

Stefan 'Stitch'

NAME

d10E1 Clr d6E5

CLASS

6

Character Level

21000

EXPERIENCE

21000

NEXT LEVEL

Max Johnson

PLAYERNAME

Human

RACE

Medium

SIZE

6' 1"

HEIGHT

180 lbs.

WEIGHT

Blue

EYES

White, Balding

HAIR

Lawful Good

ALIGNMENT

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	4	-3	4	-3	4	-3
DEX	4	-3	4	-3	4	-3
CON	8	-1	8	-1	8	-1
INT	18	+4	18	+4	18	+4
WIS	19	+4	19	+4	19	+4
CHA	17	+3	17	+3	17	+3

HP

hit points

29

AC

armor class

15

INITIATIVE

modifier

-3

BASE ATTACK

bonus

+3

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+5	+6	-1	+0	+0	+0		
REFLEX	-2	+1	-3	+0	+0	+0		
WILL	+6	+2	+4	+0	+0	+0		

MELEE

attack bonus

+0

BASE ATTACK BONUS

+3

STAT

-3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

RANGED

attack bonus

+0

BASE ATTACK BONUS

+3

STAT

-3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

GRAPPLE

attack bonus

+0

BASE ATTACK BONUS

+3

STAT

-3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d3-3	20/x2	5 ft.

\*Club

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.

	To Hit	Dam	To Hit	Dam
1H-P	+0	1d6-3	2W-P-(OH)	-6
1H-O	-4	1d6-3	2W-P-(OL)	-4
2H	+0	1d6-3	2W-OH	-10

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+0	-2	-4	-6	-8
Dam	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3

Special Properties

ARMOR

*Mithral Chainmail +1	Light	+6	+6	+0	10
30hp/inch and 15 hardness					
*Mithral Heavy Shield	Heavy	+2		+0	5
30hp/inch and 15 hardness					

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC
Acrobatics	DEX	-6	-3	+	+	-3
Appraise	INT	4	4	+	+	
Athletics	STR	-6	-3	+	+	-3
Athletics (Jump)	STR	-12	-3	+	1.0	+ -10
Craft (Untrained)	INT	4	4	+	+	
Deception	CHA	3	3	+	+	
Endurance	CON	5	-1	+	9.0	+ -3
Gather Information	CHA	3	3	+	+	
Heal	WIS	13	4	+	9.0	+
Knowledge (Arcana)	INT	6	4	+	2.0	+
Knowledge (Religion)	INT	9	4	+	5.0	+
Mystic Artist Skill		0	0	+	+	
Perception	WIS	13	4	+	9.0	+
Persuasion	CHA	12	3	+	9.0	+
Ride	DEX	-3	-3	+	+	
Sense Motive	WIS	13	4	+	9.0	+
Spellcraft	INT	13	4	+	9.0	+
Stealth	DEX	-6	-3	+	+	-3
Survival	WIS	4	4	+	+	
Survival (Find or follow tracks)	WIS	6	4	+	1.0	+
Thievery	DEX	-3	-3	+	+	
Use Magic Device	CHA	7	3	+	4.0	+
Use Magic Device (Scroll)	CHA	10	3	+	5.0	+
Use Rope	DEX	-3	-3	+	+	

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

Character: Stefan 'Stitch'

Player: Max Johnson

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Club		Equipped	1	3.0	0.0
	Mithral Chainmail +1	Equipped	1	10.0	6300.0
	30hp/inch and 15 hardness				
	Mithral Heavy Shield	Equipped	1	7.5	1020.0
	30hp/inch and 15 hardness				
	TOTAL WEIGHT CARRIED/VALUE			20.5 lbs.	7320.0 gp

WEIGHT ALLOWANCE					
Light	13	Medium	26	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200

+7/+2

Special Attacks	
<b>Warcraft</b>	[Eclipse, p.10]
+3 BAB	

Special Qualities	
<b>Armor Proficiency (Light)</b>	[Eclipse, p.49]
Proficient with Light Armors	
<b>Armor Proficiency (Shields)</b>	[Eclipse, p.49]
Proficient with Shields	
<b>Weapon Proficiency (All Simple Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
<b>Duties ()</b>	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	

DISADVANTAGES	
<b>Aged</b>	[Eclipse, p.18]
You didn't take up adventuring until late in life. You are middle-aged or older and may, at the option of the GM, have an extra level or two with the points assigned to abilities of little use in adventuring - giving you a starting edge at the cost of a long-term penalty.	
<b>Compulsive (Hippocratic Oath - Must aid allies)</b>	[Eclipse, p.18]
You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.	
<b>Obligations (Military Service / The Church)</b>	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	

Spell Caster Information	
<b>Cleric</b>	[Eclipse, p.11]
Cleric Level 9, Casterlevel is 9	

Eclipse Abilities	
<b>Action Hero ()</b>	[Eclipse, p.23]
<b>Action Hero / Stunt</b>	[Eclipse]
<b>Adept (Endurance, Heal, Persuasion, Spellcraft)</b>	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
<b>Grant of Aid</b>	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
<b>Metamagic / Easy</b>	[Eclipse, p.57]
You have learned to substitute raw power for some of the usual requirements of your spells., (6 CP). Common applications of this technique include: ! Material (+1 SL) removes the need for most material components unless they're integral to the spell effect. If you have a spell which animates a sword to fight, you still need the sword. However, you won't need ruby dust to sprinkle it with. The classic Eschew Materials feat does not increase the spell level, but only works on materials and only for those costing 1 GP or less. If you want that version, it's bought as Easy, with the Streamline metamagical modifier. Specialized to materials costing 1 GP or less only, for a total of 6 CP. ! Verbal (+1 SL) removes the need for incantations. ! Somatic (+1 SL) removes the need for gestures and arcane spell failure chance. ! Temporal (+1 SL) allows the caster to use the spell as a Free Action. Unfortunately, since you can't take any time to speak, gesture, or get out components, you must also apply the Material, Verbal, and Somatic effects for a total of +4 spell levels. Using this effect on spells with lengthy casting times requires another +1 SL, +2 SL if the normal casting time is measured in hours or more. The classic Quicken feat states that "you can cast a spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spell and Still Spell feats; official and unofficial statements seem to go both ways. If you feel that the +4 level cost does not include one more of the earlier effects simply increase the spell level adjustment for Temporal by the number you do not include.	
<b>Metamagic / Extension</b>	[Eclipse, p.58]
Extension covers the fine art of manipulating the range of spells., (6 CP). Common applications include: ! Extension (+1 SL per step) increases the range of a spell from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight (limited only by the user's direct vision). ! Indirect Fire (+2 SL) allows the spell to hit targets within range which the user is aware of but cannot see; this is not compatible with Line of Sight. ! Global (+6 SL) amplifies the range so that it may hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) allows the user to targetthrough scrying effects, to hit targets across the dimensional boundary, or to target people at interstellar ranges. Strangely, Trans-dimensional doesn't take any more time to reach the target than normal.	
<b>Metamagic / Triggering</b>	[Eclipse, p.60]
You can set up delays or activation conditions and program your spells to choose between options on their own., (6 CP). Triggering options normally persist for 24 hours, except where noted otherwise. ! Holding keeps a touch spell ready while you do something else for up to 10 minutes. This costs no spell levels, although spontaneous casters do have the casting time extended as usual. ! Simple Conditions (+1 SL) or a time delay costs +1 spell level. This includes 'Activate on command,' 'Wait ten minutes,' and 'When the next group of people come by.' ! Complex Conditions (+2 SL) allow the caster to use multiple Simple triggers at once. ! Programmed Conditions (+3 SL) allow the caster to set up contingent effects (or several contingent effects) with a specified target, such as 'Activate when I reach half my hit points.' ! Mobile Focus (+1 SL) allows the spell to locate and select targets on its own initiative. These spells have a +0 ranged attack bonus, should it matter. This includes 'Fire yourself at my enemies chasing after me past the obelisk.' Also, this anchors the spell to a physical item which can be moved or left behind, whereas the previous versions either kept the spell near the caster or at a specific location.! Clockwise (+1 SL) adds to the time limit. Casters may relax the limit by an additional 24 hours with Extension. This doesn't increase the spell's duration, but will allow a trigger to remain active for longer. The caster may stack as many of these as he or she can afford.	
<b>Occult Sense (Diagnosis)</b>	[Eclipse, p.38]
(6 CP). Occult Sense grants the character a new sense, such as lowlight vision, deathstight (allowing you to sense when someone is near death), the ability to accurately date objects by touch, the ability to sense radiation or magnetic fields, the ability to see ethereal spirits, automatically sensing the current astrological modifiers (if such things are used), and so on. Occult Sense generally counteracts minor penalties or allows minor added abilities. More powerful senses, such as Darkvision (where the character sees even in total darkness) cost the same, but come with limitations. This usually amounts to either being usable 3/day with a duration in rounds equal to the character's level or greatly limited range, usually 60'. Extremely powerful senses are usually only usable in special circumstances.	
<b>Opportunist</b>	[Eclipse, p.39]
(6 CP). A character with Opportunist selects a particular type of action (most often a single attack) and particular situation when you normally could not take that action. You may use your action under that specific circumstance from now on. For example, the basic Rogue can attack opponents who were just injured by another character. You may take this ability multiple times. Each time it applies to a new action and/or situation.	
<b>Self Development</b>	[Eclipse, p.42]
(6 CP). This feat increases a character's attribute by +1 for a specific purpose, such as Strength for to-hit bonuses or Dex for AC calculation. This ability helps low attributes more than high ones. Attributes with a base score of 3-6 or 7-9 go up by +3	

or +2, respectively, instead of by +1.

+7/+2+7/+2

## Feats

Feat Conversion to CP ~ 6 (2x)

[Eclipse, p.9]

## PROFICIENCIES

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

## LANGUAGES

Common, Draconic, Dwarven, Infernal, Terran

## TEMPLATES

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	14	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 9	
□□□□□Create Water		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 9	
□□□□□Cure Minor Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 9	
□□□□□Detect Poison		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 9	
□□□□□Guidance	14	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Inflict Minor Wounds	14	Will negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 9	
□□□□□Mending	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 9	
□□□□□Purify Food and Drink	14	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 9	
□□□□□Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 9	
□□□□□Resistance	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Virtue	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Axiomatic Water	15	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 9	
□□□□□Bane	15	Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 9	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 9	
□□□□□Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 9	
□□□□□Blessed Aim	15	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 9	
□□□□□Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 9	
□□□□□Blood Wind	15	Will negates [harmless]	1 swift action	1 round	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: p.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 9	
□□□□□Cause Fear	15	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (45 ft.)	V,S	Yes	Necromancy [Fear,PHB: Mind-Affecting]	p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 9	
□□□□□Cold Fire	15	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 9	
□□□□□Command	15	Will negates	Standard Action	1 round	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 9	
□□□□□Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 9	
□□□□□Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	

\* =Domain/Speciality Spell

# Cleric Spells

☐☐☐☐☐Cure Light Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 9	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 9	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 9	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 9	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination Caster Level: 9	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐Dispel Ward		None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration Caster Level: 9	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation Caster Level: 9	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐Doom	15	Will negates	Standard Action	1 minute/level	Medium (190 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: p.225 Mind-Affecting] Caster Level: 9	SC: p.77
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 9	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 9	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration Caster Level: 9	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐Faith Healing	15	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐Foundation of Stone		None	1 standard action	1 round/level	Close (45 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 9	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐Grave Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good] Caster Level: 9	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐Guiding Light		None	1 standard action	1 minute/level [D]	Long (760 ft.)	V,S	Yes	Evocation Caster Level: 9	SC: p.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐Healthful Rest	15	Will negates [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐Hide from Undead	15	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration Caster Level: 9	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐Ice Gauntlet	15	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 9	SC: p.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐Incite	15	Will negates	1 swift action	1 minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐Inflict Light Wounds	15	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 9	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Inhibit	15	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐Invest Light Protection	15	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB II: p.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.									
☐☐☐☐☐Ironguts	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration Caster Level: 9	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 9	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
☐☐☐☐☐Magic Stone	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 9	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 9	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.									

\* =Domain/Specialty Spell

## Cleric Spells

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

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	Standard Action	1 minute/level	Touch	V,S, DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.196
<b>Effect:</b> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<b>Target:</b> Living creature touched		<b>Caster Level:</b> 9		
☐☐☐☐☐ Align Weapon	16	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes [harmless, object]	Transmutation	PHB: p.197
<b>Effect:</b> Weapon becomes good, evil, lawful, or chaotic.					<b>Target:</b> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<b>Caster Level:</b> 9		
☐☐☐☐☐ Animalistic Power	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<b>Effect:</b> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 9		
☐☐☐☐☐ Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
<b>Effect:</b> Learns whether an action will be good or bad.					<b>Target:</b> You		<b>Caster Level:</b> 9		
☐☐☐☐☐ Aura Against Flame	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<b>Effect:</b> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<b>Target:</b> You		<b>Caster Level:</b> 9		
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<b>Effect:</b> Gain temporary respite from the natural effects of a specific plane.					<b>Target:</b> One creature/level in a 20-ft. radius burst centered on you		<b>Caster Level:</b> 9		

\* =Domain/Specialty Spell

# Cleric Spells

■■■■■ Balor Nimbus	16	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You			<i>Caster Level:</i> 9	
■■■■■ Bear's Endurance	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
■■■■■ Black Karma Curse	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
■■■■■ Blade Brothers	16	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: p.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					<i>Target:</i> Two willing creatures			<i>Caster Level:</i> 9	
■■■■■ Body Blades	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 9	
■■■■■ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 9	
■■■■■ Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
■■■■■ Calm Emotions	16	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 9	
■■■■■ Close Wounds	16	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
■■■■■ Cloud of Knives			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					<i>Target:</i> You			<i>Caster Level:</i> 9	
■■■■■ Consecrate		None	Standard Action	2 hours/level	Close (45 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 9	
■■■■■ Cure Moderate Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
■■■■■ Curse of Ill Fortune	16	Will negates	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 9	
■■■■■ Darkness		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 9	
■■■■■ Dark Way		None	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			<i>Caster Level:</i> 9	
■■■■■ Deific Vegeance	16	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
■■■■■ Deific Vengeance	16	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
<i>Effect:</i> Cause 5d6 or 9d6 if the target is undead.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
■■■■■ Delay Poison	16	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
■■■■■ Divine Insight	16	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 9	
■■■■■ Divine Interdiction	16	Will negates or None [object]; see text	1 standard action	1 round/level	Close (45 ft.)	V	Yes or No [object]; see text	Abjuration	SC: p.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, <i>Caster Level:</i> 9 object, or point in space			<i>Caster Level:</i> 9	
■■■■■ Divine Protection	16	Will negates [harmless]	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 9	
■■■■■ Eagle's Splendor	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
■■■■■ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 9	
■■■■■ Enthral	16	Will negates; see text	1 round	1 hour or less	Medium (190 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 9	
■■■■■ Extend Tentacles	16	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
<i>Effect:</i> Extends your tentacles by 5 ft.					<i>Target:</i> You			<i>Caster Level:</i> 9	
■■■■■ Find Traps		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 9	
■■■■■ Frost Breath	16	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 9	
■■■■■ Fuse Arms	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched			<i>Caster Level:</i> 9	
■■■■■ Gentle Repose	16	Will negates (object)	Standard	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235

\* =Domain/Specialty Spell

# Cleric Spells

Action									
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 9	
□□□□□ Ghost Touch Armor	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched			<i>Caster Level:</i> 9	
□□□□□ Hand of Divinity		None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: p.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 9	
□□□□□ Hold Person	16	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (190 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 9	
□□□□□ Inflict Moderate Wounds	16	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Inky Cloud		None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjunction (Creation)	SC: p.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you			<i>Caster Level:</i> 9	
□□□□□ Insight of Good Fortune	16	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: p.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
□□□□□ Insignia of Alarm		None	Standard Action	Instantaneous	Long (760 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<i>Effect:</i> Spell alerts all wearers.					<i>Target:</i> All wearers of special insignia within range			<i>Caster Level:</i> 9	
□□□□□ Iron Silence	16	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels			<i>Caster Level:</i> 9	
□□□□□ Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 9	
□□□□□ Living Undeath	16	Fortitude negates (harmless)	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Make Whole	16	Will negates (harmless, object)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: p.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level			<i>Caster Level:</i> 9	
□□□□□ Mark of Judgement	16	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	PHB II: p.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 9	
□□□□□ Mark of the Outcast	16	Will negates	1 standard action	Permanent	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
□□□□□ Master's Touch (Skillful)	16	Will negates (harmless)	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: p.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
□□□□□ Owl's Wisdom	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Protection from Negative Energy	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Protection from Positive Energy	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Quick March	16	Will negates [harmless]	1 standard action	1 round	Medium (190 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 9	
□□□□□ Remove Paralysis	16	Will negates (harmless)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 9	
□□□□□ Resist Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□ Share Talents	16	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched			<i>Caster Level:</i> 9	
□□□□□ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: p.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 9	
□□□□□ Shield Other	16	Will negates (harmless)	Standard Action	1 hour/level [D]	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
□□□□□ Shroud of Undeath	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You			<i>Caster Level:</i> 9	
□□□□□ Silence	16	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (760 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 9	

\* =Domain/Specialty Spell



# Cleric Spells

□□□□□ Sound Burst	16	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 9		
□□□□□ Spawn Screen	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 9		
□□□□□ Spell Immunity, Lesser	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
□□□□□ Spiritual Weapon		None	Standard Action	1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 9		
□□□□□ Stabilize	16	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 9		
□□□□□ Status	16	Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 9		
□□□□□ Stay the Hand	16	Will negates	1 immediate action	Instantaneous	Medium (190 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: p.126
<i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 9		
□□□□□ Stone Bones	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 9		
□□□□□ Stone Fist		None	Standard Action	9 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
<i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Stretch Weapon	16	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 9		
□□□□□ Summon Elysian Thrush		None		10 minutes 8 hours	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: p.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 9		
□□□□□ Summon Monster II		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 9		
□□□□□ Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Zone of Truth	16	Will negates	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 9		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid, Mass		None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Air Breathing	17	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 9		
□□□□□ Align Weapon, Mass	17	Will negates [harmless, object]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: p.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Alter Fortune		None	1 immediate action	Instantaneous	Close (45 ft.)	V,X	No	Divination	PHB II: p.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
□□□□□ Antidragon Aura	17	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: p.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Attune Form	17	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 9		
□□□□□ Awaken Sin	17	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 9		
□□□□□ Axiomatic Storm		None	1 standard action	1 round/level	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: p.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 9		
□□□□□ Bestow Curse	17	Will negates	Standard Action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.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> 9		
□□□□□ Blade of Pain and Fear	17	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: p.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> 9		
□□□□□ Blindness/Deafness	17	Fortitude negates	Standard Action	Permanent [D]	Medium (190 ft.)	V	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 9		

\* =Domain/Speciality Spell

# Cleric Spells

■■■■■Blindsight	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■Chain of Eyes	17	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Srying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
■■■■■Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■Checkmate's Light		None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: p.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 9		
■■■■■Circle Dance	17	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■Cloak of Bravery	17	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.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> 9		
■■■■■Cloak Pool	17	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: p.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> 9		
■■■■■Continual Flame		None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched		Magical, heatless flame <i>Caster Level:</i> 9		
■■■■■Conviction, Mass	17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.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> 9		
■■■■■Corona of Cold	17	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 9		
■■■■■Create Food and Water		None	10 minutes	24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: p.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> 9		
■■■■■Crown of Grave	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
<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> 9		
■■■■■Crown of Might	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■Crown of Protection	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.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> 9		
■■■■■Crown of Smiting	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: p.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> 9		
■■■■■Cure Serious Wounds	17	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■Curse of Arrow Attraction	17	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M	Yes	Transmutation	PHB II: p.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> 9		
■■■■■Darkfire		None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.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> 9		
■■■■■Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
■■■■■Deeper Darkness		None	Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
■■■■■Demon Dirge	17	NWill half	1 standard action	1d6 rounds; see text	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.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> 9		
■■■■■Devil Blight	17	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.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> 9		
■■■■■Dispel Magic		None	Standard Action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	PHB: p.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> 9		
■■■■■Divine Retaliation		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: p.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> 9		
■■■■■Downdraft	17	Reflex partial; see text	1 standard action	Instantaneous	Long (760 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.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> 9		
■■■■■Energized Shield		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.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> 9		
■■■■■Energy Aegis	17	Will negates (harmless)	1 immediate action	1 round	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		

\* =Domain/Speciality Spell

# Cleric Spells

Energy Vortex	17	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 9	SC: p.81
<b>Effect:</b> Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.									
Energy Vulnerability	17	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
<b>Effect:</b> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.									
Favorable Sacrifice	17	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
<b>Effect:</b> Gain benefit from deity; see text.									
Fell the Greatest Foe	17	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
<b>Effect:</b> Deal 1d6 damage per size category difference.									
Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
<b>Effect:</b> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.									
Ghost Touch Weapon	17	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
<b>Effect:</b> Hit incorporeal normally.									
Girallon's Blessing	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
<b>Effect:</b> Gain an additional pair of arms; see text									
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
<b>Effect:</b> Inscription harms those who pass it.									
Grace	17	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: p.107
<b>Effect:</b> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.									
Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
<b>Effect:</b> Any creature hitting the subject takes 1d8 damage.									
Helping Hand		None	Standard Action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: p.239
<b>Effect:</b> Ghostly hand leads subject to you.									
Hesitate	17	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.114
<b>Effect:</b> Creature can only take move action on it's turn; retry save each round [swift action].									
Holy Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: p.115
<b>Effect:</b> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].									
Ice Axe		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.118
<b>Effect:</b> Axe deals 2d12 of cold damage +1/2 caster level [max +10].									
Inflict Serious Wounds	17	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<b>Effect:</b> Touch attack, 3d8 +1/level [max +15] damage.									
Insignia of Blessing		None	Standard Action	9 minutes	Long (760 ft.)	V,S,F	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Race Des: p.166
<b>Effect:</b> +1 morale bonus on attack rolls and on saving throws against fear effects.									
Insignia of Healing	17	Will half (Harmless)	Standard Action	Instantaneous	Long (760 ft.)	V,S,F	Yes (harmless); see text	Conjuration (Healing)	Race Des: p.166
<b>Effect:</b> Heals 1d8+9 to all wearers.									
Insignia of Warding	17	Will negates (Harmless)	Standard Action	9 minutes	Long (760 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<b>Effect:</b> +1 divine bonus to AC and on Fort saves.									
Interplanar Message	17	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: p.124
<b>Effect:</b> Send 25 words or less to the targeted creature; see text.									
Invest Moderate Protection	17	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
<b>Effect:</b> 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.									
Invisibility Purge		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: p.245
<b>Effect:</b> Dispel invisibility within 5 ft./level									
Knight's Move	17	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: p.129
<b>Effect:</b> Teleport and end up flanking an opponent.									
Know Opponent	17	Will negates	1 standard action	Instantaneous	Close (45 ft.)	S,DF	Yes	Divination	SC: p.129
<b>Effect:</b> Learn strengths or weaknesses of opponent; see text.									
Know Vulnerabilities	17	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Divination	SC: p.129
<b>Effect:</b> Learn any vulnerabilities and resistances the target has.									
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<b>Effect:</b> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text									
Locate Object		None	Standard Action	1 minute/level	Long (760 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<b>Effect:</b> Senses direction toward object [specific or type].									
Magic Circle against Chaos	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
<b>Effect:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
* =Domain/Speciality Spell									

# Cleric Spells

☐☐☐☐☐ Magic Circle against Evil	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature <i>Caster Level:</i> 9				
☐☐☐☐☐ Magic Vestment	17	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement					<i>Target:</i> Armor or shield touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Mantle of Chaos	17	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos]	SC: p.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.					<i>Target:</i> You <i>Caster Level:</i> 9				
☐☐☐☐☐ Mantle of Law	17	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: p.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.					<i>Target:</i> You <i>Caster Level:</i> 9				
☐☐☐☐☐ Mark of Doom		None	1 standard action	1 round/level	Medium (190 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.					<i>Target:</i> One creature <i>Caster Level:</i> 9				
☐☐☐☐☐ Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You <i>Caster Level:</i> 9				
☐☐☐☐☐ Mold Touch		None	Standard Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation)	PGIF: p.106
<i>Effect:</i> NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text					<i>Target:</i> Patch of brown mold <i>Caster Level:</i> 9				
☐☐☐☐☐ Nauseating Breath	17	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation)	SC: p.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.					<i>Target:</i> Cone-shaped burst <i>Caster Level:</i> 9				
☐☐☐☐☐ Obscure Object	17	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 100 lbs/level <i>Caster Level:</i> 9				
☐☐☐☐☐ Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐ Protection from Energy	17	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Remove Blindness/Deafness	17	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.270
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Remove Curse	17	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Remove Disease	17	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Resist Energy, Mass	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 9				
☐☐☐☐☐ Resurgence, Mass	17	Will negates [harmless]	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 9				
☐☐☐☐☐ Ring of Blades	17	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation)	SC: p.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.					<i>Target:</i> You <i>Caster Level:</i> 9				
☐☐☐☐☐ Safety	17	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration	SC: p.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Searing Light		None	Standard Action	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation	PHB: p.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 9 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.					<i>Target:</i> Ray <i>Caster Level:</i> 9				
☐☐☐☐☐ Sheltered Vitality	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Shield of Warding	17	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good]	SC: p.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].					<i>Target:</i> One shield or buckler touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Sink	17	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart <i>Caster Level:</i> 9				
☐☐☐☐☐ Skull Watch	17	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy	SC: p.191
<i>Effect:</i> Alarm affect; see text					<i>Target:</i> One humanoid skull <i>Caster Level:</i> 9				
☐☐☐☐☐ Slashing Darkness		None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation	SC: p.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.					<i>Target:</i> Ray <i>Caster Level:</i> 9				
☐☐☐☐☐ Snowshoes, Mass	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart <i>Caster Level:</i> 9				
☐☐☐☐☐ Sonorous Hum	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic]	SC: p.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.					<i>Target:</i> You <i>Caster Level:</i> 9				
☐☐☐☐☐ Spark of Life	17	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched <i>Caster Level:</i> 9				
☐☐☐☐☐ Speak with Dead	17	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: p.281
<i>Effect:</i> Corpse answers one question/2 levels.					<i>Target:</i> One dead creature <i>Caster Level:</i> 9				
☐☐☐☐☐ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched <i>Caster Level:</i> 9				

\* =Domain/Specialty Spell

## Cleric Spells

Stone Shape	None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level				<i>Caster Level:</i> 9
Summon Monster III	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 9
Suppress Glyph	17	Will negates [object]	1 standard action	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.				<i>Target:</i> 100-ft.-radius emanation centered on you				<i>Caster Level:</i> 9
Tremor	17	See text	1 standard action	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.				<i>Target:</i> 40-ft.-radius spread				<i>Caster Level:</i> 9
Vigor	17	Will negates [harmless]	1 standard action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.				<i>Target:</i> Living creature touched				<i>Caster Level:</i> 9
Vigor, Mass Lesser	17	Will negates [harmless]	1 standard action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 9
Visage of the Deity, Lesser	17	N/A	1 standard action	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's; see text				<i>Target:</i> You				<i>Caster Level:</i> 9
Wall of Light	None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.				<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels				<i>Caster Level:</i> 9
Water Breathing	17	Will negates [harmless]	Standard Action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				<i>Caster Level:</i> 9
Water Walk	17	Will negates [harmless]	Standard Action	Touch	V,S, DF	Yes [harmless]	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> One touched creature/level				<i>Caster Level:</i> 9
Weapon of Energy	17	Fortitude negates [harmless,object]	1 standard action	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<i>Effect:</i> Adds additional damage; see text.				<i>Target:</i> One weapon				<i>Caster Level:</i> 9
Weapon of Impact	17	Will negates [harmless,object]	1 standard action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Double threat range of weapon.				<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]				<i>Caster Level:</i> 9
Weapon of the Deity	17	Fortitude negates [harmless,object]	1 standard action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.				<i>Target:</i> Weapon touched				<i>Caster Level:</i> 9
Wind Wall	17	None; see text	Standard Action	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]				<i>Caster Level:</i> 9

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes [harmless]	Transmutation [Air]	PHB: p.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> 9	
Assay Spell Resistance	18	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: p.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> 9	
Astral Hospice	18	N/A	1 standard action	24 hours/level	Close (45 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: p.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> 9	
Blessing of the Righteous	18	Will negates [harmless]	1 standard action	1 round/level	40 ft.	V,S,DF	Yes [harmless]	Evocation [Good]	PHB II: p.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> 9	
Blindsight, Greater	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 9	
Briartangle	18	Reflex half	Standard Action	9 minutes [D]	Long (760 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
<i>Effect:</i> Each entangled creature takes 1d8+4 in each subsequent round it attempts to break free or move it takes a like amount of damage.				<i>Target:</i> Plants in a 40-ft.-radius spread				<i>Caster Level:</i> 9	
Castigate	18	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: p.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> 9	
Channeled Divine Health	18	Will negates [harmless]	See text	Instantaneous	See text	V,S	Yes [harmless]	Conjuration (Healing)	PHB II: p.106
<i>Effect:</i> Ranged healing; See text.				<i>Target:</i> One creature				<i>Caster Level:</i> 9	
Contingent Energy Resistance	18	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
<i>Effect:</i> Same as Contingency, except it is more limited.				<i>Target:</i> You				<i>Caster Level:</i> 9	
Control Water	18	None; see text	Standard Action	10 minutes/level [D]	Long (760 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: p.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> 9	
Cure Critical Wounds	18	Will half [harmless]; see text	Standard Action	Instantaneous	Touch	V,S	Yes [harmless]; see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.				<i>Target:</i> Creature touched				<i>Caster Level:</i> 9	
Death Ward	18	Will negates [harmless]	Standard Action	1 minute/level	Touch	V,S, DF	Yes [harmless]	Necromancy	PHB: p.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				<i>Caster Level:</i> 9	
Delay Death	18	Will negates [harmless]	1 immediate action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: p.63
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.				<i>Target:</i> One creature				<i>Caster Level:</i> 9	
Dimensional Anchor	None		Standard Action	1 minute/level	Medium (190 ft.)	V,S	Yes [object]	Abjuration	PHB: p.221
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				<i>Caster Level:</i> 9	

\* =Domain/Speciality Spell

# Cleric Spells

□□□□□ Discern Lies	18	Will negates	Standard Action	Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	No	Divination	PHB: p.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> 9		
□□□□□ Dismissal	18	Will negates; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: p.222
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature		<i>Caster Level:</i> 9		
□□□□□ Divination		None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: p.224
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Divine Power		None	Standard Action	1 round/level	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Freedom of Movement	18	Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 9		
□□□□□ Giant Vermin		None	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: p.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> 9		
□□□□□ Glowing Orb		None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SC: p.106
<i>Effect:</i> Makes a light source in a globe; see text					<i>Target:</i> Magical, controllable light source		<i>Caster Level:</i> 9		
□□□□□ Hand of the Faithful	18	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: p.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 space		<i>Caster Level:</i> 9		
□□□□□ Healing Spirit	18	Will half (harmless)	1 standard action	1 round/2 levels	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.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> 9		
□□□□□ Holy Transformation	18	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: p.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> 9		
□□□□□ Holy Transformation, Lesser	18	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: p.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Hypothermia	18	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold]	SC: p.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> 9		
□□□□□ Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: p.243
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text		<i>Caster Level:</i> 9		
□□□□□ Inflict Critical Wounds	18	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
□□□□□ Iron Bones	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.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> 9		
□□□□□ Lifebolt	18	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: p.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
□□□□□ Magic Weapon, Greater	18	Will negates (harmless, object)	Standard Action	1 hour/level	Close (45 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: p.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> 9		
□□□□□ Make Manifest	18	Will negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes	Transmutation	SC: p.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> 9		
□□□□□ Moon Bolt	18	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (760 ft.)	V,S	Yes	Evocation	SC: p.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> 9		
□□□□□ Mystic Aegis			1 immediate action	Instantaneous	Personal	V,DF		Abjuration	PHB II: p.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> 9		
□□□□□ Nchaser's Glowing Orb		None	Standard Action	Permanent	Touch	V,S,F	No	Evocation [Light]	PGtF: p.107
<i>Effect:</i> Makes a light source in a globe; see text					<i>Target:</i> Magical, controllable light source		<i>Caster Level:</i> 9		
□□□□□ Negative Energy Aura	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: p.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> 9		
□□□□□ Neutralize Poison	18	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: p.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched		<i>Caster Level:</i> 9		
□□□□□ Panacea	18	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.152
<i>Effect:</i> Removes most conditions; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
□□□□□ Planar Ally, Lesser		None	10 minutes	Instantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: p.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> 9		
□□□□□ Planar Exchange, Lesser		None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: p.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature		<i>Caster Level:</i> 9		
□□□□□ Planar Tolerance		None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.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> 9		
□□□□□ Poison	18	Fortitude negates; see text	Standard Action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: p.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		

\* =Domain/Speciality Spell

# Cleric Spells

Positive Energy Aura	None	1 standard	1 round/level action	Personal	V,S	No	Conjuration (Healing)	SC: p.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				
Recitation	None	1 standard	1 round/level action	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: p.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.				
Renewed Vigor	18	Fortitude negates (harmless)	1 standard	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation PHB II: p.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				
Repel Vermin	18	None or Will negates; see text	Standard	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration PHB: p.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
Resistance, Greater	18	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.				<i>Target:</i> Creature touched				
Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing) PHB: p.272
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
Revenance	18	None; see text	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) SC: p.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.				<i>Target:</i> Dead ally touched				
Sending	None		10 minutes	1 round/level; see text	See text	V,S,M/DF	No	Evocation PHB: p.275
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
Shadowblast	18	Fort negates	1 standard	Insta	Long (760 ft.)	V,S,M	Yes	Evocation [Light] SC: p.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.				<i>Target:</i> 20-ft.-radius spread				
Shield of Faith, Mass	18	Will negates [harmless]	1 standard	1 minute/level	Close (45 ft.)	V,S,M	Yes [harmless]	Abjuration SC: p.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				
Sound Lance	18	Fortitude half	1 standard	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation [Sonic] SC: p.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].				<i>Target:</i> One creature or object				
Spell Immunity	18	Will negates (harmless)	Standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: p.282
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.				<i>Target:</i> Creature touched				
Spell Vulnerability	18	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation SC: p.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				
Stifle Spell	18	See text	1	Instantaneous	Close (45 ft.)	V	Yes	Abjuration PHB II: p.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				
Summon Hound Archon	None		1 round	Concentration, up to 1 round/level + 1 round	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful] SC: p.214
<i>Effect:</i> Summons a hound archon [MM 16]; see text				<i>Target:</i> One summoned archon hound				
Summon Monster IV	None		1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
Thorn Spray	18	Fortitude partial	Standard	Instantaneous	Close (45 ft.)	V,S	Yes	Transmutation PGtF: p.115
<i>Effect:</i> MALAR:Make a touch attack, the attack causes 9d6 to be spread among those you choose to attack.				<i>Target:</i> 9 creatures				
Tongues	18	Will negates (harmless)	Standard	10 minutes/level	Touch	V, M/DF	No	Divination PHB: p.294
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				
Undead Bane Weapon	18	Will negates [harmless,object]	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation SC: p.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]				
Wall of Good	18	See text	1 standard	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Good] SC: p.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				
Wall of Law	18	See text	1 standard	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law] SC: p.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				
Wall of Sand	None		1 standard	Concentration +1 round/level	Medium (190 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth] SC: p.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]				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Atonement		None	1 hour	Instantaneous	Touch	V,S,M,F,DF, XP	Yes	Abjuration	PHB: p.201
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 9	
☐☐☐☐Aura of Evasion		No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SC: p.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> 9	
☐☐☐☐Blistering Radiance	19	None and Fortitude partial; see text	1 standard action	1 round/level	Long (760 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: p.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> 9	
☐☐☐☐Break Enchantment	19	See text	1 minute	Instantaneous	Close (45 ft.)	V,S	No	Abjuration	PHB: p.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> 9	
☐☐☐☐Call Zelekhut		None	10 minutes	Instantaneous	Close (45 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: p.42
<i>Effect:</i> You recieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called zelekhut			<i>Caster Level:</i> 9	
☐☐☐☐Command, Greater	19	Will negates	Standard Action	1 round/level	Close (45 ft.)	V	Yes	Enchantment (Compulsion)	PHB: p.211

\* =Domain/Speciality Spell

# Cleric Spells

							[Language-Dependent, Mind-Affecting] Caster Level: 9	
<b>Effect:</b> As command, but affects 1 subject/level.							<b>Target:</b> 1 creature/level, no two of which can be more than 30 ft. apart	
□□□□□ Commune	None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP		Divination	PHB: p.211
<b>Effect:</b> Deity answers one yes-or-no question/level.							<b>Target:</b> You Caster Level: 9	
□□□□□ Condemnation	19	Will negates	1 standard action	1 round	Close (45 ft.)	V	Yes	Abjuration PHB II: p.107
<b>Effect:</b> Stun target outsider for one round and reduce spell resistance by 10.							<b>Target:</b> One outsider Caster Level: 9	
□□□□□ Crawling Darkness	19	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation) SC: p.55
<b>Effect:</b> 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.							<b>Target:</b> You Caster Level: 9	
□□□□□ Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing) PHB: p.216
<b>Effect:</b> Cures 1d8 +1/level [max +25] damage for many creatures.							<b>Target:</b> 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 9	
□□□□□ Curse of Ill Fortune, Mass	19	Will negates	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy SC: p.56
<b>Effect:</b> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.							<b>Target:</b> Enemies in a 20-ft.-radius burst Caster Level: 9	
□□□□□ Death Throes	None		1 standard action	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force] SC: p.60
<b>Effect:</b> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.							<b>Target:</b> You Caster Level: 9	
□□□□□ Dispel Chaos	19	See text	Standard Action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful] PHB: p.222
<b>Effect:</b> +4 bonus against attacks.							<b>Target:</b> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object Caster Level: 9	
□□□□□ Dispel Evil	19	See text	Standard Action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] PHB: p.222
<b>Effect:</b> +4 bonus against attacks.							<b>Target:</b> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object Caster Level: 9	
□□□□□ Disrupting Weapon	19	Will negates (harmless, object); see text	Standard Action	1 round/level	Touch	V,S	Yes (harmless, object)	Transmutation PHB: p.223
<b>Effect:</b> Melee weapon destroys undead.							<b>Target:</b> One melee weapon Caster Level: 9	
□□□□□ Divine Agility	19	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation SC: p.69
<b>Effect:</b> Grants +10 enhancement to Dex.							<b>Target:</b> Living creature touched Caster Level: 9	
□□□□□ Doomtide	19	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern) SC: p.70
<b>Effect:</b> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.							<b>Target:</b> Eight 10-ft. cubes extending straight from you Caster Level: 9	
□□□□□ Dragonbreath	19	See text	1 standard action	1 round/level	Personal	V,S,M,DF	No	Evocation SC: p.72
<b>Effect:</b> Gain a true dragons breath weapon attack; see text							<b>Target:</b> You Caster Level: 9	
□□□□□ Earth Reaver	19	Reflex partial	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Transmutation [Fire] SC: p.75
<b>Effect:</b> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.							<b>Target:</b> 20-ft.-radius spread Caster Level: 9	
□□□□□ Ethereality, Swift	19	Will negates	1 swift action	1 round	Close (45 ft.)	V,S	Yes	Transmutation PHB II: p.113
<b>Effect:</b> Subject becomes ethereal until the end of it's next turn.							<b>Target:</b> One willing creature Caster Level: 9	
□□□□□ Flame Strike	19	Reflex half	Standard Action	Instantaneous	Medium (190 ft.)	V,S, DF	Yes	Evocation [Fire] PHB: p.231
<b>Effect:</b> Smite foes with divine fire for 1d6/level [max 15d6] damage.							<b>Target:</b> Cylinder 10 Caster Level: 9	
□□□□□ Hallow	19	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good] PHB: p.238
<b>Effect:</b> Designates location as holy.							<b>Target:</b> 40-ft. radius emanating from the touched point Caster Level: 9	
□□□□□ Incorporate Nova	19	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Necromancy [Death] SC: p.121
<b>Effect:</b> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.							<b>Target:</b> 50-ft.-radius burst Caster Level: 9	
□□□□□ Inflict Light Wounds, Mass	19	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy PHB: p.244
<b>Effect:</b> Deals 1d8 +1/level damage to many creatures.							<b>Target:</b> 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 9	
□□□□□ Insect Plague	None		1 round	1 minute/level	Long (760 ft.)	V,S, DF	No	Conjuration (Summoning) PHB: p.244
<b>Effect:</b> Locust swarms attack creatures.							<b>Target:</b> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm Caster Level: 9	
□□□□□ Invest Heavy Protection	19	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) PHB II: p.115
<b>Effect:</b> 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.							<b>Target:</b> Creature touched Caster Level: 9	
□□□□□ Life's Grace	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.131
<b>Effect:</b> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text							<b>Target:</b> Living creature touched Caster Level: 9	
□□□□□ Magic Convalescence	None		1 standard action	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing) PHB II: p.118
<b>Effect:</b> 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.							<b>Target:</b> 20-ft.-radius emanation centered on you Caster Level: 9	
□□□□□ Mana Flux	None		1 standard action	1 round/level	Medium (190 ft.)	V,S	No	Abjuration PHB II: p.119
<b>Effect:</b> 20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, as space do spell completion items such scrolls.							<b>Target:</b> 20-ft.-radius emanation centered on a point in space Caster Level: 9	
□□□□□ Mark of Justice	None		10 minutes	Permanent; see text	Touch	V,S, DF	Yes	Necromancy PHB: p.252
<b>Effect:</b> Designates action that will trigger curse on subject.							<b>Target:</b> Creature touched Caster Level: 9	
□□□□□ Meteoric Strike	19	None or Reflex half; see text	1 swift action	1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire] PHB II: p.120
<b>Effect:</b> 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].							<b>Target:</b> Your melee weapon Caster Level: 9	
□□□□□ Plane Shift	19	Will negates	Standard Action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation) PHB: p.262
<b>Effect:</b> As many as eight subjects travel to another plane.							<b>Target:</b> Creature touched, or up to eight willing creatures joining hands Caster Level: 9	
□□□□□ Radiance	None		1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light] PHB II: p.122
<b>Effect:</b> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.							<b>Target:</b> 60-ft.-radius emanation centered on you Caster Level: 9	
							* =Domain/Specialty Spell	



# Cleric Spells

☐☐☐☐☐ Raise Dead	19	None; see text	1 minute	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.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> 9		
☐☐☐☐☐ Revivify	19	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: p.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> 9		
☐☐☐☐☐ Righteous Might		None	Standard Action	1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.273
<i>Effect:</i> Your size increases, and you gain combat bonuses.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Righteous Wrath of the Faithful		None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.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].					<i>Target:</i> All allies within 30-ft.-radius burst centered on +3you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sanctuary, Mass	19	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.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> 9		
☐☐☐☐☐ Scrying	19	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: p.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 9		
☐☐☐☐☐ Slay Living	19	Fortitude partial	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy [Death]	PHB: p.280
<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spell Resistance	19	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
<i>Effect:</i> Subject gains SR 12 +1/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stalwart Pact	19	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.204
<i>Effect:</i> Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stone Shape, Greater		None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: p.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> 9		
☐☐☐☐☐ Subvert Planar Essence	19	Fortitude negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Transmutation	SC: p.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> 9		
☐☐☐☐☐ Summon Monster V		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Symbol of Sleep	19	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.291
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
☐☐☐☐☐ Symbol of Spell Loss	19	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SC: p.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> 9		
☐☐☐☐☐ Tree Healing		None	Standard Action	1 day [D]	Personal and touch	V,S, DF	No	Conjuration (Healing)	PGtF: p.116
<i>Effect:</i> NATURE:Hide and be healed inside a large tree					<i>Target:</i> You and one tree		<i>Caster Level:</i> 9		
☐☐☐☐☐ TriadsPELL	19	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SC: p.224
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ True Seeing	19	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: p.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vigor, Greater	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vulnerability	19	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SC: p.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Wall of Dispel Magic		None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	No	Abjuration	SC: p.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> 9		
☐☐☐☐☐ Wall of Limbs	19	Reflex negates; see text	1 round	1 round/level [D]	Medium (190 ft.)	V,S	Yes	Evocation	SC: p.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> 9		
☐☐☐☐☐ Wall of Stone	19	See text	Standard Action	Instantaneous	Medium (190 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: p.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> 9		
☐☐☐☐☐ Zone of Respite		None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SC: p.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> 9		
☐☐☐☐☐ Zone of Revelation		None	1 standard action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes	Divination	SC: p.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> 9		

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Animate Objects		None	Standard Action	1 round/level	Medium (190 ft.)	V,S	No	Transmutation	PHB: p.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text		<i>Caster Level:</i> 9		
☐☐☐☐☐ Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.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> 9		
☐☐☐☐☐ Banishment	20	Will negates	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Abjuration	PHB: p.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> 9		
☐☐☐☐☐ Bear's Endurance, Mass	20	Will negates (harmless)	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: p.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> 9		

\* =Domain/Speciality Spell

# Cleric Spells

Blade Barrier	20	Reflex half or Reflex negates; see text	Standard Action	1 minute/level [D]	Medium (190 ft.)	V,S	Yes	Evocation [Force]	PHB: p.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 <i>Caster Level:</i> 9 a ringed wall of whirling blades with a radius of up to 22 ft; either form 20 ft. high				
Bull's Strength, Mass	20	Will negates (harmless)	Standard Action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.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> 9				
Chain Loop	20	Will negates (harmless, object)	1 standard action	1 day/2 levels	Close (45 ft.)	V, S, M	Yes (harmless, object)	Transmutation	KH: null
<i>Effect:</i> When cast on a weapon, the weapon immediate sprouts a small ring off the handle, hilt, or guard. A single Keychain may be attached to this ring, providing all powers of the Keychain to that weapon. Chain Loop cannot be cast on natural weapons including a monk's unarmed strikes. However it can be cast on a glove designed to be used as a weapon. The material component of chain loop is a small ring of steel and platinum [or mythril].					<i>Target:</i> One melee weapon <i>Caster Level:</i> 9				
Chasing Perfection	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.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> 9				
Cold Snap		None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: p.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> 9				
Cometfall	20	Reflex half	1 standard action	Instantaneous	Medium (190 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.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> 9				
Cure Moderate Wounds, Mass	20	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.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> 9				
Dispel Magic, Greater		None	Standard Action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	PHB: p.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> 9				
Eagle's Splendor, Mass	20	Will negates (harmless)	Standard Action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.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> 9				
Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: p.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
Find the Path	20	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: p.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched <i>Caster Level:</i> 9				
Forbiddance	20	See text	6 rounds	Permanent	Medium (190 ft.)	V,S,M, DF	Yes	Abjuration	PHB: p.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 60-ft. cubes/level [S] <i>Caster Level:</i> 9				
Geas/Quest		None	10 minutes	1 day/level or until discharged [D]	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.234
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature <i>Caster Level:</i> 9				
Ghost Trap		None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: p.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you <i>Caster Level:</i> 9				
Glyph of Warding, Greater	20	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.237
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 5 sq. ft/level <i>Caster Level:</i> 9				
Harm	20	Will half; see text	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.239
<i>Effect:</i> Deals 10 points damage/level to target.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
Heal	20	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
Heroes' Feast		None	10 minutes	1 hour plus 12 hours; see text	Close (45 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: p.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level <i>Caster Level:</i> 9				
Hide the Path		None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: p.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S] <i>Caster Level:</i> 9				
Ice Flowers	20	Reflex half	1 standard action	Instantaneous	Long (760 ft.)	V,S	No	Transmutation [Cold]	SC: p.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst <i>Caster Level:</i> 9				
Inflict Moderate Wounds, Mass	20	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 9				
Lucent Lance		None	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: p.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray <i>Caster Level:</i> 9				
Make Manifest, Mass	20	N/A	1 standard action	1 round/level	Close (45 ft.)	V,S,M	N/A	Transmutation	SC: p.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point is space <i>Caster Level:</i> 9				
Mantle of the Icy Soul	20	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SC: p.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched <i>Caster Level:</i> 9				
Opalescent Glare	20	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SC: p.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.					<i>Target:</i> You <i>Caster Level:</i> 9				
Owl's Wisdom, Mass	20	Will negates (harmless)	Standard Action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 9				
Planar Ally		None	10 minutes	Instantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: p.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear <i>Caster Level:</i> 9				

\* =Domain/Specialty Spell

# Cleric Spells

Planar Exchange	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: p.159
<i>Effect:</i> Call a celestial creature see list; see text				<i>Target:</i> One called creature			<i>Caster Level:</i> 9	
Rejection	20	Fortitude negates	1 standard instantaneous action	60 ft.	V,S	Yes	Abjuration	SC: p.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.				<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 9	
Resistance, Superior	20	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
Revive Outsider	20	None; see text	1 minute Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SC: p.175
<i>Effect:</i> As raise dead, except it affects an outsider.				<i>Target:</i> Touch			<i>Caster Level:</i> 9	
Sarcophagus of Stone	20	Reflex negates	1 standard 1 round/level? action	Touch	V,S,M	No	Conjuration (Creation)	SC: p.180
<i>Effect:</i> Airtight coffin; see text.				<i>Target:</i> Creature touched?			<i>Caster Level:</i> 9	
Spider Plague	None		1 round 1 round/level	Close (45 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: p.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.				<i>Target:</i> Five summoned spiders			<i>Caster Level:</i> 9	
Stone Body	20	N/A	1 standard 1 minute/level [D] action	Personal	V,S,M	N/A	Transmutation	SC: p.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text				<i>Target:</i> You			<i>Caster Level:</i> 9	
Summon Monster VI	None		1 round 1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.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> 9	
Symbol of Fear	20	Will negates	10 minutes See text	0 ft.; see text	V,S,M	Yes	Necromancy [Fear,PHB: p.290 Mind-Affecting]	p.290
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol			<i>Caster Level:</i> 9	
Symbol of Persuasion	20	Will negates	10 minutes See text	0 ft.; see text	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.290
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol			<i>Caster Level:</i> 9	
Undeath to Death	20	Will negates	Standard Action Instantaneous	Medium (190 ft.)	V,S,M/DF	Yes	Necromancy [Death]	PHB: p.297
<i>Effect:</i> Destroys 1d4 [max 20d4] HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			<i>Caster Level:</i> 9	
Vigorous Circle	20	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 40] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.				<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 9	
Visage of the Deity	20	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation	SC: p.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> 9	
Wind Walk	20	No and Will negates (harmless)	Standard Action 1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air]PHB: p.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> 9	
Word of Recall	20	None or Will negates (harmless, object)	Standard Action Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: p.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> 9	
Zealot Pact	20	Will negates [harmless]	10 minutes Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SC: p.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> 9	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animalistic Power, Mass	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					Target: Creature touched			Caster Level: 9	
Bestow Curse, Greater	21	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SC: p.27
<i>Effect:</i> See text for details of curse options.					Target: Creature touched			Caster Level: 9	
Blood to Water	21	Fortitude half	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy [Water]	SC: p.33
<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					Target: Up to five living creatures, no two of which are more than 30 ft. apart			Caster Level: 9	
Brain Spider	21	Will negates	1 round	1 minute/level	Long (760 ft.)	V,S,M,DF	Yes	Divination [Mind-Affecting]	SC: p.38
<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.					Target: Up to eight living creatures within range.			Caster Level: 9	
Brilliant Blade	21	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.40
<i>Effect:</i> Transform weapons into brilliant energy.					Target: One melee or thrown weapon, or fifty projectiles			Caster Level: 9	
Call Kolyarut	None		10 minutes	Instantaneous	Close (45 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: p.42
<i>Effect:</i> You relieve the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					Target: One called kolyarut			Caster Level: 9	
Control Weather	None		10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: p.214
<i>Effect:</i> Changes weather in local area.					Target: 2-mile-radius circle, centered on you; see text			Caster Level: 9	
Cure Serious Wounds, Mass	21	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 9	
Destruction	21	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: p.218
<i>Effect:</i> Kills subject and destroys remains.					Target: One creature			Caster Level: 9	
Dictum	21	None or Will negates; see text	Standard Action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	PHB: p.220
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					Target: Nonlawful creatures in a 40-ft.-radius spread centered on you			Caster Level: 9	
Ethereal Jaunt	None		Standard Action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: p.227
<i>Effect:</i> You become ethereal for 1 round/level.					Target: You			Caster Level: 9	
Fortunate Fate	21	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.99
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.					Target: Living creature touched			Caster Level: 9	

\* =Domain/Speciality Spell

# Cleric Spells

☐☐☐☐☐Holy Star	21	N/A	1 standard action	3 rounds [D]	0 ft.	V,S	N/A	Abjuration	SC: p.115
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy		<i>Caster Level:</i> 9		
☐☐☐☐☐Holy Word	21	None or Will negates; see text	Standard Action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	PHB: p.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> 9		
☐☐☐☐☐Inflict Serious Wounds, Mass	21	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: p.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> 9		
☐☐☐☐☐Planar Bubble	21	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SC: p.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> 9		
☐☐☐☐☐Radiant Assault	21	Will partial	1 standard action	Instantaneous	Long (760 ft.)	V,S,F	Yes	Evocation [Light]	SC: p.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> 9		
☐☐☐☐☐Refuge		None	Standard Action	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: p.269
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
☐☐☐☐☐Regenerate	21	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.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> 9		
☐☐☐☐☐Renewal Pact	21	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.173
<i>Effect:</i> Reverses certain effects when contracted.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐Repulsion	21	Will negates	Standard Action	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: p.271
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐Restoration, Greater	21	Will negates (harmless)	10 minutes	Instantaneous	Touch	V,S, XP	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐Restoration, Mass	21	Will negates [harmless]	1 round	Instantaneous	Close (45 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: p.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> 9		
☐☐☐☐☐Resurrection	21	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐Righteous Burst	21	None or Will half; see text	1 standard action	Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: p.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> 9		
☐☐☐☐☐Scrying, Greater	21	Will negates	Standard Action	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: p.275
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 9		
☐☐☐☐☐Slime Wave	21	Reflex negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	No	Conjuration (Summoning)	SC: p.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> 9		
☐☐☐☐☐Spell Resistance, Mass	21	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.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> 9		
☐☐☐☐☐Summon Monster VII		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.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> 9		
☐☐☐☐☐Symbol of Stunning	21	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.291
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
☐☐☐☐☐Symbol of Weakness	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: p.291
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
☐☐☐☐☐Symphonic Nightmare	21	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.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> 9		
☐☐☐☐☐Withering Palm	21	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SC: p.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> 9		

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Antimagic Field		None	Standard Action	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: p.200
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐Brilliant Aura	22	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐Chain Dispel		None	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	No	Abjuration	PHB II: p.105
<i>Effect:</i> Each creature is affected as if by a targeted dispel magic [max caster level added to check +25].					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐Cure Critical Wounds, Mass	22	Will half (harmless) or Will half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐Death Pact		None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SC: p.60
<i>Effect:</i> Brings target back to life but with a price; see text.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐Death Ward, Mass	22	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: p.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐Dimensional Lock		None	Standard Action	1 day/level	Medium (190 ft.)	V,S	Yes	Abjuration	PHB: p.221
<i>Effect:</i> Teleportation and interplanar travel blocked for one day/level.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 9		

\* =Domain/Speciality Spell

# Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Discern Location</div> </div> <div> <div>None</div> <div>10 minutes</div> <div>Instantaneous</div> </div> <div> <div>Unlimited</div> <div>V,S, DF</div> <div>No</div> </div> <div> <div>Divination</div> <div>PHB: p.222</div> </div>									
<div> <div>Effect:</div> <div>Reveals exact location of creature or object.</div> </div> <div> <div>Target: One creature or object</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Earthquake</div> </div> <div> <div>22</div> <div>See text</div> <div>Standard Action</div> <div>1 round</div> </div> <div> <div>Long (760 ft.)</div> <div>V,S, DF</div> <div>No</div> </div> <div> <div>Evocation [Earth]</div> <div>PHB: p.225</div> </div>									
<div> <div>Effect:</div> <div>Intense tremor shakes 80-ft.-radius.</div> </div> <div> <div>Target: 80-ft.-radius spread [S]</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fire Storm</div> </div> <div> <div>22</div> <div>Reflex half</div> <div>1 round</div> <div>Instantaneous</div> </div> <div> <div>Medium (190 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Evocation [Fire]</div> <div>PHB: p.231</div> </div>									
<div> <div>Effect:</div> <div>Deals 1d6/level [max 20d6] fire damage.</div> </div> <div> <div>Target: 2 10-ft. cubes/level [S]</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Heat Drain</div> </div> <div> <div>22</div> <div>Fortitude negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>20 ft.</div> <div>V,S,DF</div> <div>Yes</div> </div> <div> <div>Necromancy [Cold]</div> <div>SC: p.112</div> </div>									
<div> <div>Effect:</div> <div>Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.</div> </div> <div> <div>Target: 20-ft.-radius burst centered on you</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Holy Aura</div> </div> <div> <div>22</div> <div>See text</div> <div>Standard Action</div> <div>1 round/level [D]</div> </div> <div> <div>20 ft.</div> <div>V,S,F</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration [Good]</div> <div>PHB: p.241</div> </div>									
<div> <div>Effect:</div> <div>+4 to AC, +4 resistance, and SR 25 against evil spells.</div> </div> <div> <div>Target: 1 creature/level in a 20-ft.-radius burst centered on you</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Critical Wounds, Mass</div> </div> <div> <div>22</div> <div>Will half</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Necromancy</div> <div>PHB: p.244</div> </div>									
<div> <div>Effect:</div> <div>Deals 4d8 +1/level [max +40] damage to many creatures.</div> </div> <div> <div>Target: 1 creature/level, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lion's Roar</div> </div> <div> <div>22</div> <div>Fortitude partial or Will negates [harmless]</div> <div>1 standard action</div> <div>Instantaneous or 1 minute/level</div> </div> <div> <div>120 ft.</div> <div>V,S,DF</div> <div>Yes or Yes [harmless]; see text</div> </div> <div> <div>Evocation [Sonic]</div> <div>SC: p.133</div> </div>									
<div> <div>Effect:</div> <div>Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.</div> </div> <div> <div>Target: 120-ft.-radius burst centered on you</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Planar Ally, Greater</div> </div> <div> <div>None</div> <div>10 minutes</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S, DF, XP</div> <div>No</div> </div> <div> <div>Conjuration (Calling) [See Text]</div> <div>PHB: p.261</div> </div>									
<div> <div>Effect:</div> <div>As lesser planar ally, but up to 18 HD.</div> </div> <div> <div>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.</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Planar Exchange, Greater</div> </div> <div> <div>None</div> <div>1 round</div> <div>1 round/level [D]</div> </div> <div> <div>0 ft.</div> <div>V,S,DF</div> <div>No</div> </div> <div> <div>Conjuration (Calling)</div> <div>SC: p.159</div> </div>									
<div> <div>Effect:</div> <div>Call a celestial creature see list; see text</div> </div> <div> <div>Target: One called creature</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Plane Shift, Greater</div> </div> <div> <div>22</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>Touch</div> <div>V,S,F</div> <div>Yes</div> </div> <div> <div>Conjuration (Teleportation)</div> <div>SC: p.159</div> </div>									
<div> <div>Effect:</div> <div>As many as eight subjects travel to another plane.</div> </div> <div> <div>Target: Creature touched, or up to eight willing creatures joining hands</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shield of Law</div> </div> <div> <div>22</div> <div>See text</div> <div>Standard Action</div> <div>1 round/level [D]</div> </div> <div> <div>20 ft.</div> <div>V,S,F</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration [Lawful]</div> <div>PHB: p.278</div> </div>									
<div> <div>Effect:</div> <div>+4 to AC, +4 resistance, and SR 25 against chaotic spells.</div> </div> <div> <div>Target: 1 creature/level in a 20-ft.-radius burst centered on you</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spell Immunity, Greater</div> </div> <div> <div>22</div> <div>Will negates (harmless)</div> <div>Standard Action</div> <div>10 minutes/level</div> </div> <div> <div>Touch</div> <div>V,S, DF</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration</div> <div>PHB: p.282</div> </div>									
<div> <div>Effect:</div> <div>Subject is immune to 2 spells, up to 8th-level spells.</div> </div> <div> <div>Target: Creature touched</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stormrage</div> </div> <div> <div>22</div> <div>N/A</div> <div>1 standard action</div> <div>1 minute/level [D]</div> </div> <div> <div>Personal</div> <div>V,S,DF</div> <div>N/A</div> </div> <div> <div>Transmutation [Electricity]</div> <div>SC: p.210</div> </div>									
<div> <div>Effect:</div> <div>Launch lightning bolts 1d6 per level; see text.</div> </div> <div> <div>Target: You</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster VIII</div> </div> <div> <div>None</div> <div>1 round</div> <div>1 round/level [D]</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S,F/DF</div> <div>No</div> </div> <div> <div>Conjuration (Summoning)</div> <div>PHB: p.287</div> </div>									
<div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div> <div> <div>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Symbol of Death</div> </div> <div> <div>22</div> <div>Fortitude negates</div> <div>10 minutes</div> <div>See text</div> </div> <div> <div>0 ft.; see text</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Necromancy [Death]</div> <div>PHB: p.289</div> </div>									
<div> <div>Effect:</div> <div>Triggered rune slays nearby creatures.</div> </div> <div> <div>Target: One symbol</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Symbol of Insanity</div> </div> <div> <div>22</div> <div>Will negates</div> <div>10 minutes</div> <div>See text</div> </div> <div> <div>0 ft.; see text</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Enchantment (Compulsion) [Mind-Affecting]</div> <div>PHB: p.290</div> </div>									
<div> <div>Effect:</div> <div>Triggered rune renders nearby creatures insane.</div> </div> <div> <div>Target: One symbol</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Visions of the Future</div> </div> <div> <div>10 minutes</div> <div>1 hour/level or until discharged</div> </div> <div> <div>Personal</div> <div>V,S</div> </div> <div> <div>Divination</div> <div>PHB II: p.128</div> </div>									
<div> <div>Effect:</div> <div>Gain +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class; discharging spell grants bigger bonus for a round.</div> </div> <div> <div>Target: You</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wall of Greater Dispel Magic</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 minute/level</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S,DF</div> <div>No</div> </div> <div> <div>Abjuration</div> <div>SC: p.234</div> </div>									
<div> <div>Effect:</div> <div>As wall of dispel magic, but is like great dispel magic.</div> </div> <div> <div>Target: A straight wall whose area is up to one 10-ft. square/level</div> <div>Caster Level: 9</div> </div>									

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Astral Projection</div> </div> <div> <div>None</div> <div>30 minutes</div> <div>See text</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Necromancy</div> <div>PHB: p.201</div> </div>									
<div> <div>Effect:</div> <div>Projects you and companions onto Astral Plane.</div> </div> <div> <div>Target: You plus one additional willing creature/2 levels touched</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Awaken Construct</div> </div> <div> <div>23</div> <div>Will negates [harmless]</div> <div>8 hours</div> <div>Instantaneous</div> </div> <div> <div>Touch</div> <div>V,S,M,XP</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.21</div> </div>									
<div> <div>Effect:</div> <div>You awaken a humanoid-shaped construct to humanlike sentence. [3d6 for Int, Wis &amp; Cha].</div> </div> <div> <div>Target: One construct</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Call Marut</div> </div> <div> <div>None</div> <div>10 minutes</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S,DF,XP</div> <div>No</div> </div> <div> <div>Conjuration (Calling) [Lawful]</div> <div>SC: p.42</div> </div>									
<div> <div>Effect:</div> <div>You relieve the aid of a Marut inevitable in performing one task that cannot exceed 1 hour.</div> </div> <div> <div>Target: One called marut</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Drain</div> </div> <div> <div>23</div> <div>Fortitude partial; see text for enervation</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Necromancy</div> <div>PHB: p.226</div> </div>									
<div> <div>Effect:</div> <div>Subject gains 2d4 negative levels.</div> </div> <div> <div>Target: Ray of negative energy</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Etherealness</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>1 minute/level [D]</div> </div> <div> <div>Touch; see text</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Transmutation</div> <div>PHB: p.228</div> </div>									
<div> <div>Effect:</div> <div>Travel to Ethereal Plane with companions.</div> </div> <div> <div>Target: You and one other touched creature/3 levels</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Gate</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>Instantaneous or concentration 0; see text</div> </div> <div> <div>Medium (190 ft.)</div> <div>V,S, XP; see text</div> <div>No</div> </div> <div> <div>Conjuration (Creation, Calling)</div> <div>PHB: p.234</div> </div>									
<div> <div>Effect:</div> <div>Connects two planes for travel or summoning.</div> </div> <div> <div>Target: See text</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Heal, Mass</div> </div> <div> <div>23</div> <div>Will negates (harmless)</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes (harmless)</div> </div> <div> <div>Conjuration (Healing)</div> <div>PHB: p.239</div> </div>									
<div> <div>Effect:</div> <div>As heal, but with several subjects.</div> </div> <div> <div>Target: One or more creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Heavenly Host</div> </div> <div> <div>None</div> <div>10 minutes</div> <div>10 minutes/level</div> </div> <div> <div>Medium (190 ft.)</div> <div>V,S</div> <div>No</div> </div> <div> <div>Conjuration (Summoning) [Good, Lawful]</div> <div>SC: p.113</div> </div>									
<div> <div>Effect:</div> <div>Summons multiple creatures; see text</div> </div> <div> <div>Target: Two or more summoned creatures, no two of which are more than 30 ft. apart</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Implosion</div> </div> <div> <div>23</div> <div>Fortitude negates</div> <div>Standard Action</div> <div>Concentration [up to 4 rounds]</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Evocation</div> <div>PHB: p.243</div> </div>									
<div> <div>Effect:</div> <div>Kills one creature/round.</div> </div> <div> <div>Target: One corporeal creature/round</div> <div>Caster Level: 9</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Miracle</div> </div> <div> <div>23</div> <div>See text</div> <div>Standard Action</div> <div>See text</div> </div> <div> <div>See text</div> <div>V,S, XP; see text</div> <div>Yes</div> </div> <div> <div>Evocation</div> <div>PHB: p.254</div> </div>									
<div> <div>Effect:</div> <div>Requests a deity's intercession.</div> </div> <div> <div>Target: See text</div> <div>Caster Level: 9</div> </div>									

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐ Soul Bind	23	Will negates	Standard Action	Permanent	Close (45 ft.)	V,S,F	No	Necromancy	PHB: p.281
<i>Effect:</i> Traps newly dead soul to prevent resurrection.					<i>Target:</i> Corpse			<i>Caster Level:</i> 9	
☐☐☐☐☐ Storm of Vengeance	23	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (760 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud			<i>Caster Level:</i> 9	
☐☐☐☐☐ Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: p.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith			<i>Caster Level:</i> 9	
☐☐☐☐☐ Summon Golem		None	1 round	1 minute/level	Close (45 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: p.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> 9	
☐☐☐☐☐ Summon Monster IX		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.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> 9	
☐☐☐☐☐ True Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.296
<i>Effect:</i> As resurrection, plus remains aren't needed.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 9	
☐☐☐☐☐ Undeath's Eternal Foe		None	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: p.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels			<i>Caster Level:</i> 9	
☐☐☐☐☐ Visage of the Deity, Greater	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text					<i>Target:</i> You			<i>Caster Level:</i> 9	

\* =Domain/Speciality Spell

# Stefan 'Stitch'

HUMAN
RACE
75
AGE
Male
GENDER
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 1"
HEIGHT
180 lbs.
WEIGHT
Blue
EYE COLOUR
SKIN COLOUR
White, Balding
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

## Description:

Self-Development, Applied to Strength for Carrying Purposes (6 CP)

#ABILITY:Character Points|TYPE:NORMAL|CATEGORY:Special Ability|KEY:Bonus Uses ~ Four|APPLIEDTO:Grant of Aid|TYPE:General.Extras.EclipseAbilityOutput

#ABILITY:Character Points|TYPE:NORMAL|CATEGORY:Special Ability|KEY:Metamagic ~ Streamline|APPLIEDTO:Metamagic 1~ Extension, Metamagic 1~ Triggering|TYPE:EclipseAbilityOutput.Metamagical.Corruptable|DESC:See text.

## Biography:

## Notes:

Character Sheet Notes: