fortitude partial; see text	1 standard action	1 round/level	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.								<i>Target:</i> 50-ft.-radius spread	<i>Caster Level:</i> 15
☐☐☐☐☐ Break Enchantment	22	See text	1 minute	Instantaneous	Close (60 ft.)	V,S	No	Abjuration	PHB: pg.207
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other	<i>Caster Level:</i> 15
☐☐☐☐☐ Call Zelekhut		None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You recieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.								<i>Target:</i> One called zelekhut	<i>Caster Level:</i> 15
☐☐☐☐☐ Chastise Person	22	Will partial; see text	1 round	Concentration, up to 15 rounds	30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Dependant, Mind-Affecting]	APM: p. 149
<i>Effect:</i> You cause pain and damage to one or more humanoids, who suffer -4 penalty on attack rolls, skill checks, and ability checks.								<i>Target:</i> 1 or more humanoids, no two of which can be more than 30 feet apart; see text	<i>Caster Level:</i> 15
☐☐☐☐☐ Command, Greater	22	Will negates	1 standard action	1 round/level	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> As command, but 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> 15
☐☐☐☐☐ Commune		None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP		Divination	PHB: pg.211
<i>Effect:</i> Deity answers one yes-or-no question/level.								<i>Target:</i> You	<i>Caster Level:</i> 15
☐☐☐☐☐ Condemnation	22	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes	Abjuration	PHB II: pg.107
<i>Effect:</i> Stun target outsider for one round and reduce spell resistance by 10.								<i>Target:</i> One outsider	<i>Caster Level:</i> 15
☐☐☐☐☐ Crawling Darkness	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: Pg.55
<i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.								<i>Target:</i> You	<i>Caster Level:</i> 15
☐☐☐☐☐ Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	1 Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.								<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 15
☐☐☐☐☐ Curse of Ill Fortune, Mass	22	Will negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.								<i>Target:</i> Enemies in a 20-ft.-radius burst	<i>Caster Level:</i> 15
☐☐☐☐☐ *Dance of the Unicorn		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.58
<i>Effect:</i> Purifies surrounding area; see text.								<i>Target:</i> 5 ft./level-radius emanation centered on you	<i>Caster Level:</i> 15
☐☐☐☐☐ Death Throes		None	1 standard action	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SC: Pg.60
<i>Effect:</i> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.								<i>Target:</i> You	<i>Caster Level:</i> 15
☐☐☐☐☐ 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
<i>Effect:</i> +4 bonus against attacks.								<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object	<i>Caster Level:</i> 15
☐☐☐☐☐ 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
<i>Effect:</i> +4 bonus against attacks.								<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object	<i>Caster Level:</i> 15
☐☐☐☐☐ 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
<i>Effect:</i> +4 bonus against attacks.								<i>Target:</i> You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object	<i>Caster Level:</i> 15
☐☐☐☐☐ 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
<i>Effect:</i> Melee weapon destroys undead.								<i>Target:</i> One melee weapon	<i>Caster Level:</i> 15
☐☐☐☐☐ Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SC: Pg.69
<i>Effect:</i> Grants +10 enhancement to Dex.								<i>Target:</i> Living creature touched	<i>Caster Level:</i> 15
☐☐☐☐☐ Doomtide	22	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: Pg.70
<i>Effect:</i> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.								<i>Target:</i> Eight 10-ft. cubes extending straight from you	<i>Caster Level:</i> 15

\* =Domain/Specialty Spell

# Cleric Spells

Dragonbreath	22	See text	1 standard	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text					<i>Target:</i> You			<i>Caster Level:</i> 15	
Earth Hammer	22	Will negates (harmless,object)	1 swift	15 rounds	Touch	V	Yes (harmless,object)	Transmutation	Race Sto: Pg.162
<i>Effect:</i> Weapon overcomes DR as if Adamantite and increases damage by one step, it deals bludgeoning damage regardless of type.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
Earth Reaver	22	Reflex partial	1 standard	Instantaneous	Medium (250 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 15	
Etherealness, Swift	22	Will negates	1 swift	1 round	Close (60 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
<i>Effect:</i> Subject becomes ethereal until the end of it's next turn.					<i>Target:</i> One willing creature			<i>Caster Level:</i> 15	
Fastheal	22	Will negates (harmless)	1 round	15 hours [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
<i>Effect:</i> As lesser fastheal, but 15 hours.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
Flame Strike	22	Reflex half	1 standard	Instantaneous	Medium (250 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> 15	
Furious Assault	22	Will negates (harmless)	1 standard	15 rounds	Close (60 ft.)	V, S, DF	Yes (harmless)	Transmutation	APM: p. 157
<i>Effect:</i> Subjects gain an extra attack with the full attack action, +2 to AC, +2 on damage rolls and Reflex saves.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
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> 15	
Incorporeal Nova	22	Will negates	1 standard	Instantaneous	Medium (250 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> 15	
Inflict Light Wounds, Mass	22	Will half	1 standard	Instantaneous	Close (60 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> 15	
Insect Plague		None	1 round	1 minute/level	Long (1000 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> 15	
Invest Heavy Protection	22	Will half (harmless); see text	1 standard	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
<i>Effect:</i> Living creature healed 5d4 +1 per two caster levels [max +12] and gains DR:5/evil for 1 minute. On failed save undead take an extra 5 points of damage from a weapon that overcomes DR/good.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Life's Grace	22	Will negates [harmless]	1 standard	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> 15	
Magic Convalescence		None	1 standard	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
<i>Effect:</i> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.					<i>Target:</i> 20-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
Mana Flux		None	1 standard	1 round/level	Medium (250 ft.)	V,S	No	Abjuration	PHB II: pg.119
<i>Effect:</i> 20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, asspace do spell completion items such scrolls.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 15	
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> 15	
Meteoritic Strike	22	None or Reflex half; see text	1 swift	1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].					<i>Target:</i> Your melee weapon			<i>Caster Level:</i> 15	
Plane Shift	22	Will negates	1 standard	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> 15	
Psychic Turmoil	22	Will partial; see text	1 standard	15 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.tif
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space			<i>Caster Level:</i> 15	
Radiance		None	1 standard	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
<i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.					<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
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> 15	
Revivify	22	None; see text	1 standard	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> 15	
Righteous Might		None	1 standard	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> 15	
Righteous Wrath of the Faithful		None	1 standard	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> 15	
Sanctuary, Mass	22	Will negates [harmless]	1 standard	1 round/level	Close (60 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> 15	
Scourge Foes	22	Fortitude partial	1 standard	Instantaneous	30 ft.	V, S, DF	Yes	Evocation [Sonic]	APM: p. 166
<i>Effect:</i> Blast of divine power deals 7d8 damage, deafens foes for 2d4 rounds, restricts their actions for 1 round.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
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> 15	
Secret Speech	22	None; see text	1 standard	15 minutes	30 ft.	V, S	Yes (harmless)	Illusion (Glamer) [Language-Dependant]	APM: p. 167
<i>Effect:</i> You and creatures you select conceal hidden messages in your normal speech.					<i>Target:</i> You and 7 willing creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15	

\* =Domain/Specialty Spell



## Cleric Spells

☐☐☐☐☐ 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ Stalwart Pact	22	Will negates (harmless)	10 minutes	Permanent until triggered, then 15 rounds	Touch	V,S,DF,XP	Yes (harmless)	Evocation	Race Des: Pg.168
<i>Effect:</i> Upon losing half HP, gain 75 hp, DR 5/magic and +4 luck bonus on saving throws. Cost:250 XP.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (250 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> 15	
☐☐☐☐☐ Summon Bralani Eladrin		None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 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> 15	
☐☐☐☐☐ Summon Monster V		None	1 round	1 round/level [D]	Close (60 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ *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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ Wall of Dispel Magic		None	1 standard action	1 minute/level	Close (60 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> 15	
☐☐☐☐☐ *Wall of Force		None	1 standard action	1 round/level [D]	Close (60 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 [S]			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (250 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> 15	
☐☐☐☐☐ Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (250 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ Zone of Revelation		None	1 standard action	1 minute/level	Close (60 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> 15	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Animate Objects		None	1 standard action	1 round/level	Medium (250 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> 15	
☐☐☐☐☐ 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> 15	
☐☐☐☐☐ Banishment	23	Will negates	1 standard action	Instantaneous	Close (60 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> 15	
☐☐☐☐☐ Battlelink		None	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes (harmless)	Divination	APM: p. 147
<i>Effect:</i> Allies can coordinate attack and defense.					<i>Target:</i> You plus 5 willing creatures			<i>Caster Level:</i> 15	
☐☐☐☐☐ Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 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> 15	
☐☐☐☐☐ Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (250 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 37 ft; either form 20 ft. high			<i>Caster Level:</i> 15	
☐☐☐☐☐ Bolt of Glory		None	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Evocation [Good]	SC: Pg.35
<i>Effect:</i> Ranged touch attack with the ray deals positive energy damage. 1d12/caster level to undead [max 15d12]. 1d12/2 caster levels [max 7d12].					<i>Target:</i> Ray			<i>Caster Level:</i> 15	

=Domain/Specialty Spell

# Cleric Spells

■■■■■Bull's Strength, Mass	23	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> As bull's strength, affects one subject/ level.								
■■■■■Chasing Perfection	23	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.								
■■■■■Cloak of Gloom	23	Will partial; see text	1 standard 150 minutes [D] action	Personal or Close	V, S, M/DF	Yes	Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149
<i>Effect:</i> Barrier or personal effect grants concealment, dims light, and saps your enemies' will.								
■■■■■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]								
■■■■■Cometfall	23	Reflex half	1 standard Instantaneous action	Medium (250 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								
■■■■■Crown of Terror, Greater		None	1 standard 15 rounds [D] action	30 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<i>Effect:</i> Enemies within 30 feet become frightened or panicked.								
■■■■■Crown of Valor, Greater	23	Will negates (harmless)	1 standard 15 minutes [D] action	30 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<i>Effect:</i> You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.								
■■■■■Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Close (60 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.								
■■■■■Dispel Magic, Greater		None	1 standard Instantaneous action	Medium (250 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.								
■■■■■Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard 1 minute/level action	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.								
■■■■■Energy Immunity		None	1 standard 24 hours action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.								
■■■■■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.								
■■■■■Flame of Chaos, Greater	23	None or Reflex partial	1 standard 15 minutes [D] or until expended action	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.								
■■■■■Flame of Good, Greater	23	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.								
■■■■■Flame of Law, Greater	23	None or Reflex partial	1 standard 15 rounds [D] or until expended action	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.								
■■■■■Forbiddance	23	See text	6 rounds Permanent	Medium (250 ft.)	V,S,M, DF	Yes	Abjuration	PHB: pg.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.								
■■■■■Geas/Quest		None	10 minutes 1 day/level or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.234
<i>Effect:</i> As lesser geas, plus it affects any creature.								
■■■■■Ghost Trap		None	1 standard 1 minute/level [D] action	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.								
■■■■■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.								
■■■■■Harm	23	Will half; see text	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.239
<i>Effect:</i> Deals 10 points damage/level to target.								
■■■■■Heal	23	Will negates (harmless)	1 standard Instantaneous action	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.								
■■■■■**Heroes' Feast		None	10 minutes 1 hour plus 12 hours; see text	Close (60 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.								
■■■■■Heroes' Feast		None	10 minutes 1 hour plus 12 hours; see text	Close (60 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.								
■■■■■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 (1000 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 (60 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 (60 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	Close (60 ft.)	V,S,M	N/A	Transmutation	SC: Pg.137

\*=Domain/Specialty Spell

## Cleric Spells

action									
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point is space			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard	1 minute/level action	Close (60 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□Planar Ally	None		10 minutes	Instantaneous	Close (60 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			<i>Caster Level:</i> 15	
□□□□□Planar Exchange	None		1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
□□□□□*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.					<i>Target:</i> 10 ft. radius/level emanation centered on you			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> Touch			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> Creature touched?			<i>Caster Level:</i> 15	
□□□□□Spider Plague	None		1 round	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: Pg.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.					<i>Target:</i> Five summoned spiders			<i>Caster Level:</i> 15	
□□□□□Stone Body	None		1 standard	15 minutes [D] action	Personal	V,S,M	No	Transmutation	PGf: pg.113
<i>Effect:</i> Acts as iron body except DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□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					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Strength of Faith	23	Will negates (harmless)	1 standard	15 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	APM: p. 172
<i>Effect:</i> Fortifies subject against alignment effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Summon Monster VI	None		1 round	1 round/level [D]	Close (60 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> 15	
□□□□□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]	PHB: pg.290
<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
□□□□□Undeath to Death	23	Will negates	1 standard	Instantaneous action	Medium (250 ft.)	V,S,M/DF	Yes	Necromancy [Death]	PHB: pg.297
<i>Effect:</i> Destroys 1d4 [max 20d4] HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□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					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□**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.					<i>Target:</i> You and One touched creature/3 levels			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> You and One touched creature/3 levels			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> You and touched objects or other willing creatures			<i>Caster Level:</i> 15	
□□□□□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.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Animalistic Power, Mass	24	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Bestow Curse, Greater	24	Will negates	1 standard	Permanent action	Touch	V,S	Yes	Transmutation	Race Des: Pg.164
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Bestow Curse, Greater	24	Will negates	1 standard	Permanent action	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> 15	

\* =Domain/Specialty Spell

# Cleric Spells

■■■■■ Blood to Water	24	Fortitude half	1 standard	Instantaneous	Close (60 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				
■■■■■ Brain Spider	24	Will negates	1 round	1 minute/level	Long (1000 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.				
■■■■■ Brilliant Blade	24	Will negates [harmless,object]	1 standard	1 minute/level	Close (60 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				
■■■■■ Call Kolyarut		None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You receive the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called kolyarut				
■■■■■ *Cat's Grace, Mass	24	Will negates (harmless)	1 standard	1 minute/level	Close (60 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				
■■■■■ 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				
■■■■■ Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				
■■■■■ Destruction	24	Fortitude partial	1 standard	Instantaneous	Close (60 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: pg.218
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature				
■■■■■ Dictum	24	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	PHB: pg.220
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you				
■■■■■ Ethereal Jaunt		None	1 standard	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You				
■■■■■ *Forcecage		None	1 standard	2 hours/level [D]	Close (60 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				
■■■■■ 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				
■■■■■ Holy Star	24	N/A	1 standard	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: Pg.115
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy				
■■■■■ Holy Word	24	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	PHB: pg.242
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
■■■■■ Inflict Serious Wounds, Mass	24	Will half	1 standard	Instantaneous	Close (60 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				
■■■■■ *Phantasmal Disorientation	24	Will negates; see text	1 standard	1 minute/level [D]	Medium (250 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				
■■■■■ Planar Bubble	24	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SC: Pg.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].					<i>Target:</i> 10-ft.-radius emanation from touched creature				
■■■■■ Psychic Turmoil, Greater	24	Will partial; see text	1 standard	15 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space				
■■■■■ Radiant Assault	24	Will partial	1 standard	Instantaneous	Long (1000 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				
■■■■■ Refuge		None	1 standard	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: pg.269
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched				
■■■■■ 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				
■■■■■ 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				
■■■■■ Repulsion	24	Will negates	1 standard	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you				
■■■■■ 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				
■■■■■ Restoration, Mass	24	Will negates [harmless]	1 round	Instantaneous	Close (60 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				
■■■■■ 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				
■■■■■ Righteous Burst	24	None or Will half; see text	1 standard	Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
<i>Effect:</i> Heals all allies 1d8 +1/caster level [max +35], each enemy take a likewise same damage. [Will save for half]					<i>Target:</i> 30-ft.-radius- burst centered on you				
■■■■■ Scrying, Greater	24	Will negates	1 standard	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor				
■■■■■ Slime Wave	24	Reflex negates	1 standard	1 round/level	Close (60 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				

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□ Spell Resistance, Mass	24	Will negates [harmless]	1 standard action	1 round/level	Close (60 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> 15		
□□□□□ Summon Monster VII		None	1 round	1 round/level [D]	Close (60 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> 15		
□□□□□ 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> 15		
□□□□□ 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> 15		
□□□□□ 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> 15		
□□□□□ Wall of Swords		None	1 standard action	15 minutes [D]	Medium (250 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
<i>Effect:</i> Ghostly arms attack all that come within reach.					<i>Target:</i> Vertical wall of blades 300 ft. long, or a ringed wall of blades with a radius of up to 37 ft.; either form 20 ft. high		<i>Caster Level:</i> 15		
□□□□□ 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> 15		
□□□□□ 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> 15		

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Antimagic Field		None	1 standard action	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 15		
□□□□□ *Blink, Greater	25	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: Pg.32
<i>Effect:</i> As blink, but you have control over the timing.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Brain Spider	25	Will Negates	1 round	15 minutes	Long (1000 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You can eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing and doing various things [see text].					<i>Target:</i> Up to eight living creatures		<i>Caster Level:</i> 15		
□□□□□ Brilliant Aura	25	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Chain Dispel		None	1 standard action	Instantaneous	Close (60 ft.)	V,S,M/DF	No	Abjuration	PHB II: pg.105
<i>Effect:</i> Each creature is affected as if by a targeted dispel magic [max caster level added to check +25].					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Cloak of Chaos	25	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Chaotic]	PHB: pg.210
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 15		
□□□□□ Cure Critical Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Death Pact		None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SC: Pg.60
<i>Effect:</i> Brings target back to life but with a price; see text.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 15		
□□□□□ Death Ward, Mass	25	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Dimensional Lock		None	1 standard action	1 day/level	Medium (250 ft.)	V,S	Yes	Abjuration	PHB: pg.221
<i>Effect:</i> Teleportation and interplanar travel blocked for one day/level.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 15		
□□□□□ Discern Location		None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 15		
□□□□□ Earthquake	25	See text	1 standard action	1 round	Long (1000 ft.)	V,S, DF	No	Evocation [Earth]	PHB: pg.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]		<i>Caster Level:</i> 15		
□□□□□ Fastheal, Mass	25	Will negates (harmless)	1 round	15 hours [D]	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 154
<i>Effect:</i> As lesser fastheal, but affects one creature level for 15 hours.					<i>Target:</i> 15 living creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Fierce Pride of the Beastlands		None	10 minutes	10 minutes/level [D]	Medium (250 ft.)	V,S	No	Conjuration (Summoning) [Chaotic, Good]	SC: Pg.91
<i>Effect:</i> Summons 2d4 celestial lions with maximum hit points; see text.					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15		
□□□□□ Fire Storm	25	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]		<i>Caster Level:</i> 15		
□□□□□ Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]	SC: Pg.112
<i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.					<i>Target:</i> 20-ft.-radius burst centered on you		<i>Caster Level:</i> 15		
□□□□□ Holy Aura	25	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good]	PHB: pg.241
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 15		
□□□□□ Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 4d8 +1/level [max +40] 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> 15		
□□□□□ Lion's Roar	25	Fortitude partial or Will negates [harmless]	1 standard action	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless]; see text	Evocation [Sonic]	SC: Pg.133
<i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.					<i>Target:</i> 120-ft.-radius burst centered on you		<i>Caster Level:</i> 15		
□□□□□ *Otluke's Telekinetic Sphere	25	Reflex negates (object)	1 standard action	1 minute/level [D]	Close (60 ft.)	V,S,M	Yes (object)	Evocation [Force]	PHB: pg.259
<i>Effect:</i> As resilient sphere, but you move sphere telekinetically.					<i>Target:</i> 1 ft./level diameter sphere, centered around creatures or objects		<i>Caster Level:</i> 15		

\* =Domain/Specialty Spell



## Cleric Spells

Planar Ally, Greater	None	10 minutes	Instantaneous		Close (60 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 18 HD.					<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.			<i>Caster Level:</i> 15	
Planar Exchange, Greater	None	1 round	1 round/level [D]		0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature			<i>Caster Level:</i> 15	
Plane Shift, Greater	25	Will negates	1 standard	Instantaneous action	Touch	V,S,F	Yes	Conjuration (Teleportation)	SC: Pg.159
<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> 15	
Shield of Law	25	See text	1 standard	1 round/level [D] action	20 ft.	V,S,F	Yes (harmless)	Abjuration [Lawful]	PHB: pg.278
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
Spell Immunity, Greater	25	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 3 spells, up to 8th-level spells.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Stormrage	25	N/A	1 standard	1 minute/level [D] action	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Summon Monster VIII	None	1 round	1 round/level [D]		Close (60 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> 15	
*Summon Nature's Ally VIII	None	1 round	1 round/level [D]		Close (60 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.289
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Symbol of Death	25	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.289
<i>Effect:</i> Triggered rune slays nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
Symbol of Insanity	25	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.290
<i>Effect:</i> Triggered rune renders nearby creatures insane.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
Visions of the Future			10 minutes	1 hour/level or until discharged	Personal	V,S		Divination	PHB II: pg.128
<i>Effect:</i> Gain +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class; discharging spell grants bigger bonus for a round.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Wall of Greater Dispel Magic	None		1 standard	1 minute/level action	Close (60 ft.)	V,S,DF	No	Abjuration	SC: Pg.234
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level			<i>Caster Level:</i> 15	
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> 15	
Call Marut		None	10 minutes	Instantaneous	Close (60 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> 15	
Energy Drain	26	Fortitude partial; see text for enervation	1 standard	Instantaneous action	Close (60 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> 15	
Etherealness		None	1 standard	1 minute/level [D] action	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels			<i>Caster Level:</i> 15	
Gate		None	1 standard	Instantaneous or concentration 0; see text	Medium (250 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> 15	
Heal, Mass	26	Will negates (harmless)	1 standard	Instantaneous action	Close (60 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> 15	
Heavenly Host		None	10 minutes	10 minutes/level	Medium (250 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> 15	
Implosion	26	Fortitude negates	1 standard	Concentration [up to 4 rounds] action	Close (60 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> 15	
Miracle	26	See text	1 standard	See text action	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> 15	
Showall	26	None or Will partial; see text	1 standard	15 minutes action	Personal	V, S, M	No	Divination	APM: p. 168
<i>Effect:</i> See things as they really are, plus study area or object to gain additional information.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Soul Bind	26	Will negates	1 standard	Permanent action	Close (60 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> 15	
Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1000 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> 15	
Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (250 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> 15	
Summon Golem		None	1 round	1 minute/level	Close (60 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: pg.126
<i>Effect:</i> Summon a flesh, clay, stone or iron golem. Golem acts on your next turn.					<i>Target:</i> One summoned golem			<i>Caster Level:</i> 15	
Summon Monster IX		None	1 round	1 round/level [D]	Close (60 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> 15	

## 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				
☐☐☐☐☐ Call Marut		None	10 minutes	Instantaneous	Close (60 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				
☐☐☐☐☐ Energy Drain	26	Fortitude partial; see text for enervation	1 standard	Instantaneous action	Close (60 ft.)	V,S	Yes	Necromancy	PHB: pg.226
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy				
☐☐☐☐☐ Etherealness		None	1 standard	1 minute/level [D] action	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels				
☐☐☐☐☐ Gate		None	1 standard	Instantaneous or concentration 0; see text	Medium (250 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				
☐☐☐☐☐ Heal, Mass	26	Will negates (harmless)	1 standard	Instantaneous action	Close (60 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				
☐☐☐☐☐ Heavenly Host		None	10 minutes	10 minutes/level	Medium (250 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				
☐☐☐☐☐ Implosion	26	Fortitude negates	1 standard	Concentration [up to 4 rounds] action	Close (60 ft.)	V,S	Yes	Evocation	PHB: pg.243
<i>Effect:</i> Kills one creature/round.					<i>Target:</i> One corporeal creature/round				
☐☐☐☐☐ Miracle	26	See text	1 standard	See text action	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				
☐☐☐☐☐ Showall	26	None or Will partial; see text	1 standard	15 minutes action	Personal	V, S, M	No	Divination	APM: p. 168
<i>Effect:</i> See things as they really are, plus study area or object to gain additional information.					<i>Target:</i> You				
☐☐☐☐☐ Soul Bind	26	Will negates	1 standard	Permanent action	Close (60 ft.)	V,S,F	No	Necromancy	PHB: pg.281
<i>Effect:</i> Traps newly dead soul to prevent resurrection.					<i>Target:</i> Corpse				
☐☐☐☐☐ Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1000 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				
☐☐☐☐☐ Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (250 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				
☐☐☐☐☐ Summon Golem		None	1 round	1 minute/level	Close (60 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: pg.126
<i>Effect:</i> Summon a flesh, clay, stone or iron golem. Golem acts on your next turn.					<i>Target:</i> One summoned golem				
☐☐☐☐☐ Summon Monster IX		None	1 round	1 round/level [D]	Close (60 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				

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐ Symbol of Destruction	26	Fortitude partial	10 minutes See text	0 ft.; see text	V, S, M	Yes	Necromancy (Death)	APM: p. 174
<i>Effect:</i> Triggered rune destroys nearby creatures and consumes their remains.				<i>Target:</i> One symbol		<i>Caster Level:</i> 15		
☐☐☐☐☐ 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> 15		
☐☐☐☐☐ Undeath's Eternal Foe		None	1 standard 1 round/level action	Close (60 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> 15		
* =Domain/Speciality Spell								

# Turk



Kercpa

RACE

15

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 - Monentary 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 - Emplorer/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