

Fiona Battlebrace

NAME
Clr11
CLASS
11
Character Level

55000
EXPERIENCE
66000
NEXT LEVEL

Andrew

PLAYERNAME
Dwarf
RACE
64
AGE
GENDER

Medium
SIZE
Female
EYES

Moradin
DEITY
4' 2"
HEIGHT
Brown
HAIR

155 lbs.
WEIGHT
Black, Short
POINTS

Lawful Good
ALIGNMENT
Darkvision (60')
VISION
-1

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

HP hit points	106	WOUNDS/CURRENT HP			
AC armor class	31	28	16	10	10
		TOTAL	FLAT	TOUCH	BASE
INITIATIVE modifier	+7	+3	+4		
		TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+8/+3				

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

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

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

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

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

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2 (Mithral/Armor Spikes)	Medium	+10	+3	-3	25
Spiked, 30hp/inch and 15 hardness					
*Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection)	Heavy	+4		+0	0
(Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), Reflex save (DC 20+weapon enhancement bonus or spell level) to deflect any type of ranged attack; 1/round, 30hp/inch and 15 hardness					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +3		+3		+0	0

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 20 ft.	
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
10	4	3	0	1	3
				MISS CHANCE	
				ARCANE SPELL FAILURE	
				ARMOR CHECK PENALTY	
				SPELL RESIST	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	2	=	3	+	2.0 + -3
✓ Bluff	CHA	2	=	2	+	+
✓ Climb	STR	-2	=	1	+	+
✓ Concentration	CON	17	=	3	+	14.0 +
Concentration (Cast defensively)	CON	21	=	3	+	14.0 + 4
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	4	=	2	+	2.0 +
✓ Disguise	CHA	2	=	2	+	+
✓ Escape Artist	DEX	0	=	3	+	+
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	2	=	2	+	+
Handle Animal	CHA	3	=	2	+	1.0 +
✓ Heal	WIS	12	=	5	+	7.0 +
✓ Hide	DEX	0	=	3	+	+
✓ Initiative	DEX	0	=	3	+	+
✓ Intimidate	CHA	3	=	2	+	1.0 +
✓ Jump	STR	-8	=	1	+	+
Knowledge (Arcana)	INT	8	=	3	+	5.0 +
Knowledge (Dungeoneering)	INT	4	=	3	+	1.0 +
Knowledge (Geography)	INT	4	=	3	+	1.0 +
Knowledge (Literature)	INT	4	=	3	+	1.0 +
Knowledge (Local)	INT	4	=	3	+	1.0 +
Knowledge (Religion)	INT	10	=	3	+	7.0 +
Knowledge (The Planes)	INT	6	=	3	+	3.0 +
Knowledge (Undead)	INT	7	=	3	+	4.0 +
✓ Listen	WIS	12	=	5	+	7.0 +
✓ Move Silently	DEX	0	=	3	+	+
✓ Perception	WIS	5	=	5	+	+
Profession (Apothecary)	WIS	6	=	5	+	1.0 +
✓ Ride	DEX	4	=	3	+	1.0 +
✓ Search (Unusual Stonework)	INT	10	=	3	+	5.0 + 2
✓ Sense Motive	WIS	5	=	5	+	+
Spellcraft	INT	10	=	3	+	5.0 + 2
✓ Spot	WIS	12	=	5	+	7.0 +
✓ Stealth	DEX	0	=	3	+	+
✓ Survival	WIS	6	=	5	+	1.0 +
✓ Swim	STR	-5	=	1	+	+
✓ Use Computer	INT	3	=	3	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+

✓: can be used untrained. X: exclusive skills

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

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

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0	
Backpack	Equipped	1	2.0	2.0	
13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle					
Bedroll	Backpack	1	5.0	0.1	
Candle	Backpack	1	0.0	0.01	
☐					
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01	
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Dwarven Mace +2 (Light/Disruption/Mithral)	Carried	1	2.0	34005.0	
(Mace +2 (Light/Disruption/Mithral)), undead hit must make Will save (DC 14) or be destroyed, 30hp/inch and 15 hardness					
Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection)	Equipped	1	7.5	122020.0	
(Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), Reflex save (DC 20+weapon enhancement bonus or spell level) to deflect any type of ranged attack;1/round, 30hp/inch and 15 hardness					
Ephod of Authority [Set]	Equipped	1	0.0	0.0	
Flask (Empty)	Backpack	1	1.5	0.03	
0 lbs.					
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Full Plate +2 (Mithral/Armor Spikes)	Equipped	1	35.0	14550.0	
Spiked, 30hp/inch and 15 hardness					
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Healer's Kit	Backpack	1	1.0	50.0	
☐☐☐☐☐ ☐☐☐☐☐					
Helmet (WIS +1)	Equipped	1	0.0	1000.0	
Enhancement bonus to ability WIS+1					
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Holy Water (Flask)	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)	
☐☐☐					
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Moradin's Faithful	Equipped	1	0.0	152500.0	
(Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2					
Morningstar +3 (Mithral/Shock/Thundering)	Equipped	1	3.0	53008.0	
30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)					
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)	
Pouch (Belt)	Equipped	1	0.5	1.0	
3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)					
TOTAL WEIGHT CARRIED/VALUE			68.5 lbs.	418748.95 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Rations (Trail/Per Day)	Backpack	2	1.0	0.5 (1.0)	
☐☐			(2.0)		
Ring of Protection +3	Equipped	1	0.0	18000.0	
Sewing Needle	Backpack	1	0.0	0.5	
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐					
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			68.5 lbs.	418748.95 gp	

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

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 dodge bonus to Armor Class against monsters of the giant type.	
Aura of Good (Ex): Overwhelming	
Aura of Law (Ex): Overwhelming	
Literacy: Character is able to read & write in any language he can speak.	
Rebuke Earth (Su) 9/day (turn level 12) (turn damage 2d6+13)	
Spontaneous casting - Can spontaneously cast Cure spells	
Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.	
Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth.	
Turn Air (Su) 9/day (turn level 12) (turn damage 2d6+13)	
Turn Undead (Su) 9/day (turn level 12) (turn damage 2d6+13)	

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

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

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortsppear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike
LANGUAGES
Celestial, Common, Dwarven, Giant, Terran
TEMPLATES
Truename

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	16	Will negates [object]	1 standard action	10 minute/level	Close (50 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> 11	
□□□□□Create Water	16	None	1 standard action	Instantaneous	Close (50 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> 11	
□□□□□Cure Minor Wounds	16	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> 11	
□□□□□Detect Magic	16	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> 11	
□□□□□Detect Poison	16	None	1 standard action	Instantaneous	Close (50 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> 11	
□□□□□Guidance	16	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> 11	
□□□□□Inflict Minor Wounds	16	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> 11	
□□□□□Light	16	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> 11	
□□□□□Mending	16	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> 11	
□□□□□Purify Food and Drink	16	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> 11	
□□□□□Read Magic	16	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> 11	
□□□□□Resistance	16	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> 11	
□□□□□Virtue	16	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> 11	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Axiomatic Water	17	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> 11	
□□□□□Bane	17	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> 11	
□□□□□Blade of Blood	17	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> 11	
□□□□□Bless	17	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> 11	
□□□□□Blessed Aim	17	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> 11	
□□□□□Bless Water	17	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> 12	
□□□□□Blood Wind	17	Will negates [harmless]	1 swift action	1 round	Close (50 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> 11	
□□□□□Cause Fear	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (50 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: pg.208
<i>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> 11	
□□□□□Cold Fire	17	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (50 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 11	
□□□□□Command	17	Will negates	1 standard action	1 round	Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 11	
□□□□□Comprehend Languages	17	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Conviction	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐Cure Light Wounds	17	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 11	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Delay Disease	17	Will negates [harmless]	1 standard	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 11	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐Detect Chaos	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Evil	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Good	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Law	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Undead	17	None	1 standard	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination <i>Caster Level:</i> 11	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐Dispel Ward	17	None	1 standard	Instantaneous	Medium (210 ft.)	V,S	No	Abjuration <i>Caster Level:</i> 11	SC: Pg.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐Divine Favor	17	None	1 standard	1 minute	Personal	V,S, DF	No	Evocation <i>Caster Level:</i> 11	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐Doom	17	Will negates	1 standard	1 minute/level	Medium (210 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: pg.225 Mind-Affecting] <i>Caster Level:</i> 11	PHB: pg.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐Ebon Eyes	17	None	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 11	SC: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐Endure Elements	17	Will negates (harmless)	1 standard	24 hours	Touch	V,S	Yes (harmless)	Abjuration <i>Caster Level:</i> 11	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐Entropic Shield	17	None	1 standard	1 minute/level [D]	Personal	V,S	No	Abjuration <i>Caster Level:</i> 11	PHB: pg.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐Faith Healing	17	Will negates [harmless]	1 standard	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 11	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐Foundation of Stone	17	None	1 standard	1 round/level	Close (50 ft.)	V,M	Yes [harmless]	Transmutation [Earth] <i>Caster Level:</i> 11	SC: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐Grave Strike	17	N/A	1 swift	1 round	Personal	V,DF	N/A	Divination [Good] <i>Caster Level:</i> 12	SC: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐Guiding Light	17	None	1 standard	1 minute/level [D]	Long (840 ft.)	V,S	Yes	Evocation <i>Caster Level:</i> 11	SC: Pg.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐Healthful Rest	17	Will negates [harmless]	10 minutes	24 hours	Close (50 ft.)	V,S	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 11	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐Hide from Undead	17	Will negates (harmless); see text	1 standard	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration <i>Caster Level:</i> 11	PHB: pg.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐Ice Gauntlet	17	N/A	1 standard	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] <i>Caster Level:</i> 11	SC: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐Incite	17	Will negates	1 swift	1 minute/level	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 11	SC: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐Inflict Light Wounds	17	Will half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 11	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Inhibit	17	Will negates	1 standard	Instantaneous	Medium (210 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 11	SC: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐Invest Light Protection	17	Will half (harmless); see text	1 standard	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 11	PHB II: pg.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.									
☐☐☐☐☐Ironguts	17	Will negates	1 standard	10 minutes/level	Touch	V,S,M	Yes	Abjuration <i>Caster Level:</i> 11	SC: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐Light of Lunia	17	None	1 standard	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light] <i>Caster Level:</i> 12	SC: Pg.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
☐☐☐☐☐Magic Stone	17	Will negates (harmless, object)	1 standard	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 11	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐Magic Weapon	17	Will negates (harmless, object)	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 11	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.									
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Moon Lust	17	Will negates [harmless]	1 standard 1 round/level action	Medium (210 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting]	SC: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.								
☐☐☐☐☐ Nightshield	17	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Abjuration	SC: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.								
☐☐☐☐☐ Nimbus of Light	17	N/A	1 standard 1 minute/level or until discharged [D] action	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].								
☐☐☐☐☐ Obscuring Mist	17	None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.								
☐☐☐☐☐ Portal Beacon	17	None	1 standard 1 hour/level action	Close (50 ft.)	V,S	No	Transmutation	SC: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.								
☐☐☐☐☐ Protection from Chaos	17	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Evil	17	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Purifying Flame	17	Will negates	1 standard 1 round/level [max 10 rounds] action	Touch	V,S	No	Conjuration	F.H.P: pg.37
<i>Effect:</i> Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text.								
☐☐☐☐☐ Remove Fear	17	Will negates (harmless)	1 standard 10 minutes; see text action	Close (50 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.								
☐☐☐☐☐ Resist Planar Alignment	17	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
☐☐☐☐☐ Resurgence	17	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								
☐☐☐☐☐ Sanctuary	17	Will negates	1 standard 1 round/level action	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
☐☐☐☐☐ Scholar's Touch	17	None	1 standard Concentration, up to 11 rounds action	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.								
☐☐☐☐☐ Shield of Faith	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +3 deflection bonus.								
☐☐☐☐☐ Sign	17	N/A	1 standard 10 minutes/level or until discharged action	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.								
☐☐☐☐☐ Snowshoes	17	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.								
☐☐☐☐☐ Spell Flower	17	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Transmutation	SC: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.								
☐☐☐☐☐ Summon Monster I	17	None	1 round 1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ Updraft	17	N/A	1 swift action Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.								
☐☐☐☐☐ Vigor, Lesser	17	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.								
☐☐☐☐☐ Vision of Glory	17	None	1 standard 1 minute or until discharged action	Touch	V,S,DF	Yes	Divination	SC: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].								
☐☐☐☐☐ Wings of the Sea	17	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Aid	18	None	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	PHB: pg.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					Target: Living creature touched				
□□□□□Align Weapon	18	Will negates (harmless, object)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which Caster Level: 11 must be in contact with each other at the time of casting]				
□□□□□Animalistic Power	18	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution.					Target: Creature touched Caster Level: 11				
□□□□□Augury	18	None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
Effect: Learns whether an action will be good or bad.					Target: You Caster Level: 11				
□□□□□Aura Against Flame	18	N/A	1 standard	1 round/level action	Personal	V,S	N/A	Abjuration	SC: Pg.18
Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.					Target: You Caster Level: 11				
□□□□□Avoid Planar Effects	18	None	1	1 minute/level immediate action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you Caster Level: 11				
* =Domain/Specialty Spell									

Cleric Spells

■■■■■ Balor Nimbus	18	N/A	1 standard 1 round/level action	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> 11		
■■■■■ Bear's Endurance	18	Will negates (harmless)	1 standard 1 minute/level action	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> 11		
■■■■■ Black Karma Curse	18	Will negates	1 standard Instantaneous action	Close (50 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> 11		
■■■■■ Blade Brothers	18	Will negates (harmless)	1 standard 1 minute/level or until discharged action	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> 11		
■■■■■ Body Blades	18	N/A	1 standard 1 minute/level action	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> 11		
■■■■■ Brambles	18	None	1 standard 1 round/level action	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> 11		
■■■■■ Bull's Strength	18	Will negates (harmless)	1 standard 1 minute/level action	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> 11		
■■■■■ Calm Emotions	18	Will negates	1 standard Concentration, up to 1 round/level [D] action	Medium (210 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> 11		
■■■■■ Close Wounds	18	Will half [harmless]; see text	1 immediate Instantaneous action	Close (50 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> 11		
■■■■■ Cloud of Knives	18		1 standard 1 round/level action	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> 11		
■■■■■ Consecrate	18	None	1 standard 2 hours/level action	Close (55 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> 12		
■■■■■ Cure Moderate Wounds	18	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 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Curse of Ill Fortune	18	Will negates	1 standard 1 minute/level action	Medium (210 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.				<i>Target:</i> One living creature		<i>Caster Level:</i> 11		
■■■■■ Darkness	18	None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched		<i>Caster Level:</i> 11		
■■■■■ Dark Way	18	None	1 standard 1 round/level action	Close (50 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.				<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		<i>Caster Level:</i> 11		
■■■■■ Deific Vegeance	18	Will half	1 standard Instantaneous action	Close (50 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].				<i>Target:</i> One creature		<i>Caster Level:</i> 11		
■■■■■ Delay Poison	18	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Divine Insight	18	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	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.				<i>Target:</i> You		<i>Caster Level:</i> 11		
■■■■■ Divine Interdiction	18	Will negates or None [object]; see text	1 standard 1 round/level action	Close (50 ft.)	V	Yes or No [object]; see text	Abjuration	SC: Pg.70
<i>Effect:</i> Temp loss of turning power & domain powers.				<i>Target:</i> 10-ft.-radius emanation centered on a creature, <i>Caster Level:</i> 11 object, or point in space		<i>Caster Level:</i> 11		
■■■■■ Divine Protection	18	Will negates [harmless]	1 standard 1 minute/level action	Medium (210 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.				<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 11		
■■■■■ Eagle's Splendor	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■ Energized Shield, Lesser	18	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic]. you can 5 resistance; see text				<i>Target:</i> Touch		<i>Caster Level:</i> 11		
■■■■■ Enthral	18	Will negates; see text	1 round 1 hour or less	Medium (210 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level				<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 11		
■■■■■ Extend Tentacles	18	N/A	1 standard Instantaneous action	Personal	V	N/A	Transmutation	SC: Pg.86
<i>Effect:</i> Extends your tentacles by 5 ft.				<i>Target:</i> You		<i>Caster Level:</i> 11		
■■■■■ Find Traps	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.230
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You		<i>Caster Level:</i> 11		
■■■■■ Frost Breath	18	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.				<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 11		
■■■■■ Fuse Arms	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.				<i>Target:</i> Creature with at least two arms or tentacles touched		<i>Caster Level:</i> 11		
■■■■■ Gentle Repose	18	Will negates (object)	1 standard 1 day/level action	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched		<i>Caster Level:</i> 11		
■■■■■ Ghost Touch Armor	18	Will negates	1 standard 1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102

* =Domain/Specialty Spell

Cleric Spells

		[harmless]	action					Target: Armor of creature touched	Caster Level: 11
<i>Effect:</i> Armor gains Ghost Touch property.									
Hand of Divinity	18	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.								Target: Creature touched	Caster Level: 11
Healing Lorecall	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.								Target: You	Caster Level: 11
Hold Person	18	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (210 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.								Target: One humanoid creature	Caster Level: 11
Inflict Moderate Wounds	18	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.								Target: Creature touched	Caster Level: 11
Inky Cloud	18	None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjunction (Creation)	SC: Pg.123
<i>Effect:</i> Inky cloud that works under water.								Target: 30-ft.-radius spread centered on you	Caster Level: 11
Insight of Good Fortune	18	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (50 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
<i>Effect:</i> Retroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.								Target: One creature	Caster Level: 11
Iron Silence	18	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.								Target: One suit of armor touched/3 levels	Caster Level: 11
Light of Mercuria	18	None	1 standard action	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.								Target: You and up to two rays; see text	Caster Level: 12
Living Undeath	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.								Target: Creature touched	Caster Level: 11
Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
<i>Effect:</i> Repairs an object.								Target: One object of up to 10 cu. ft./level	Caster Level: 11
Mark of Judgement	18	Will negates	1 standard action	1 round/level	Medium (210 ft.)	V,S,DF	Yes	Necromancy	PHB II: pg.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.								Target: One creature/3 levels, no two of which are more than 30 ft. apart	Caster Level: 11
Mark of the Outcast	18	Will negates	1 standard action	Permanent	Close (50 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.								Target: One creature	Caster Level: 11
Master's Touch	18	Will negates (harmless)	1 immediate action	Instantaneous	Close (50 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.								Target: One creature	Caster Level: 11
Owl's Wisdom	18	Will negates (harmless)	1 standard action	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.								Target: Creature touched	Caster Level: 11
Protection from Negative Energy	18	Will negates [harmless]	1 standard action	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.								Target: Creature touched	Caster Level: 11
Protection from Positive Energy	18	Will negates [harmless]	1 standard action	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.								Target: Creature touched	Caster Level: 11
Quick March	18	Will negates [harmless]	1 standard action	1 round	Medium (210 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.								Target: Allies in a 20-ft.-radius burst	Caster Level: 11
Remove Paralysis	18	Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								Target: Up to four creatures, no two of which can be more than 30 ft. apart	Caster Level: 11
Resist Energy	18	Fortitude negates (harmless)	1 standard action	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.								Target: Creature touched	Caster Level: 11
Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								Target: Creature touched	Caster Level: 11
Share Talents	18	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.								Target: Two willing creatures touched	Caster Level: 11
Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								Target: 5-ft.-radius spread; or one solid object or one crystalline creature	Caster Level: 11
Shield Other	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (50 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.								Target: One creature	Caster Level: 11
Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.								Target: You	Caster Level: 11
Silence	18	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (840 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: pg.279
<i>Effect:</i> Negates sound in 15-ft. radius.								Target: 20 ft. radius emanation centered on a creature, object, or point in space	Caster Level: 11
Sound Burst	18	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								Target: 10-ft.-radius spread	Caster Level: 11
Spawn Screen	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.								Target: One creature/level	Caster Level: 11

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Spell Immunity, Lesser	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
□□□□□ Spiritual Weapon	18	None	1 standard action	1 round/level [D]	Medium (210 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 11		
□□□□□ Stabilize	18	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 11		
□□□□□ Status	18	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 11		
□□□□□ Stay the Hand	18	Will negates	1 immediate action	Instantaneous	Medium (210 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: pg.126
<i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 11		
□□□□□ Stone Bones	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 11		
□□□□□ Stretch Weapon	18	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 11		
□□□□□ Summon Elysian Thrush	18	None	10 minutes	8 hours	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: Pg.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 12		
□□□□□ Summon Monster II	18	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (50 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 11		
□□□□□ Unstoppable	18	None	1 standard action	10 minutes/level	Personal or touch	V,S	No	Abjuration	CoD.P: pg.58
<i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 11		
□□□□□ Veil of Shadow	18	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Zone of Truth	18	Will negates	1 standard action	1 minute/level	Close (50 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 11		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid, Mass	19	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Air Breathing	19	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 11		
□□□□□ Align Weapon, Mass	19	Will negates [harmless, object]	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Alter Fortune	19	None	1 immediate action	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
□□□□□ Antidragon Aura	19	Will negates [harmless]	1 standard action	1 minute/level	Close (50 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Attune Form	19	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 11		
□□□□□ Awaken Sin	19	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 12		
□□□□□ Axiomatic Storm	19	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 11		
□□□□□ Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
□□□□□ Blade of Pain and Fear	19	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 11		
□□□□□ Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (210 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 11		
□□□□□ Chain of Eyes	19	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scriying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
□□□□□ Channeled Divine Shield	19		See text	1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Checkmate's Light	19	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46

* =Domain/Specialty Spell

Cleric Spells

<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched			<i>Caster Level:</i> 11	
□□□□□ Circle Dance	19	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□ Cloak of Bravery	19	Will negates [harmless]	1 standard	10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 11	
□□□□□ Cloak Pool	19	Will negates [harmless,object]	1 standard	1 hour/level [D] action	Close (50 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool			<i>Caster Level:</i> 11	
□□□□□ Continual Flame	19	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> 11	
□□□□□ Conviction, Mass	19	Will negates [harmless]	1 standard	10 minutes/level action	Medium (210 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 11	
□□□□□ Corona of Cold	19	Fortitude negates	1 standard	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> 11	
□□□□□ Create Food and Water	19	None	10 minutes	24 hours; see text	Close (50 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours			<i>Caster Level:</i> 11	
□□□□□ Crown of Grave	19	Will negates (harmless)	1 standard	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> 11	
□□□□□ Crown of Might	19	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> 11	
□□□□□ Crown of Protection	19	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> 11	
□□□□□ Crown of Smiting	19	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> 11	
□□□□□ Cure Serious Wounds	19	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> 11	
□□□□□ Curse of Arrow Attraction	19	Will negates	1 standard	1 round/level action	Medium (210 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.109
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
□□□□□ Darkfire	19	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> 11	
□□□□□ Daylight	19	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> 11	
□□□□□ Deeper Darkness	19	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> 11	
□□□□□ Demon Dirge	19	NWill half	1 standard	1d6 rounds; see text action	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature			<i>Caster Level:</i> 11	
□□□□□ Devil Blight	19	None or Fortitude partial; see text	1 standard	1d6 rounds action	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature			<i>Caster Level:</i> 11	
□□□□□ Dispel Magic	19	None	1 standard	Instantaneous action	Medium (210 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 11	
□□□□□ Divine Retaliation	19	None	1 swift	1 round action	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.					<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 11	
□□□□□ Downdraft	19	Reflex partial; see text	1 standard	Instantaneous action	Long (840 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 11	
□□□□□ Energized Shield	19	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> 11	
□□□□□ Energy Aegis	19	Will negates (harmless)	1	1 round immediate action	Close (50 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
□□□□□ Energy Vortex	19	Reflex half	1 standard	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 damagecentered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst			<i>Caster Level:</i> 11	
□□□□□ Energy Vulnerability	19	Will negates	1 standard	1 round/level action	Medium (210 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
<i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose anburst 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> 11	
□□□□□ Favorable Sacrifice	19	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> 11	
* =Domain/Specialty Spell									

Cleric Spells

<div>☐☐☐☐☐Fell the Greatest Foe</div>	19	Fortitude negates [harmless]	1 standard 1 round/level action		Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
<div>Effect:</div> Deal 1d6 damage per size category difference.					Target: Creature touched		Caster Level: 11		
<div>☐☐☐☐☐Flame of Faith</div>	19	None	1 standard 1 round/level action		Touch	V,S,M	No	Evocation	SC: Pg.95
<div>Effect:</div> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					Target: Nonmagical weapon touched		Caster Level: 11		
<div>☐☐☐☐☐Ghost Touch Weapon</div>	19	Will negates [harmless,object]	1 standard 1 minute/level action		Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
<div>Effect:</div> Hit incorporeal normally.					Target: One weapon or fifty projectiles [all in contact at time of casting]		Caster Level: 11		
<div>☐☐☐☐☐Girallon's Blessing</div>	19	Fortitude negates [harmless]	1 standard 10 minutes/level action		Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
<div>Effect:</div> Gain an additional pair of arms; see text					Target: Creature touched		Caster Level: 11		
<div>☐☐☐☐☐Glyph of Warding</div>	19	See text	10 minutes Permanent until discharged [D]		Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236
<div>Effect:</div> Inscription harms those who pass it.					Target: Object touched or up to 5 sq. ft/level		Caster Level: 11		
<div>☐☐☐☐☐Grace</div>	19	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: Pg.107
<div>Effect:</div> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					Target: You		Caster Level: 12		
<div>☐☐☐☐☐Hamatula Barbs</div>	19	Fortitude negates	1 standard 10 minutes/level action		Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
<div>Effect:</div> Any creature hitting the subject takes 1d8 damage.					Target: Creature touched		Caster Level: 11		
<div>☐☐☐☐☐Helping Hand</div>	19	None	1 standard 1 hour/level action		5 miles	V,S, DF	No	Evocation	PHB: pg.239
<div>Effect:</div> Ghostly hand leads subject to you.					Target: Ghostly hand		Caster Level: 11		
<div>☐☐☐☐☐Hesitate</div>	19	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.114
<div>Effect:</div> Creature can only take move action on it's turn; retry save each round [swift action].					Target: One living creature		Caster Level: 11		
<div>☐☐☐☐☐Holy Meditation</div>	19		1 minute	2 hours	Personal	V,S,M		Evocation	F.H.P: pg.36
<div>Effect:</div> Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.					Target: You		Caster Level: 11		
<div>☐☐☐☐☐Holy Storm</div>	19	None	1 standard 1 round/level [D] action		20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115
<div>Effect:</div> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					Target: Cylinder [20-ft. radius, 20 ft. high]		Caster Level: 12		
<div>☐☐☐☐☐Ice Axe</div>	19	None	1 standard 1 round/level [D] action		0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
<div>Effect:</div> Axe deals 2d12 of cold damage +1/2 caster level [max +10].					Target: Battleaxe-shaped weapon of swirling ice		Caster Level: 11		
<div>☐☐☐☐☐Inflict Serious Wounds</div>	19	Will half	1 standard Instantaneous action		Touch	V,S	Yes	Necromancy	PHB: pg.244
<div>Effect:</div> Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature touched		Caster Level: 11		
<div>☐☐☐☐☐Interplanar Message</div>	19	Will negates [harmless]	1 standard 24 hours/level action		One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: Pg.124
<div>Effect:</div> Send 25 words or less to the targeted creature; see text.					Target: One creature		Caster Level: 11		
<div>☐☐☐☐☐Invest Moderate Protection</div>	19	Will half (harmless); see text	1 standard Instantaneous; see text action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
<div>Effect:</div> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.					Target: Creature touched		Caster Level: 11		
<div>☐☐☐☐☐Invisibility Purge</div>	19	None	1 standard 1 minute/level [D] action		Personal	V,S	No	Evocation	PHB: pg.245
<div>Effect:</div> Dispels invisibility within 5 ft./level					Target: You		Caster Level: 11		
<div>☐☐☐☐☐Knight's Move</div>	19	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
<div>Effect:</div> Teleport and end up flanking an opponent.					Target: You		Caster Level: 11		
<div>☐☐☐☐☐Know Opponent</div>	19	Will negates	1 standard Instantaneous action		Close (50 ft.)	S,DF	Yes	Divination	SC: Pg.129
<div>Effect:</div> Learn strengths or weaknesses of opponent; see text.					Target: One creature		Caster Level: 11		
<div>☐☐☐☐☐Know Vulnerabilities</div>	19	Will negates	1 standard Instantaneous action		Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
<div>Effect:</div> Learn any vulnerabilities and resistances the target has.					Target: One creature		Caster Level: 11		
<div>☐☐☐☐☐Light of Venya</div>	19	None	1 standard 10 minutes/level [D] action		Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<div>Effect:</div> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					Target: You and up to two rays; see text		Caster Level: 12		
<div>☐☐☐☐☐Locate Object</div>	19	None	1 standard 1 minute/level action		Long (840 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
<div>Effect:</div> Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 400 + 40 ft. per level		Caster Level: 11		
<div>☐☐☐☐☐Magic Circle against Chaos</div>	19	Will negates (harmless)	1 standard 10 minutes/level action		Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<div>Effect:</div> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature		Caster Level: 11		
<div>☐☐☐☐☐Magic Circle against Evil</div>	19	Will negates (harmless)	1 standard 10 minutes/level action		Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<div>Effect:</div> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature		Caster Level: 12		
<div>☐☐☐☐☐Magic Vestment</div>	19	Will negates (harmless, object)	1 standard 1 hour/level action		Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<div>Effect:</div> Armor or shield gains +1/4 levels [max +5] enhancement					Target: Armor or shield touched		Caster Level: 11		
<div>☐☐☐☐☐Mantle of Chaos</div>	19	N/A	1 standard 10 minutes/level [D] action		Personal	V,S,M	N/A	Abjuration [Chaos]	SC: Pg.137
<div>Effect:</div> Gain SR 12 + your caster level against spells with the lawful descriptor.					Target: You		Caster Level: 11		
<div>☐☐☐☐☐Mantle of Law</div>	19	N/A	1 standard 10 minutes/level [D] action		Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
<div>Effect:</div> Gain SR 12 + your caster level against spells with the chaos descriptor.					Target: You		Caster Level: 11		
<div>☐☐☐☐☐Mark of Doom</div>	19	None	1 standard 1 round/level action		Medium (210 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<div>Effect:</div> Subject marked takes 1d6 damage any time it continues fighting; see text.					Target: One creature		Caster Level: 11		
<div>☐☐☐☐☐Meld into Stone</div>	19	None	1 standard 10 minutes/level action		Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<div>Effect:</div> You and your gear merge with stone.					Target: You		Caster Level: 11		
<div>☐☐☐☐☐Nauseating Breath</div>	19	Fortitude negates	1 standard Instantaneous action		30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
<div>Effect:</div> Creatures in area must save or be nauseated for 1d6 rounds.					Target: Cone-shaped burst		Caster Level: 11		
* =Domain/Speciality Spell									

Cleric Spells

Obscure Object	19	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 11		
Prayer	19	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 11		
Protection from Energy	19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Remove Curse	19	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 11		
Remove Disease	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Resist Energy, Mass	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
Resurgence, Mass	19	Will negates [harmless]	1 standard Instantaneous action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
Ring of Blades	19	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation)	SC: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.				<i>Target:</i> You		<i>Caster Level:</i> 11		
Safety	19	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Searing Light	19	None	1 standard Instantaneous action	Medium (210 ft.)	V,S	Yes	Evocation	PHB: pg.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.				<i>Target:</i> Ray		<i>Caster Level:</i> 11		
Sheltered Vitality	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
Shield of Warding	19	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].				<i>Target:</i> One shield or buckler touched		<i>Caster Level:</i> 12		
Sink	19	Will negates	1 standard 1 round action	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
Skull Watch	19	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> 11		
Slashing Darkness	19	None	1 standard Instantaneous action	Medium (210 ft.)	V,S	Yes	Evocation	SC: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.				<i>Target:</i> Ray		<i>Caster Level:</i> 11		
Snowshoes, Mass	19	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
Sonorous Hum	19	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic]	SC: Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.				<i>Target:</i> You		<i>Caster Level:</i> 11		
Soul Burn	19	Fortitude half	1 standard 1 round; see text action	Medium (210 ft.)	V,S,DF	No	Evocation	FH.P: pg.37
<i>Effect:</i> Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.				<i>Target:</i> One character		<i>Caster Level:</i> 11		
Spark of Life	19	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.				<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 11		
Speak with Dead	19	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.				<i>Target:</i> One dead creature		<i>Caster Level:</i> 11		
Spikes	19	None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.				<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 11		
Stone Shape	19	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> 11		
Summon Monster III	19	None	1 round 1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
Suppress Glyph	19	Will negates [object]	1 standard 1 minute/level 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> 11		
Tremor	19	See text	1 standard 1 round/3 levels action	Medium (210 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 11		
Vigor	19	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] 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> 11		
Vigor, Mass Lesser	19	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> 11		
* =Domain/Specialty Spell								

Cleric Spells

□□□□□ Visage of the Deity, Lesser	19	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								
□□□□□ Wall of Light	19	None	1 standard 1 minute/level [D] action	Close (50 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.								
□□□□□ Water Breathing	19	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.								
□□□□□ Water Walk	19	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.								
□□□□□ Weapon of Energy	19	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.								
□□□□□ Weapon of Impact	19	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.								
□□□□□ Weapon of the Deity	19	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.								
□□□□□ Wind Wall	19	None; see text	1 standard 1 round/level action	Medium (210 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]								
<i>Caster Level:</i> 11								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Walk	20	None	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 11	
□□□□□Assay Spell Resistance	20	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Astral Hospice	20	N/A	1 standard	24 hours/level action	Close (50 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: Pg.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text			<i>Caster Level:</i> 11	
□□□□□Blessing of the Righteous	20	Will negates (harmless)	1 standard	1 round/level action	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
<i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.					<i>Target:</i> All allies in a 40-ft.-radius burst centered on you			<i>Caster Level:</i> 12	
□□□□□Blindsight, Greater	20	Will negates [harmless]	1 standard	1 minute/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Castigate	20	Fortitude half	1 standard	Instantaneous action	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you			<i>Caster Level:</i> 11	
□□□□□Channeled Divine Health	20	Will negates (harmless)	See text	Instantaneous	See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.106
<i>Effect:</i> Ranged healing; See text.					<i>Target:</i> One creature			<i>Caster Level:</i> 11	
□□□□□Contingent Energy Resistance	20	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Control Water	20	None; see text	1 standard	10 minutes/level [D] action	Long (840 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]			<i>Caster Level:</i> 11	
□□□□□Cure Critical Wounds	20	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□□Death Ward	20	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	
□□□□□Dimensional Anchor	20	None	1 standard	1 minute/level action	Medium (210 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray			<i>Caster Level:</i> 11	
□□□□□Discern Lies	20	Will negates	1 standard	Concentration, up to 1 round/level action	Close (50 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
□□□□□Dismissal	20	Will negates; see text	1 standard	Instantaneous action	Close (50 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> 11	
□□□□□Divination	20	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> 11	
□□□□□Divine Power	20	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> 11	
□□□□□Divine Warding	20	None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	FH.P: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□□Freedom of Movement	20	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> 11	
□□□□□Giant Vermin	20	None	1 standard	1 minute/level action	Close (50 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> 11	
□□□□□Glowing Orb	20	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> 11	
* =Domain/Speciality Spell									

Cleric Spells

Hand of the Faithful	20	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to enter or exit.					<i>Target:</i> 10-ft.-radius emanation centered on a point in tospace				<i>Caster Level:</i> 11
Healing Spirit	20	Will half (harmless)	1 standard action	1 round/2 levels	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.					<i>Target:</i> One conjured healing spirit				<i>Caster Level:</i> 11
Holy Transformation, Lesser	20	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].					<i>Target:</i> You				<i>Caster Level:</i> 12
Hypothermia	20	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					<i>Target:</i> One creature				<i>Caster Level:</i> 11
Imbue with Spell Ability	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text				<i>Caster Level:</i> 11
Inflict Critical Wounds	20	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage					<i>Target:</i> Creature touched				<i>Caster Level:</i> 11
Iron Bones	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.					<i>Target:</i> Corporeal undead creature touched				<i>Caster Level:</i> 11
Lifebolt	20	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 11
Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	1 hour/level	Close (50 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.					<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> 11
Make Manifest	20	Will negates	1 standard action	1 round/level	Close (50 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.					<i>Target:</i> One creature				<i>Caster Level:</i> 11
Moon Bolt	20	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (840 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart				<i>Caster Level:</i> 11
Mystic Aegis	20		1 immediate action	Instantaneous	Personal	V,DF		Abjuration	PHB II: pg.120
<i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.					<i>Target:</i> You				<i>Caster Level:</i> 11
Negative Energy Aura	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.					<i>Target:</i> 10-ft.-radius emanation				<i>Caster Level:</i> 11
Neutralize Poison	20	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 1 cu. ft./level.				<i>Caster Level:</i> 11
Panacea	20	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 11
Planar Ally, Lesser	20	None	10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.					<i>Target:</i> One called elemental or outsider of 6 HD or less				<i>Caster Level:</i> 11
Planar Exchange, Lesser	20	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature				<i>Caster Level:</i> 11
Planar Tolerance	20	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you				<i>Caster Level:</i> 11
Poison	20	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 11
Positive Energy Aura	20	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SC: Pg.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.					<i>Target:</i> 10-ft.-radius emanation centered on you				<i>Caster Level:</i> 11
Recitation	20	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.					<i>Target:</i> All allies and foes within a 60 ft.-radius burst centered on you.				<i>Caster Level:</i> 11
Renewed Vigor	20	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	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> 11
Repel Vermin	20	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you				<i>Caster Level:</i> 11
Resistance, Greater	20	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 11
Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 11
Revenance	20	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched				<i>Caster Level:</i> 11
Sending	20	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> 11
Shadowblast	20	Fort negates	1 standard action	Insta	Long (840 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread				<i>Caster Level:</i> 11
* =Domain/Speciality Spell									

Cleric Spells

□□□□□ Shield of Faith, Mass	20	Will negates [harmless]	1 standard	1 minute/level	Close (50 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> 11		
□□□□□ Sound Lance	20	Fortitude half	1 standard	Instantaneous	Medium (210 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> 11		
□□□□□ Spell Immunity	20	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
□□□□□ Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (50 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
□□□□□ Stifle Spell	20	See text	1	Instantaneous	Close (50 ft.)	V	Yes	Abjuration	PHB II: pg.126
<i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast.					<i>Target:</i> One creature casting a spell		<i>Caster Level:</i> 11		
□□□□□ Summon Hound Archon	20	None	1 round	Concentration, up to 1 round/level + 1 round	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
<i>Effect:</i> Summons a hound archon [MM 16]; see text					<i>Target:</i> One summoned archon hound		<i>Caster Level:</i> 12		
□□□□□ Summon Monster IV	20	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Tongues	20	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
□□□□□ Wall of Good	20	See text	1 standard	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					<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> 12		
□□□□□ Wall of Law	20	See text	1 standard	10 minutes/level	Close (50 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 11		
□□□□□ Wall of Sand	20	None	1 standard	Concentration +1 round/level	Medium (210 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> 11		

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement	21	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> 11		
□□□□□ Aura of Evasion	21	No	1 standard	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> 11		
□□□□□ Blistering Radiance	21	None and Fortitude partial; see text	1 standard	1 round/level	Long (840 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					<i>Target:</i> 50-ft.-radius spread		<i>Caster Level:</i> 11		
□□□□□ Break Enchantment	21	See text	1 minute	Instantaneous	Close (50 ft.)	V,S	No	Abjuration	PHB: pg.207
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other		<i>Caster Level:</i> 11		
□□□□□ Call Zelekhut	21	None	10 minutes	Instantaneous	Close (50 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You relieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called zelekhut		<i>Caster Level:</i> 11		
□□□□□ Command, Greater	21	Will negates	1 standard	1 round/level	Close (50 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> 11		
□□□□□ Commune	21	None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP		Divination	PHB: pg.211
<i>Effect:</i> Deity answers one yes-or-no question/level.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Condemnation	21	Will negates	1 standard	1 round	Close (50 ft.)	V	Yes	Abjuration	PHB II: pg.107
<i>Effect:</i> Stun target outsider for one round and reduce spell resistance by 10.					<i>Target:</i> One outsider		<i>Caster Level:</i> 11		
□□□□□ Crawling Darkness	21	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: Pg.55
<i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Curse of Ill Fortune, Mass	21	Will negates	1 standard	1 minute/level	Medium (210 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all affected creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst		<i>Caster Level:</i> 11		
□□□□□ Death Throes	21	None	1 standard	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> 11		
□□□□□ Dispel Chaos	21	See text	1 standard	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> 11		
□□□□□ Dispel Evil	21	See text	1 standard	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> 12		
□□□□□ Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard	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> 11		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Divine Agility	21	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> 11		
☐☐☐☐☐ Doomtide	21	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> 11		
☐☐☐☐☐ Dragonbreath	21	See text	1 standard action	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> 11		
☐☐☐☐☐ Earth Reaver	21	Reflex partial	1 standard action	Instantaneous	Medium (210 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 11		
☐☐☐☐☐ Etherealness, Swift	21	Will negates	1 swift action	1 round	Close (50 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
<i>Effect:</i> Subject becomes ethereal until the end of it's next turn.					<i>Target:</i> One willing creature		<i>Caster Level:</i> 11		
☐☐☐☐☐ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 11		
☐☐☐☐☐ Hallow	21	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point		<i>Caster Level:</i> 12		
☐☐☐☐☐ Incorporeal Nova	21	Will negates	1 standard action	Instantaneous	Medium (210 ft.)	V,S	Yes	Necromancy [Death]	SC: Pg.121
<i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.					<i>Target:</i> 50-ft.-radius burst		<i>Caster Level:</i> 11		
☐☐☐☐☐ Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 1d8 +1/level damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Insect Plague	21	None	1 round	1 minute/level	Long (840 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 11		
☐☐☐☐☐ Invest Heavy Protection	21	Will half (harmless); see text	1 standard action	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> 11		
☐☐☐☐☐ Life's Grace	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.131
<i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Magic Convalescence	21	None	1 standard action	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> 11		
☐☐☐☐☐ Mana Flux	21	None	1 standard action	1 round/level	Medium (210 ft.)	V,S	No	Abjuration	PHB II: pg.119
<i>Effect:</i> 20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, aspace					<i>Target:</i> 20-ft.-radius emanation centered on a point in		<i>Caster Level:</i> 11		
☐☐☐☐☐ Mark of Justice	21	None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Meteoric Strike	21	None or Reflex half; see text	1 swift action	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> 11		
☐☐☐☐☐ Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 11		
☐☐☐☐☐ Radiance	21	None	1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
<i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 12		
☐☐☐☐☐ Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.268
<i>Effect:</i> Restores life to subject who died as long as 1 day/level ago.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Revivify	21	None; see text	1 standard action	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> 11		
☐☐☐☐☐ Righteous Might	21	None	1 standard action	1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your size increases, and you gain combat bonuses.					<i>Target:</i> You		<i>Caster Level:</i> 11		
☐☐☐☐☐ Righteous Wrath of the Faithful	21	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
<i>Effect:</i> Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you morale bonus to attack and damage.					<i>Target:</i> All allies within 30-ft.-radius burst centered on		<i>Caster Level:</i> 11		
☐☐☐☐☐ Sanctuary, Mass	21	Will negates [harmless]	1 standard action	1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Opponents can't attack you, and you can't attack; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Scrying	21	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 11		
☐☐☐☐☐ Slay Living	21	Fortitude partial	1 standard action	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> 11		
☐☐☐☐☐ Spell Resistance	21	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> 11		
☐☐☐☐☐ Stalwart Pact	21	Will negates (harmless)	10 minutes	Permanent until triggered, then 11 rounds	Touch	V,S,DF,XP	Yes (harmless)	Evocation	Race Sto: Pg.168
<i>Effect:</i> Upon losing half HP, gain 55 hp, DR 5/magic and +4 luck bonus on saving throws. Cost:250 XP.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Stone Shape, Greater	21	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level		<i>Caster Level:</i> 11		

* =Domain/Specialty Spell

Cleric Spells

Subvert Planar Essence	21	Fortitude negates	1 standard action	1 round/level	Medium (210 ft.)	V,S,M/DF	Yes	Transmutation	SC: Pg.211
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 11	
Summon Monster V	21	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Symbol of Sleep	21	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol			<i>Caster Level:</i> 11	
Symbol of Spell Loss	21	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SC: Pg.218
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					<i>Target:</i> One symbol			<i>Caster Level:</i> 11	
TriadsPELL	21	N/A	1 standard action	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> 11	
True Seeing	21	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> 11	
Vigor, Greater	21	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> 11	
Vulnerability	21	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> 11	
Wall of Dispel Magic	21	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	No	Abjuration	SC: Pg.233
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft square/level			<i>Caster Level:</i> 11	
Wall of Limbs	21	Reflex negates; see text	1 round	1 round/level [D]	Medium (210 ft.)	V,S	Yes	Evocation	SC: Pg.234
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels			<i>Caster Level:</i> 11	
Wall of Stone	21	See text	1 standard action	Instantaneous	Medium (210 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]			<i>Caster Level:</i> 11	
Zone of Respite	21	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you			<i>Caster Level:</i> 11	
Zone of Revelation	21	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Divination	SC: Pg.244
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.					<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space			<i>Caster Level:</i> 11	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Objects	22	None	1 standard action	1 round/level	Medium (210 ft.)	V,S	No	Transmutation	PHB: pg.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text			<i>Caster Level:</i> 11	
Antilife Shell	22	None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 11	
Banishment	22	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (210 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 27 ft; either form 20 ft. high			<i>Caster Level:</i> 11	
Bolt of Glory	22	None	1 standard action	Instantaneous	Close (55 ft.)	V,S,DF	Yes	Evocation [Good]	SC: Pg.35
<i>Effect:</i> Ranged touch attack with the ray deals positive energy damage. 1d12/caster level to undead [max 15d12], 1d12/2 caster levels [max 7d12].					<i>Target:</i> Ray			<i>Caster Level:</i> 12	
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Chasing Perfection	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Cold Snap	22	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you			<i>Caster Level:</i> 11	
Cometfall	22	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice			<i>Caster Level:</i> 11	
Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (210 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 11	
Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	
Energy Immunity	22	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
Find the Path	22	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 11	

* =Domain/Specialty Spell

Cleric Spells										
☐☐☐☐☐	Forbiddance	22	See text	6 rounds	Permanent	Medium (210 ft.)	V,S,M, DF	Yes	Abjuration	PHB: pg.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.						Target: 60-ft. cubes/level [S]		Caster Level: 11		
☐☐☐☐☐	Geas/Quest	22	None	10 minutes	1 day/level or until discharged [D]	Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.234
<i>Effect:</i> As lesser geas, plus it affects any creature.						Target: One living creature		Caster Level: 11		
☐☐☐☐☐	Ghost Trap	22	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.						Target: 5 ft./level-radius emanation centered on you		Caster Level: 11		
☐☐☐☐☐	Glyph of Warding, Greater	22	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.237
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.						Target: Object touched or up to 5 sq. ft/level		Caster Level: 11		
☐☐☐☐☐	Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.239
<i>Effect:</i> Deals 10 points damage/level to target.						Target: Creature touched		Caster Level: 11		
☐☐☐☐☐	Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.						Target: Creature touched		Caster Level: 11		
☐☐☐☐☐	Heroes' Feast	22	None	10 minutes	1 hour plus 12 hours; see text	Close (50 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.						Target: Feast for 1 creature/level		Caster Level: 11		
☐☐☐☐☐	Hide the Path	22	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						Target: Up to 200 sq.ft./level [S]		Caster Level: 11		
☐☐☐☐☐	Ice Flowers	22	Reflex half	1 standard action	Instantaneous	Long (840 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.						Target: 20-ft.-radius burst		Caster Level: 11		
☐☐☐☐☐	Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.						Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 11		
☐☐☐☐☐	Lucent Lance	22	None	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.						Target: Ray		Caster Level: 11		
☐☐☐☐☐	Make Manifest, Mass	22	N/A	1 standard action	1 round/level	Close (50 ft.)	V,S,M	N/A	Transmutation	SC: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.						Target: 25-ft.-radius emanation centered on a point is space		Caster Level: 11		
☐☐☐☐☐	Mantle of the Icy Soul	22	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.						Target: Creature touched		Caster Level: 11		
☐☐☐☐☐	Opalescent Glare	22	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SC: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.						Target: You		Caster Level: 12		
☐☐☐☐☐	Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.						Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 11		
☐☐☐☐☐	Planar Ally	22	None	10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.						Target: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear		Caster Level: 11		
☐☐☐☐☐	Planar Exchange	22	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						Target: One called creature		Caster Level: 11		
☐☐☐☐☐	Rejection	22	Fortitude negates	1 standard action	Instantaneous	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.						Target: Cone-shaped burst		Caster Level: 11		
☐☐☐☐☐	Resistance, Superior	22	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.						Target: Creature touched		Caster Level: 11		
☐☐☐☐☐	Revive Outsider	22	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.						Target: Touch		Caster Level: 11		
☐☐☐☐☐	Sarcophagus of Stone	22	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SC: Pg.180
<i>Effect:</i> Airtight coffin; see text.						Target: Creature touched?		Caster Level: 11		
☐☐☐☐☐	Spider Plague	22	None	1 round	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: Pg.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.						Target: Five summoned spiders		Caster Level: 11		
☐☐☐☐☐	Stone Body	22	N/A	1 standard action	1 minute/level [D]	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						Target: You		Caster Level: 11		
☐☐☐☐☐	Summon Monster VI	22	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<										

Cleric Spells

■■■■■ Visage of the Deity	22	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.230
<i>Effect:</i> Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					<i>Target:</i> You		<i>Caster Level:</i> 11		
■■■■■ Wind Walk	22	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]	PHB: pg.302
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels		<i>Caster Level:</i> 11		
■■■■■ Word of Recall	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures		<i>Caster Level:</i> 11		
■■■■■ Zealot Pact	22	Will negates [harmless]	10 minutes	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> 11		

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Animalistic Power, Mass	23	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■Bestow Curse, Greater	23	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Transmutation	Race Sto: Pg.164
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■Blood to Water	23	Fortitude half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy [Water]	SC: Pg.33
<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					<i>Target:</i> Up to five living creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■Brain Spider	23	Will negates	1 round	1 minute/level	Long (840 ft.)	V,S,M,DF	Yes	Divination [Mind-Affecting]	SC: Pg.38
<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.					<i>Target:</i> Up to eight living creatures within range.		<i>Caster Level:</i> 11		
■■■■■Brilliant Blade	23	Will negates [harmless,object]	1 standard action	1 minute/level	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles		<i>Caster Level:</i> 11		
■■■■■Call Kolyarut	23	None	10 minutes	Instantaneous	Close (50 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You recieve the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called kolyarut		<i>Caster Level:</i> 11		
■■■■■Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text		<i>Caster Level:</i> 11		
■■■■■Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: pg.218
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
■■■■■Dictum	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	PHB: pg.220
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you		<i>Caster Level:</i> 11		
■■■■■Ethereal Jaunt	23	None	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You		<i>Caster Level:</i> 11		
■■■■■Fortunate Fate	23	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.99
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
■■■■■Holy Star	23	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: Pg.115
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy		<i>Caster Level:</i> 11		
■■■■■Holy Transformation	23	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text					<i>Target:</i> You		<i>Caster Level:</i> 12		
■■■■■Holy Word	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	PHB: pg.242
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you		<i>Caster Level:</i> 12		
■■■■■Inflict Serious Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
■■■■■Planar Bubble	23	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SC: Pg.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 11		
■■■■■Radiant Assault	23	Will partial	1 standard action	Instantaneous	Long (840 ft.)	V,S,F	Yes	Evocation [Light]	SC: Pg.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 11		
■■■■■Refuge	23	None	1 standard action	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: pg.269
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched		<i>Caster Level:</i> 11		
■■■■■Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		
■■■■■Renewal Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.173
<i>Effect:</i> Reverses certain effects when contracted.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 11		
■■■■■Repulsion	23	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you		<i>Caster Level:</i> 11		
■■■■■Restoration, Greater	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V,S, XP	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
■■■■■Restoration, Mass	23	Will negates [harmless]	1 round	Instantaneous	Close (50 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.174
<i>Effect:</i> Restores level and ability score drains to each creature.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 11		
☐☐☐☐☐ Righteous Burst	23	None or Will half; see text	1 standard	Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
<i>Effect:</i> Heals all allies 1d8 +1/caster level [max +35], each enemy take a likewise same damage. [Will save for half]					<i>Target:</i> 30-ft.-radius- burst centered on you		<i>Caster Level:</i> 12		
☐☐☐☐☐ Scrying, Greater	23	Will negates	1 standard	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 11		
☐☐☐☐☐ Slime Wave	23	Reflex negates	1 standard	1 round/level	Close (50 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread		<i>Caster Level:</i> 11		
☐☐☐☐☐ Spell Resistance, Mass	23	Will negates [harmless]	1 standard	1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.					<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Summon Monster VII	23	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
☐☐☐☐☐ Symbol of Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 11		
☐☐☐☐☐ Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 11		
☐☐☐☐☐ Symphonic Nightmare	23	Will negates	1 standard	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.218
<i>Effect:</i> Causes creature not to be able to rest; see text.					<i>Target:</i> Living creature touched; see text		<i>Caster Level:</i> 11		
☐☐☐☐☐ Withering Palm	23	Fortitude negates	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11		

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Antimagick Field	24	None	1 standard action	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
Effect: Negates magic within 10 ft.					Target: 10-ft.-radius emanation, centered on you		Caster Level: 11		
Brilliant Aura	24	Will negates [harmless]	1 standard action	1 round/level	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
Effect: Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					Target: Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart		Caster Level: 11		
Chain Dispel	24	None	1 standard action	Instantaneous	Close (50 ft.)	V,S,M/DF	No	Abjuration	PHB II: pg.105
Effect: Each creature is affected as if by a targeted dispel magic [max caster level added to check +25].					Target: One or more creatures, no two of which can be more than 30 ft. apart		Caster Level: 11		
Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or see text	Yes;Conjuration (Healing)	PHB: pg.215
Effect: Cures 4d8 +1/level [max +40] damage for many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 11		
Death Pact	24	None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SC: Pg.60
Effect: Brings target back to life but with a price; see text.					Target: Willing living creature touched		Caster Level: 11		
Death Ward, Mass	24	Will negates [harmless]	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.61
Effect: Grants immunity to death spells and negative energy effects to targeted creatures.					Target: One creature/level, no two of which can be more than 30 ft. apart		Caster Level: 11		
Dimensional Lock	24	None	1 standard action	1 day/level	Medium (210 ft.)	V,S	Yes	Abjuration	PHB: pg.221
Effect: Teleportation and interplanar travel blocked for one day/level.					Target: 20-ft.-radius emanation centered on a point in space		Caster Level: 11		
Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
Effect: Reveals exact location of creature or object.					Target: One creature or object		Caster Level: 11		
Earthquake	24	See text	1 standard action	1 round	Long (840 ft.)	V,S, DF	No	Evocation [Earth]	PHB: pg.225
Effect: Intense tremor shakes 80-ft.-radius.					Target: 80-ft.-radius spread [S]		Caster Level: 11		
Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (210 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
Effect: Deals 1d6/level [max 20d6] fire damage.					Target: 2 10-ft. cubes/level [S]		Caster Level: 11		
Heat Drain	24	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]	SC:Pg.112
Effect: Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.					Target: 20-ft.-radius burst centered on you		Caster Level: 11		
Holy Aura	24	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good]	PHB: pg.241
Effect: +4 to AC, +4 resistance, and SR 25 against evil spells.					Target: 1 creature/level in a 20-ft.-radius burst centered on you		Caster Level: 12		
Inflict Critical Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
Effect: Deals 4d8 +1/level [max +40] damage to many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 11		
Lion's Roar	24	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
Effect: Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.					Target: 120-ft.-radius burst centered on you		Caster Level: 11		
Planar Ally, Greater	24	None	10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
Effect: As lesser planar ally, but up to 18 HD.					Target: 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.		Caster Level: 11		
Planar Exchange, Greater	24	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
Effect: Call a celestial creature see list; see text					Target: One called creature		Caster Level: 11		
Plane Shift, Greater	24	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SC: Pg.159
Effect: As many as eight subjects travel to another plane.					Target: Creature touched, or up to eight willing creatures joining hands		Caster Level: 11		
Shield of Law	24	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Lawful]	PHB: pg.278
Effect: +4 to AC, +4 resistance, and SR 25 against chaotic spells.					Target: 1 creature/level in a 20-ft.-radius burst centered on you		Caster Level: 11		
* =Domain/Specialty Spell									

Cleric Spells

□□□□□ Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 2 spells, up to 8th-level spells.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
□□□□□ Stormrage	24	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Summon Monster VIII	24	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.289
<i>Effect:</i> Triggered rune slays nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 11		
□□□□□ Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.290
<i>Effect:</i> Triggered rune renders nearby creatures insane.					<i>Target:</i> One symbol		<i>Caster Level:</i> 11		
□□□□□ Visions of the Future	24		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> 11		
□□□□□ Wall of Greater Dispel Magic	24	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	No	Abjuration	SC: Pg.234
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level		<i>Caster Level:</i> 11		

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Astral Projection	25	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> 11		
□□□□□ Awaken Construct	25	Will negates [harmless]	8 hours	Instantaneous	Touch	V,S,M,XP	Yes [harmless]	Transmutation	SC: Pg.21
<i>Effect:</i> You awaken a humanoid-shaped construct to humanlike sentience. [3d6 for Int, Wis & Cha].					<i>Target:</i> One construct		<i>Caster Level:</i> 11		
□□□□□ Call Marut	25	None	10 minutes	Instantaneous	Close (50 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> 11		
□□□□□ Energy Drain	25	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.226
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy		<i>Caster Level:</i> 11		
□□□□□ Etherealness	25	None	1 standard action	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels		<i>Caster Level:</i> 11		
□□□□□ Gate	25	None	1 standard action	Instantaneous or concentration 0; see text	Medium (210 ft.)	V,S, XP; see text	No	Conjuration (Calling, Creation)	PHB: pg.234
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text		<i>Caster Level:</i> 11		
□□□□□ Heal, Mass	25	Will negates (harmless)	1 standard action	Instantaneous	Close (50 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> 11		
□□□□□ Heavenly Host	25	None	10 minutes	10 minutes/level	Medium (220 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> 12		
□□□□□ Implosion	25	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (50 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> 11		
□□□□□ Miracle	25	See text	1 standard action	See text	See text	V,S, XP; see text	Yes	Evocation	PHB: pg.254
<i>Effect:</i> Requests a deity's intercession.					<i>Target:</i> See text		<i>Caster Level:</i> 11		
□□□□□ Soul Bind	25	Will negates	1 standard action	Permanent	Close (50 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> 11		
□□□□□ Storm of Vengeance	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (840 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> 11		
□□□□□ Summon Elemental Monolith	25	None	1 round	Concentration, up to 1 round/level	Medium (210 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> 11		
□□□□□ Summon Golem	25	None	1 round	1 minute/level	Close (50 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> 11		
□□□□□ Summon Monster IX	25	None	1 round	1 round/level [D]	Close (50 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> 11		
□□□□□ True Resurrection	25	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> 11		
□□□□□ Undeath's Eternal Foe	25	None	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels		<i>Caster Level:</i> 12		
□□□□□ Visage of the Deity, Greater	25	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text					<i>Target:</i> You		<i>Caster Level:</i> 11		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

FAITH: _____

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35