

Fiona Battlebrace

DM-NPC

NAME
 Clr6
 CLASS
 6
 Character Level

PLAYERNAME
 Dwarf
 RACE
 64
 AGE

Moradin
 DEITY
 4' 2"
 HEIGHT
 155 lbs.
 WEIGHT
 Brown
 EYES
 Black, Short
 HAIR

Lawful Good
 ALIGNMENT
 Darkvision (60')
 VISION
 -1
 POINTS

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

VP <i>Vitality</i>	58	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			WP <i>Wound Points</i>	17	DAMAGE REDUCTION			SPEED Walk 20 ft.														
AC <i>armor class</i>	20	TOTAL	19	FLAT	14	TOUCH	10	BASE	6	ARMOR BONUS	0	SHIELD BONUS	1	STAT	0	SIZE	0	NATURAL	3	MISC	MISS CHANCE	30	ARCANE SPELL FAILURE	-4	ARMOR CHECK PENALTY	0	SPELL RESIST
INITIATIVE <i>modifier</i>	+5	TOTAL	+1	DEX MODIFIER	+4	MISC MODIFIER																					
BASE ATTACK <i>bonus</i>	+4																										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	=	+5	+3	+2	+0	+0	
REFLEX (dexterity)	+5	=	+2	+1	+2	+0	+0	
WILL (wisdom)	+12	=	+5	+5	+2	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+4	+1	+0	+0	+0
RANGED attack bonus	+5	=	+4	+1	+0	+0	+0
GRAPPLE attack bonus	+5	=	+4	+1	+0	+0	+0

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

*Mace +1 (Heavy)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+6	1d8+2	2W-P-(OH)	+0		1d8+2		
1H-O	+2	1d8+1	2W-P-(OL)	+2		1d8+2		
2H	+6	1d8+2	2W-OH	-4		1d8+1		

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chainmail +1 [Magic Vestment]	Medium	+7	+2	-4	30

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Appraise	INT	3	=	3	+ +
✓ Balance	DEX	-3	=	1	+ + -4
✓ Bluff	CHA	2	=	2	+ +
✓ Climb	STR	-3	=	1	+ + -4
✓ Concentration	CON	11	=	3	+ 8.0 +
Concentration (Cast defensively)	CON	15	=	3	+ 8.0 + 4
✓ Craft (Untrained)	INT	3	=	3	+ +
✓ Diplomacy	CHA	4	=	2	+ 2.0 +
✓ Disguise	CHA	2	=	2	+ +
✓ Escape Artist	DEX	-3	=	1	+ + -4
✓ Forgery	INT	3	=	3	+ +
✓ Gather Information	CHA	2	=	2	+ +
Handle Animal	CHA	3	=	2	+ 1.0 +
✓ Heal	WIS	8	=	5	+ 3.0 +
✓ Hide	DEX	-3	=	1	+ + -4
✓ Intimidate	CHA	3	=	2	+ 1.0 +
✓ Jump	STR	-9	=	1	+ + -10
Knowledge (Dungeoneering)	INT	4	=	3	+ 1.0 +
Knowledge (Geography)	INT	4	=	3	+ 1.0 +
Knowledge (Literature)	INT	4	=	3	+ 1.0 +
Knowledge (Local)	INT	4	=	3	+ 1.0 +
Knowledge (Religion)	INT	11	=	3	+ 8.0 +
Knowledge (The Planes)	INT	6	=	3	+ 3.0 +
Knowledge (Undead)	INT	7	=	3	+ 4.0 +
✓ Listen	WIS	9	=	5	+ 4.0 +
✓ Move Silently	DEX	-3	=	1	+ + -4
Profession (Apothecary)	WIS	6	=	5	+ 1.0 +
✓ Ride	DEX	2	=	1	+ 1.0 +
✓ Search	INT	4	=	3	+ 1.0 +
✓ Sense Motive	WIS	5	=	5	+ +
Spellcraft	INT	6	=	3	+ 3.0 +
✓ Spot	WIS	9	=	5	+ 4.0 +
✓ Survival	WIS	6	=	5	+ 1.0 +
✓ Swim	STR	-7	=	1	+ + -8
✓ Use Rope	DEX	1	=	1	+ +
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
Up to 0	3	Turn level	7
1 - 3	4	Turn damage	2d6 +9
4 - 6	5	You destroy Undead creatures with total hit dice up to 3.	
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22+	11		
TURN/DAY			

REBUKE EARTH			
TURNING CHECK RESULT	EARTH AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+0
Up to 0	3	Turn level	7
1 - 3	4	Turn damage	2d6 +9
4 - 6	5	You command Earth creatures with total hit dice up to 7	
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22+	11		

REBUKE/DAY

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

FEATS	
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Turning	You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Modify Spell	Laden spell has additional power
Weapon Focus (Mace (Heavy))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger (Punching), Dagger, Dart, Gauntlet (Spiked), Gauntlet, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

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	5	5+1	4+1	3+1	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	15	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 6	
□□□□□Create Water	15	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 6	
□□□□□Cure Minor Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Detect Magic	15	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Detect Poison	15	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 6	
□□□□□Guidance	15	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Inflict Minor Wounds	15	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Light	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 6	
□□□□□Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 6	
□□□□□Purify Food and Drink	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 6	
□□□□□Read Magic	15	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 6	
□□□□□Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Virtue	15	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Axiomatic Water	16	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 6	
□□□□□Bane	16	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 6	
□□□□□Blade of Blood	16	None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 6	
□□□□□Bless	16	None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 6	
□□□□□Blessed Aim	16	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 6	
□□□□□Bless Water	16	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 7	
□□□□□Blood Wind	16	Will negates [harmless]	1 swift action	1 round	Close (40 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 6	
□□□□□Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: pg.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 6	
□□□□□Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (40 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 6	
□□□□□Command	16	Will negates	1 standard action	1 round	Close (40 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 6	
□□□□□Comprehend Languages	16	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 6	
□□□□□Conviction	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Cure Light Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐ Delay Disease	16	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐ Detect Chaos	16	None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination Caster Level: 6	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Evil	16	None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination Caster Level: 6	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Good	16	None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination Caster Level: 6	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Law	16	None	1 standard	Concentration, up to 10 minutes/level [D] 60 ft.		V,S, DF	No	Divination Caster Level: 6	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐ Detect Undead	16	None	1 standard	Concentration, up to 1 minutes/level [D] 60 ft.		V,S,M/DF	No	Divination Caster Level: 6	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐ Dispel Ward	16	None	1 standard	Instantaneous action	Medium (160 ft.)	V,S	No	Abjuration Caster Level: 6	SC: Pg.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐ Divine Favor	16	None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation Caster Level: 6	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐ Doom	16	Will negates	1 standard	1 minute/level action	Medium (160 ft.)	V,S, DF	Yes	Necromancy [Fear, Mind-Affecting] Caster Level: 6	PHB: pg.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐ Ebon Eyes	16	None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 6	SC: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐ Endure Elements	16	Will negates (harmless)	1 standard	24 hours action	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 6	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐ Entropic Shield	16	None	1 standard	1 minute/level [D] action	Personal	V,S	No	Abjuration Caster Level: 6	PHB: pg.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐ Faith Healing	16	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐ Foundation of Stone	16	None	1 standard	1 round/level action	Close (40 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 6	SC: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐ Grave Strike	16	N/A	1 swift	1 round action	Personal	V,DF	N/A	Divination [Good] Caster Level: 7	SC: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐ Guiding Light	16	None	1 standard	1 minute/level [D] action	Long (640 ft.)	V,S	Yes	Evocation Caster Level: 6	SC: Pg.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐ Healthful Rest	16	Will negates [harmless]	10 minutes	24 hours	Close (40 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: Pg.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐ Hide from Undead	16	Will negates (harmless); see text	1 standard	10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration Caster Level: 6	PHB: pg.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐ Ice Gauntlet	16	N/A	1 standard	1 minute/level [D] action	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 6	SC: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐ Incite	16	Will negates	1 swift	1 minute/level action	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐ Inflict Light Wounds	16	Will half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy Caster Level: 6	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐ Inhibit	16	Will negates	1 standard	Instantaneous action	Medium (160 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐ Invest Light Protection	16	Will half (harmless); see text	1 standard	Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB II: pg.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.									
☐☐☐☐☐ Ironguts	16	Will negates	1 standard	10 minutes/level action	Touch	V,S,M	Yes	Abjuration Caster Level: 6	SC: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐ Light of Lunia	16	None	1 standard	10 minutes/level [D] action	Medium (170 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 7	SC: Pg.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
☐☐☐☐☐ **Magic Stone	16	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 6	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐ Magic Stone	16	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 6	PHB: pg.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Magic Weapon	16	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Moon Lust	16	Will negates [harmless]	1 standard action	1 round/level	Medium (160 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Nightshield	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 6		
☐☐☐☐☐ Nimbus of Light	16	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You		<i>Caster Level:</i> 6		
☐☐☐☐☐ Obscuring Mist	16	None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 6		
☐☐☐☐☐ Omen of Peril	16	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 6		
☐☐☐☐☐ Portal Beacon	16	None	1 standard action	1 hour/level	Close (40 ft.)	V,S	No	Transmutation	SC: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 6		
☐☐☐☐☐ Protection from Chaos	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ **Protection from Evil	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Protection from Evil	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Remove Fear	16	Will negates (harmless)	1 standard action	10 minutes; see text	Close (40 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
☐☐☐☐☐ Resist Planar Alignment	16	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Resurgence	16	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Sanctuary	16	Will negates	1 standard action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Scholar's Touch	16	None	1 standard action	Concentration, up to 6 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 6		
☐☐☐☐☐ Shield of Faith	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +3 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Sign	16	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 6		
☐☐☐☐☐ Snowshoes	16	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Spell Flower	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 6		
☐☐☐☐☐ Summon Monster I	16	None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F,DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 6		
☐☐☐☐☐ Updraft	16	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 6		
☐☐☐☐☐ Vigor, Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Vision of Glory	16	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Wings of the Sea	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ **Aid	17	None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Aid	17	None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
☐☐☐☐☐ Align Weapon	17	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 6		
☐☐☐☐☐ Animalistic Power	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		

* =Domain/Specialty Spell

Cleric Spells

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<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div><div><div>Black Karma Curse</div><div><div>Effect:</div><div>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.</div></div></div></div></div>	17	Will negates	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
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<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div><div><div>Divine Protection</div><div><div>Effect:</div><div>+1 morale bonus to AC and saving throws.</div></div></div></div></div>	17	Will negates [harmless]	1 standard action	1 minute/level	Medium (160 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div><div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div><div><div>Eagle's Splendor</div><div><div>Effect:</div><div>Subject gains +4 to Cha for 1 minutes/level.</div></div></div></div></div>	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
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* =Domain/Specialty Spell									

Cleric Spells

<div>☐☐☐☐☐ Frost Breath</div>	17	Reflex half	1 standard Instantaneous action		30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<div>Effect:</div> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<div>Target:</div> Cone-shaped burst		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Fuse Arms</div>	17	Fortitude negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
<div>Effect:</div> Gain +4 Str for every set of limbs fused to the primary limb.					<div>Target:</div> Creature with at least two arms or tentacles touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Gentle Repose</div>	17	Will negates (object)	1 standard 1 day/level action		Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
<div>Effect:</div> Preserves one corpse.					<div>Target:</div> Corpse touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Ghost Touch Armor</div>	17	Will negates [harmless]	1 standard 1 minute/level action		Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
<div>Effect:</div> Armor gains Ghost Touch property.					<div>Target:</div> Armor of creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Hand of Divinity</div>	17	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
<div>Effect:</div> Grant +2 [Profane or Sacred] bonus to all saving throws.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Healing Lorecall</div>	17	N/A	1 standard 10 minutes/level action		Personal	V,S,M	N/A	Divination	SC: Pg.110
<div>Effect:</div> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<div>Target:</div> You		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Hold Person</div>	17	Will negates; see text	1 standard 1 round/level [D]; see text action		Medium (160 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<div>Effect:</div> Paralyzes one humanoid for 1 round/level.					<div>Target:</div> One humanoid creature		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Inflict Moderate Wounds</div>	17	Will half	1 standard Instantaneous action		Touch	V,S	Yes	Necromancy	PHB: pg.244
<div>Effect:</div> Touch attack, 2d8 +1/level [max +10] damage.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Inky Cloud</div>	17	None	1 standard 10 minutes/level action		30 ft.	V,S,M	No	Conjunction (Creation)	SC: Pg.123
<div>Effect:</div> Inky cloud that works under water.					<div>Target:</div> 30-ft.-radius spread centered on you		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Insight of Good Fortune</div>	17	Will negates (harmless)	1 standard 1 minute/level or until discharged action		Close (40 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
<div>Effect:</div> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<div>Target:</div> One creature		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Iron Silence</div>	17	Will negates [harmless,object]	1 standard 1 hour/level [D] action		Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
<div>Effect:</div> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<div>Target:</div> One suit of armor touched/3 levels		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Light of Mercuria</div>	17	None	1 standard 10 minutes/level [D] action		Medium (170 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<div>Effect:</div> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<div>Target:</div> You and up to two rays; see text		<div>Caster Level:</div> 7		
<div>☐☐☐☐☐ Living Undeath</div>	17	Fortitude negates [harmless]	1 standard 1 minute/level action		Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
<div>Effect:</div> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Make Whole</div>	17	Will negates (harmless, object)	1 standard Instantaneous action		Close (40 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
<div>Effect:</div> Repairs an object.					<div>Target:</div> One object of up to 10 cu. ft./level		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Mark of Judgement</div>	17	Will negates	1 standard 1 round/level action		Medium (160 ft.)	V,S,DF	Yes	Necromancy	PHB II: pg.119
<div>Effect:</div> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<div>Target:</div> One creature/3 levels, no two of which are more than 30 ft. apart		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Mark of the Outcast</div>	17	Will negates	1 standard Permanent action		Close (40 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<div>Effect:</div> Creates an indelible mark on the subjects face; see text.					<div>Target:</div> One creature		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Master's Touch</div>	17	Will negates (harmless)	1	Instantaneous immediate action	Close (40 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
<div>Effect:</div> Subject gains +4 insight bonus to one skill check.					<div>Target:</div> One creature		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Owl's Wisdom</div>	17	Will negates (harmless)	1 standard 1 minute/level action		Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<div>Effect:</div> Subject gains +4 to Wis for 1 minutes/level.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Protection from Negative Energy</div>	17	Will negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
<div>Effect:</div> Subtract 10 hp worth of damage from each negative energy attack.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Protection from Positive Energy</div>	17	Will negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
<div>Effect:</div> Subtract 10 hp worth of damage from each positive energy attack.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Quick March</div>	17	Will negates [harmless]	1 standard 1 round action		Medium (160 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
<div>Effect:</div> Subjects base land speed increased by 30 feet.					<div>Target:</div> Allies in a 20-ft.-radius burst		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Remove Paralysis</div>	17	Will negates (harmless)	1 standard Instantaneous action		Close (40 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: pg.271
<div>Effect:</div> Frees one or more creatures from paralysis or slow effect.					<div>Target:</div> Up to four creatures, no two of which can be more than 30 ft. apart		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Resist Energy</div>	17	Fortitude negates (harmless)	1 standard 10 minutes/level action		Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<div>Effect:</div> Ignores first 10 points of damage/attack from specified energy type.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Restoration, Lesser</div>	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: pg.272
<div>Effect:</div> Dispels magical ability penalty or repairs 1d4 ability damage.					<div>Target:</div> Creature touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Share Talents</div>	17	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.124
<div>Effect:</div> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<div>Target:</div> Two willing creatures touched		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Shatter</div>	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action		Close (40 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<div>Effect:</div> Sonic vibration damages objects or crystalline creatures.					<div>Target:</div> 5-ft.-radius spread; or one solid object or one crystalline creature		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Shield Other</div>	17	Will negates (harmless)	1 standard 1 hour/level [D] action		Close (40 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<div>Effect:</div> You take half of subject's damage.					<div>Target:</div> One creature		<div>Caster Level:</div> 6		
<div>☐☐☐☐☐ Shroud of Undeath</div>	17	N/A	1 standard 10 minutes/level [D] action		Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<div>Effect:</div> Shroud yourself in invisbile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<div>Target:</div> You		<div>Caster Level:</div> 6		
* =Domain/Speciality Spell									

Cleric Spells

■■■■■ Silence	17	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (640 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: pg.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, <i>Caster Level:</i> 6 object, or point in space				
■■■■■ *Soften Earth and Stone	17	None	1 standard action	Instantaneous	Close (40 ft.)	V,S,DF	No	Transmutation [Earth]	PHB: pg.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text				<i>Caster Level:</i> 6
■■■■■ Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread				<i>Caster Level:</i> 6
■■■■■ Spawn Screen	17	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level				<i>Caster Level:</i> 6
■■■■■ Spell Immunity, Lesser	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 6
■■■■■ Spiritual Weapon	17	None	1 standard action	1 round/level [D]	Medium (160 ft.)	V,S,DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force				<i>Caster Level:</i> 6
■■■■■ Stabilize	17	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you				<i>Caster Level:</i> 6
■■■■■ Status	17	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched				<i>Caster Level:</i> 6
■■■■■ Stay the Hand	17	Will negates	1 immediate action	Instantaneous	Medium (160 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: pg.126
<i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid				<i>Caster Level:</i> 6
■■■■■ Stone Bones	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched				<i>Caster Level:</i> 6
■■■■■ Stretch Weapon	17	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded				<i>Caster Level:</i> 6
■■■■■ Summon Elysian Thrush	17	None	10 minutes	8 hours	Close (40 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: Pg.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush				<i>Caster Level:</i> 7
■■■■■ Summon Monster II	17	None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 6
■■■■■ Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object				<i>Caster Level:</i> 6
■■■■■ Veil of Shadow	17	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You				<i>Caster Level:</i> 6
■■■■■ Zone of Truth	17	Will negates	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation				<i>Caster Level:</i> 6

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Aid, Mass	18	None	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 6
■■■■■ Air Breathing	18	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched				<i>Caster Level:</i> 6
■■■■■ Align Weapon, Mass	18	Will negates [harmless, object]	1 standard action	1 minute/level	Close (40 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 6
■■■■■ Alter Fortune	18	None	1 immediate action	Instantaneous	Close (40 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature				<i>Caster Level:</i> 6
■■■■■ Antidragon Aura	18	Will negates [harmless]	1 standard action	1 minute/level	Close (40 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 6
■■■■■ Attune Form	18	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels				<i>Caster Level:</i> 6
■■■■■ Awaken Sin	18	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+				<i>Caster Level:</i> 7
■■■■■ Axiomatic Storm	18	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]				<i>Caster Level:</i> 6
■■■■■ Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 6
■■■■■ Blade of Pain and Fear	18	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth				<i>Caster Level:</i> 6

* =Domain/Specialty Spell

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■■■■■Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (160 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 6		
■■■■■Blindsight	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Chain of Eyes	18	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
■■■■■Channeled Divine Shield	18		See text	1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 6		
■■■■■Checkmate's Light	18	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 6		
■■■■■Circle Dance	18	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 6		
■■■■■Cloak of Bravery	18	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 6		
■■■■■Cloak Pool	18	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool		<i>Caster Level:</i> 6		
■■■■■Continual Flame	18	None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched		Magical, heatless flame <i>Caster Level:</i> 6		
■■■■■Conviction, Mass	18	Will negates [harmless]	1 standard action	10 minutes/level	Medium (160 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 6		
■■■■■Corona of Cold	18	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 6		
■■■■■Create Food and Water	18	None	10 minutes 24 hours; see text		Close (40 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<i>Caster Level:</i> 6		
■■■■■Crown of Grave	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Crown of Might	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Crown of Protection	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Crown of Smiting	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Curse of Arrow Attraction	18	Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.109
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.					<i>Target:</i> One creature		<i>Caster Level:</i> 6		
■■■■■Darkfire	18	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 6		
■■■■■Daylight	18	None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 6		
■■■■■Deeper Darkness	18	None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 6		
■■■■■Demon Dirge	18	NWill half	1 standard action	1d6 rounds; see text	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature		<i>Caster Level:</i> 6		
■■■■■Devil Blight	18	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature		<i>Caster Level:</i> 6		
■■■■■Dispel Magic	18	None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 6		
■■■■■Divine Retaliation	18	None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 6		
■■■■■Downdraft	18	Reflex partial; see text	1 standard action	Instantaneous	Long (640 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]		<i>Caster Level:</i> 6		
■■■■■Energized Shield	18	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch		<i>Caster Level:</i> 6		
■■■■■Energy Aegis	18	Will negates (harmless)	1 immediate action	1 round	Close (40 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 6		
■■■■■Energy Vortex	18	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid,	SC: Pg.81

* =Domain/Specialty Spell

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<i>Effect:</i> 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.									
<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you									
Cold, Fire, Electricity, Sonic] <i>Caster Level:</i> 6									
Energy Vulnerability	18	Will negates	1 standard 1 round/level action	Medium (160 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112	
<i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose any energy type and that creature takes an additional 50% damage from that type.									
<i>Target:</i> One or more creatures within a 10-ft.-radius burst									
<i>Caster Level:</i> 6									
Favorable Sacrifice	18	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.89	
<i>Effect:</i> Gain benefit from deity; see text.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									
Fell the Greatest Foe	18	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90	
<i>Effect:</i> Deal 1d6 damage per size category difference.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									
Flame of Faith	18	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95	
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.									
<i>Target:</i> Nonmagical weapon touched									
<i>Caster Level:</i> 6									
Ghost Touch Weapon	18	Will negates [harmless,object]	1 standard 1 minute/level action	Close (40 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102	
<i>Effect:</i> Hit incorporeal normally.									
<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]									
<i>Caster Level:</i> 6									
Girallon's Blessing	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106	
<i>Effect:</i> Gain an additional pair of arms; see text									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									
Glyph of Warding	18	See text	10 minutes Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236	
<i>Effect:</i> Inscription harms those who pass it.									
<i>Target:</i> Object touched or up to 5 sq. ft./level									
<i>Caster Level:</i> 6									
Grace	18	N/A	1 swift action	Personal	V	N/A	Transmutation [Good]	SC: Pg.107	
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.									
<i>Target:</i> You									
<i>Caster Level:</i> 7									
Hamatula Barbs	18	Fortitude negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109	
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									
Helping Hand	18	None	1 standard 1 hour/level action	5 miles	V,S, DF	No	Evocation	PHB: pg.239	
<i>Effect:</i> Ghostly hand leads subject to you.									
<i>Target:</i> Ghostly hand									
<i>Caster Level:</i> 6									
Hesitate	18	Will negates; see text	1 immediate action	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.114	
<i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action].									
<i>Target:</i> One living creature									
<i>Caster Level:</i> 6									
Holy Storm	18	None	1 standard 1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115	
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].									
<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]									
<i>Caster Level:</i> 7									
Ice Axe	18	None	1 standard 1 round/level [D] action	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118	
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].									
<i>Target:</i> Battleaxe-shaped weapon of swirling ice									
<i>Caster Level:</i> 6									
Inflict Serious Wounds	18	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244	
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									
Interplanar Message	18	Will negates [harmless]	1 standard 24 hours/level action	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SC: Pg.124	
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.									
<i>Target:</i> One creature									
<i>Caster Level:</i> 6									
Invest Moderate Protection	18	Will half (harmless); see text	1 standard Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115	
<i>Effect:</i> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									
Invisibility Purge	18	None	1 standard 1 minute/level [D] action	Personal	V,S	No	Evocation	PHB: pg.245	
<i>Effect:</i> Disperses invisibility within 5 ft./level									
<i>Target:</i> You									
<i>Caster Level:</i> 6									
Knight's Move	18	N/A	1 swift action	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129	
<i>Effect:</i> Teleport and end up flanking an opponent.									
<i>Target:</i> You									
<i>Caster Level:</i> 6									
Know Opponent	18	Will negates	1 standard Instantaneous action	Close (40 ft.)	S,DF	Yes	Divination	SC: Pg.129	
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.									
<i>Target:</i> One creature									
<i>Caster Level:</i> 6									
Know Vulnerabilities	18	Will negates	1 standard Instantaneous action	Close (40 ft.)	V,S	Yes	Divination	SC: Pg.129	
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.									
<i>Target:</i> One creature									
<i>Caster Level:</i> 6									
Light of Venya	18	None	1 standard 10 minutes/level [D] action	Medium (170 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132	
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text									
<i>Target:</i> You and up to two rays; see text									
<i>Caster Level:</i> 7									
Locate Object	18	None	1 standard 1 minute/level action	Long (640 ft.)	V,S,F/DF	No	Divination	PHB: pg.249	
<i>Effect:</i> Senses direction toward object [specific or type].									
<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level									
<i>Caster Level:</i> 6									
Magic Circle against Chaos	18	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
<i>Target:</i> 10-ft.-radius emanation from touched creature									
<i>Caster Level:</i> 6									
**Magic Circle against Evil	18	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
<i>Target:</i> 10-ft.-radius emanation from touched creature									
<i>Caster Level:</i> 7									
Magic Circle against Evil	18	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
<i>Target:</i> 10-ft.-radius emanation from touched creature									
<i>Caster Level:</i> 7									
Magic Vestment	18	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251	
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement									
<i>Target:</i> Armor or shield touched									
<i>Caster Level:</i> 6									
Mantle of Chaos	18	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Chaos]	SC: Pg.137	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.									
<i>Target:</i> You									
<i>Caster Level:</i> 6									
* =Domain/Speciality Spell									

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□□□□□Mantle of Law	18	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.								
□□□□□Mark of Doom	18	None	1 standard 1 round/level action	Medium (160 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.								
□□□□□Meld into Stone	18	None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.								
□□□□□Nauseating Breath	18	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.								
□□□□□Obscure Object	18	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.								
□□□□□Prayer	18	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								
□□□□□Protection from Energy	18	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.								
□□□□□Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.								
□□□□□Remove Curse	18	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.								
□□□□□Remove Disease	18	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.								
□□□□□Resist Energy, Mass	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (40 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.								
□□□□□Resurgence, Mass	18	Will negates [harmless]	1 standard Instantaneous action	Close (40 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								
□□□□□Ring of Blades	18	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation)	SC: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.								
□□□□□Safety	18	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.								
□□□□□Searing Light	18	None	1 standard Instantaneous action	Medium (160 ft.)	V,S	Yes	Evocation	PHB: pg.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.								
□□□□□Sheltered Vitality	18	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.								
□□□□□Shield of Warding	18	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].								
□□□□□Sink	18	Will negates	1 standard 1 round action	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.								
□□□□□Skull Watch	18	See text	1 standard Permanent action	Touch	V,S,F	No	Necromancy	SC: Pg.191
<i>Effect:</i> Alarm affect; see text								
□□□□□Slashing Darkness	18	None	1 standard Instantaneous action	Medium (160 ft.)	V,S	Yes	Evocation	SC: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.								
□□□□□Snowshoes, Mass	18	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (40 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.								
□□□□□Sonorous Hum	18	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic]	SC: Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.								
□□□□□Spark of Life	18	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.								
□□□□□Speak with Dead	18	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.								
□□□□□Spikes	18	None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.								
□□□□□**Stone Shape	18	None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.								
□□□□□Stone Shape	18	None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.								
□□□□□Summon Monster III	18	None	1 round 1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.								
□□□□□Suppress Glyph	18	Will negates [object]	1 standard 1 minute/level action	100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.								
* =Domain/Specialty Spell								

Cleric Spells

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<i>Effect:</i> Disrupts concentration; see text.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Vigor	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Vigor, Mass Lesser	18	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Visage of the Deity, Lesser	18	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Wall of Light	18	None	1 standard 1 minute/level [D] action	Close (40 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Water Breathing	18	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Water Walk	18	Will negates (harmless)	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
<i>Effect:</i> Subject treads on water as if solid.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Weapon of Energy	18	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
<i>Effect:</i> Adds additional damage; see text.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Weapon of Impact	18	Will negates [harmless,object]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Double threat range of weapon.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Weapon of the Deity	18	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Wind Wall	18	None; see text	1 standard 1 round/level action	Medium (160 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
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Notes:

Character Sheet Notes: