

Fiona Battlebrace

DM-NPC

NAME
Clr7
CLASS
7
Character Level
21000
EXPERIENCE
28000
NEXT LEVEL
PLAYERNAME
Dwarf
RACE
64
AGE
Medium
SIZE
Female
GENDER
Moradin
DEITY
4' 2"
HEIGHT
Brown
EYES
155 lbs.
WEIGHT
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 Vitality | 67 | | | | |
| AC armor class | 20 | 19 | 14 | 10 | 6 |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS |
| INITIATIVE modifier | +5 | +1 | +4 | | |
| TOTAL | | DEX MODIFIER | MISC MODIFIER | | |
| BASE ATTACK bonus | +5 | | | | |

| 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 | +6 | +5 | +1 | +0 | +0 | +0 | |
| RANGED attack bonus | +6 | +5 | +1 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +6 | +5 | +1 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +6 | 1d3+1 | 20/x2 | 5 ft. |

| *Mace +1 (Heavy) | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|------------------|--------|-------|-----------|--------|------|-------|----------|-------|
| | | | | Both | B | M | 20/x2 | 5 ft. |
| | To Hit | Dam | 2W-P-(OH) | To Hit | | Dam | | |
| 1H-P | +7 | 1d8+2 | 2W-P-(OH) | +1 | | 1d8+2 | | |
| 1H-O | +3 | 1d8+1 | 2W-P-(OL) | +3 | | 1d8+2 | | |
| 2H | +7 | 1d8+2 | 2W-OH | -3 | | 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 |

| WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
|----------------------|---------------------|------------------|-------------|
| | | | Walk 20 ft. |
| TOTAL | FLAT | TOUCH | BASE |
| 19 | 14 | 10 | 6 |
| 0 | 1 | 0 | 0 |
| 3 | | | |
| 30 | -4 | 0 | |
| ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 10/5 |
|----------------------------------|-------------|----------------|------------------|-----------|------|
| ✓ Appraise | INT | 3 | = 3 | + + | |
| ✓ Balance | DEX | -3 | = 1 | + -4 | |
| ✓ Bluff | CHA | 2 | = 2 | + + | |
| ✓ Climb | STR | -3 | = 1 | + -4 | |
| ✓ Concentration | CON | 12 | = 3 | + 9.0 | + |
| Concentration (Cast defensively) | CON | 16 | = 3 | + 9.0 | 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 | 10 | = 5 | + 5.0 | + |
| ✓ 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 | 10 | = 5 | + 5.0 | + |
| ✓ 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 | + |
| ✓ X Search (Unusual Stonework) | INT | 6 | = 3 | + 1.0 | 2 |
| ✓ Sense Motive | WIS | 5 | = 5 | + + | |
| Spellcraft | INT | 7 | = 3 | + 4.0 | + |
| ✓ Spot | WIS | 10 | = 5 | + 5.0 | + |
| ✓ 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+4 |
| Up to 0 | 4 | Turn level | 8 |
| 1 - 3 | 5 | Turn damage | 2d6 +10 |
| 4 - 6 | 6 | You destroy Undead creatures with total hit dice up to 4. | |
| 7 - 9 | 7 | | |
| 10 - 12 | 8 | | |
| 13 - 15 | 9 | | |
| 16 - 18 | 10 | | |
| 19 - 21 | 11 | | |
| 22+ | 12 | | |
| TURN/DAY | □□□□□ | | |

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

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

| EQUIPMENT | | | | | |
|--|--------------|-----|--------------|----------------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Backpack <small>13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle</small> | Equipped | 1 | 2.0 | 2.0 | |
| Moradin's Faithful <small>(Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2</small> | Equipped | 1 | 0.0 | 152500.0 | |
| Bedroll | Backpack | 1 | 5.0 | 0.1 | |
| Candle | Backpack | 1 | 0.0 | 0.01 | |
| Chainmail +1 | Equipped | 1 | 40.0 | 1300.0 | |
| Chalk (1 piece) | Pouch (Belt) | 1 | 0.0 | 0.01 | |
| Flask (Empty) <small>0 lbs.</small> | Backpack | 1 | 1.5 | 0.03 | |
| Flint and Steel | Pouch (Belt) | 1 | 0.0 | 1.0 | |
| Healer's Kit | Backpack | 1 | 1.0 | 50.0 | |
| Helmet (WIS +1) <small>Enhancement bonus to ability WIS+1</small> | Equipped | 1 | 0.0 | 1000.0 | |
| Holy Symbol (Silver) | Equipped | 1 | 1.0 | 25.0 | |
| Holy Water (Flask) <small>□□□</small> | Pouch (Belt) | 3 | 1.0 (3.0) | 25.0 (75.0) | |
| Ink (1 Oz. Vial) | Backpack | 1 | 0.0 | 8.0 | |
| Inkpen | Backpack | 1 | 0.0 | 0.1 | |
| Mace +1 (Heavy) | Equipped | 1 | 8.0 | 2312.0 | |
| Paper (Sheet) | Backpack | 3 | 0.0 (0.0) | 0.4 (1.2) | |
| Pouch (Belt) <small>3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)</small> | Equipped | 1 | 0.5 | 1.0 | |
| Rations (Trail/Per Day) <small>□□</small> | Backpack | 2 | 1.0 (2.0) | 0.5 (1.0) | |
| Sewing Needle | Backpack | 1 | 0.0 | 0.5 | |
| Cleric's Vestments | Equipped | 1 | 6.0 | 5.0 | |
| Wand (Protection from Evil/Cleric/5th) <small>□□□□□ □□□□□ □□□□□ □□□□□</small> | Equipped | 1 | 0.0 | 1500.0 | |
| Waterskin (Filled) | Backpack | 1 | 4.0 | 1.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 68 lbs. | 158782.95 gp | |

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

| SPECIAL ABILITIES | |
|---|--|
| +1 racial bonus on attack rolls against orcs and goblinoids | |
| +2 racial bonus on Appraise and Craft checks that are related to stone or metal. | |
| +2 racial bonus on saving throws against poison. | |
| +2 racial bonus on saving throws against spells and spell-like effects. | |
| +4 Dodge bonus to Armor Class against monsters of the giant type. | |
| Aura of Good (Ex) Strong | |
| Aura of Law (Ex) Strong | |
| Literacy: Character is able to read & write in any language he can speak. | |
| Rebuke Earth (Su) 5/day (turn level 8) (turn damage 2d6+10) | |
| Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. | |
| Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth. | |
| Turn Air (Su) 5/day (turn level 8) (turn damage 2d6+10) | |
| Turn Undead (Su) 5/day (turn level 8) (turn damage 2d6+10) | |

| 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. |

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

| PROFICIENCIES |
|---------------|
|---------------|

| LANGUAGES |
|---|
| Celestial, Common, Dwarven, Giant, 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 | 6+1 | 4+1 | 3+1 | 2+1 | 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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |

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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 8 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |
| □□□□□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> 7 | |

* =Domain/Speciality Spell

Cleric Spells

| | | | | | | | | | |
|---|----|-----------------------------------|------------|---|---|----------|--------------------------|--|----------------|
| ☐☐☐☐☐Cure Light Wounds | 16 | Will half (harmless); see text | 1 standard | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) <i>Caster Level: 7</i> | PHB: pg.215 |
| <i>Effect:</i> Cures 1d8 +1/level [max +5] damage. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Delay Disease | 16 | Will negates [harmless] | 1 standard | 24 hours | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) <i>Caster Level: 7</i> | SC: Pg.63 |
| <i>Effect:</i> Halts any nonmagical disease for the duration of the spell. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Detect Chaos | 16 | None | 1 standard | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination <i>Caster Level: 7</i> | PHB: pg.218 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| ☐☐☐☐☐Detect Evil | 16 | None | 1 standard | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination <i>Caster Level: 7</i> | PHB: pg.218 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| ☐☐☐☐☐Detect Good | 16 | None | 1 standard | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination <i>Caster Level: 7</i> | PHB: pg.219 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| ☐☐☐☐☐Detect Law | 16 | None | 1 standard | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination <i>Caster Level: 7</i> | PHB: pg.219 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| ☐☐☐☐☐Detect Undead | 16 | None | 1 standard | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S,M/DF | No | Divination <i>Caster Level: 7</i> | PHB: pg.220 |
| <i>Effect:</i> Reveals undead within 60 ft. | | | | | <i>Target:</i> Cone-shaped emanation | | | | |
| ☐☐☐☐☐Dispel Ward | 16 | None | 1 standard | Instantaneous | Medium (170 ft.) | V,S | No | Abjuration <i>Caster Level: 7</i> | SC: Pg.67 |
| <i>Effect:</i> Functions like dispel magic; see text | | | | | <i>Target:</i> One warded object or area | | | | |
| ☐☐☐☐☐Divine Favor | 16 | None | 1 standard | 1 minute | Personal | V,S, DF | No | Evocation <i>Caster Level: 7</i> | PHB: pg.224 |
| <i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6] | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐Doom | 16 | Will negates | 1 standard | 1 minute/level | Medium (170 ft.) | V,S, DF | Yes | Necromancy [Fear,PHB: pg.225 Mind-Affecting] <i>Caster Level: 7</i> | |
| <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. | | | | | <i>Target:</i> One living creature | | | | |
| ☐☐☐☐☐Ebon Eyes | 16 | None | 1 standard | 10 minutes/level | Touch | V,S,M | Yes [harmless] | Transmutation <i>Caster Level: 7</i> | SC: Pg.77 |
| <i>Effect:</i> See normally in darkness both magical and natural. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Endure Elements | 16 | Will negates (harmless) | 1 standard | 24 hours | Touch | V,S | Yes (harmless) | Abjuration <i>Caster Level: 7</i> | PHB: pg.226 |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Entropic Shield | 16 | None | 1 standard | 1 minute/level [D] | Personal | V,S | No | Abjuration <i>Caster Level: 7</i> | PHB: pg.227 |
| <i>Effect:</i> Ranged attacks against you have 20% miss chance. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐Faith Healing | 16 | Will negates [harmless] | 1 standard | Instantaneous | Touch | V,S | Yes [harmless] | Conjuration (Healing) <i>Caster Level: 7</i> | SC: Pg.87 |
| <i>Effect:</i> Heal 8 + caster level [max +5] hit points. | | | | | <i>Target:</i> Living creature touched | | | | |
| ☐☐☐☐☐Foundation of Stone | 16 | None | 1 standard | 1 round/level | Close (40 ft.) | V,M | Yes [harmless] | Transmutation [Earth] <i>Caster Level: 7</i> | SC: Pg.99 |
| <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. | | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | | | |
| ☐☐☐☐☐Grave Strike | 16 | N/A | 1 swift | 1 round | Personal | V,DF | N/A | Divination [Good] <i>Caster Level: 8</i> | SC: Pg.107 |
| <i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐Guiding Light | 16 | None | 1 standard | 1 minute/level [D] | Long (680 ft.) | V,S | Yes | Evocation <i>Caster Level: 7</i> | SC: Pg.108 |
| <i>Effect:</i> +2 on ranged attacks | | | | | <i>Target:</i> Creatures in a 5-ft.-radius burst | | | | |
| ☐☐☐☐☐Healthful Rest | 16 | Will negates [harmless] | 10 minutes | 24 hours | Close (40 ft.) | V,S | Yes [harmless] | Conjuration (Healing) <i>Caster Level: 7</i> | SC: Pg.111 |
| <i>Effect:</i> Doubles the natural healing rate. | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 feet apart | | | | |
| ☐☐☐☐☐Hide from Undead | 16 | Will negates (harmless); see text | 1 standard | 10 minutes/level [D] | Touch | V,S, DF | Yes | Abjuration <i>Caster Level: 7</i> | PHB: pg.241 |
| <i>Effect:</i> Undead can't perceive 1 subject/level. | | | | | <i>Target:</i> One touched creature/level | | | | |
| ☐☐☐☐☐Ice Gauntlet | 16 | N/A | 1 standard | 1 minute/level [D] | Personal | V,DF | N/A | Evocation [Cold] <i>Caster Level: 7</i> | SC: Pg.119 |
| <i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage. | | | | | <i>Target:</i> You | | | | |
| ☐☐☐☐☐Incite | 16 | Will negates | 1 swift | 1 minute/level | Close (40 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 7</i> | SC: Pg.121 |
| <i>Effect:</i> Forces creature to act, it cannot delay or ready an action. | | | | | <i>Target:</i> Creatures in a 10-ft. burst | | | | |
| ☐☐☐☐☐Inflict Light Wounds | 16 | Will half | 1 standard | Instantaneous | Touch | V,S | Yes | Necromancy <i>Caster Level: 7</i> | PHB: pg.244 |
| <i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Inhibit | 16 | Will negates | 1 standard | Instantaneous | Medium (170 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 7</i> | SC: Pg.123 |
| <i>Effect:</i> Subject is forced to delay; see text. | | | | | <i>Target:</i> One creature | | | | |
| ☐☐☐☐☐Invest Light Protection | 16 | Will half (harmless); see text | 1 standard | Instantaneous; see text | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) <i>Caster Level: 7</i> | 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. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Ironguts | 16 | Will negates | 1 standard | 10 minutes/level | Touch | V,S,M | Yes | Abjuration <i>Caster Level: 7</i> | SC: Pg.126 |
| <i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons. | | | | | <i>Target:</i> Creature touched | | | | |
| ☐☐☐☐☐Light of Lunia | 16 | None | 1 standard | 10 minutes/level [D] | Medium (180 ft.) | V,S | Yes; see text | Evocation [Good, Light] <i>Caster Level: 8</i> | 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 | | | | | <i>Target:</i> You and up to two rays; see text | | | | |
| ☐☐☐☐☐Magic Stone | 16 | Will negates (harmless, object) | 1 standard | 30 minutes or until discharged | Touch | V,S, DF | Yes (harmless, object) | Transmutation <i>Caster Level: 7</i> | PHB: pg.251 |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | <i>Target:</i> Up to three pebbles touched | | | | |
| ☐☐☐☐☐**Magic Stone | 16 | Will negates (harmless, object) | 1 standard | 30 minutes or until discharged | Touch | V,S, DF | Yes (harmless, object) | Transmutation <i>Caster Level: 7</i> | PHB: pg.251 |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | <i>Target:</i> Up to three pebbles touched | | | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|---------------------------------|-------------------|--|------------------|----------|------------------------|---|-----------------------------------|
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ Moon Lust | 16 | Will negates [harmless] | 1 standard action | 1 round/level | Medium (170 ft.) | V,S,F | Yes | Illusion (Pattern) [Mind-Affecting] | SC: Pg.143 |
| <i>Effect:</i> Creature becomes fascinated for the duration of the spell. | | | | | | | | | |
| ☐☐☐☐☐ Nightshield | 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. | | | | | | | | | |
| ☐☐☐☐☐ 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]. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ **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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ Scholar's Touch | 16 | None | 1 standard action | Concentration, up to 7 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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]. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |

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. | | | | | | | | | |
| ☐☐☐☐☐ **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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |

* =Domain/Specialty Spell

Cleric Spells

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|---|--|--|--|--|--|--|--|--|--|--|--|--|
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Augury</div></div> <div><div>17</div><div>None</div><div>1 minute</div><div>Instantaneous</div></div> <div><div>Personal</div><div>V,S,M,F</div><div>No</div></div> <div><div>Divination</div><div>PHB: pg.202</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Learns whether an action will be good or bad.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Aura Against Flame</div></div> <div><div>17</div><div>N/A</div><div>1 standard 1 round/level action</div></div> <div><div>Personal</div><div>V,S</div><div>N/A</div></div> <div><div>Abjuration</div><div>SC: Pg.18</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Protects against first 10 points of fire damage, it also extinguishes flames; see text.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Avoid Planar Effects</div></div> <div><div>17</div><div>None</div><div>1 immediate 1 minute/level action</div></div> <div><div>20 ft.</div><div>V</div><div>Yes [harmless]</div></div> <div><div>Abjuration</div><div>SC: Pg.19</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Gain temporary respite from the natural effects of a specific plane.</div></div> <div><div>Target:</div><div>One creature/level in a 20-ft. radius burst centered on you</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Balor Nimbus</div></div> <div><div>17</div><div>N/A</div><div>1 standard 1 round/level action</div></div> <div><div>Personal</div><div>V,S,M/DF</div><div>N/A</div></div> <div><div>Transmutation</div><div>SC: Pg.24</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Any creature grappling you takes 6d6 points of fire damage.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Bear's Endurance</div></div> <div><div>17</div><div>Will negates (harmless)</div><div>1 standard 1 minute/level action</div></div> <div><div>Touch</div><div>V,S, DF</div><div>Yes</div></div> <div><div>Transmutation</div><div>PHB: pg.203</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Subject gains +4 to Con for 1 minutes/level.</div></div> <div><div>Target:</div><div>Creature touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Black Karma Curse</div></div> <div><div>17</div><div>Will negates</div><div>1 standard Instantaneous action</div></div> <div><div>Close (40 ft.)</div><div>V,S</div><div>Yes</div></div> <div><div>Enchantment (Compulsion) [Mind-Affecting]</div><div>PHB II: pg.103</div></div> | <div><div><div></div><div></div><div></div><div></div><div></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>Target:</div><div>One creature</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Blade Brothers</div></div> <div><div>17</div><div>Will negates (harmless)</div><div>1 standard 1 minute/level or until discharged action</div></div> <div><div>Touch</div><div>V,S</div><div>Yes (harmless)</div></div> <div><div>Abjuration</div><div>PHB II: pg.103</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>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.</div></div> <div><div>Target:</div><div>Two willing creatures</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Body Blades</div></div> <div><div>17</div><div>N/A</div><div>1 standard 1 minute/level action</div></div> <div><div>Personal</div><div>V,S</div><div>N/A</div></div> <div><div>Transmutation</div><div>SC: Pg.35</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Brambles</div></div> <div><div>17</div><div>None</div><div>1 standard 1 round/level action</div></div> <div><div>Touch</div><div>V,S,M</div><div>No</div></div> <div><div>Trasmutation</div><div>SC: Pg.38</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.</div></div> <div><div>Target:</div><div>Wooden weapon touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Bull's Strength</div></div> <div><div>17</div><div>Will negates (harmless)</div><div>1 standard 1 minute/level action</div></div> <div><div>Touch</div><div>V,S,M/DF</div><div>Yes (harmless)</div></div> <div><div>Transmutation</div><div>PHB: pg.207</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Subject gains +4 to Str for 1 minutes/level.</div></div> <div><div>Target:</div><div>Creature touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Calm Emotions</div></div> <div><div>17</div><div>Will negates</div><div>1 standard Concentration, up to 1 round/level [D] action</div></div> <div><div>Medium (170 ft.)</div><div>V,S, DF</div><div>Yes</div></div> <div><div>Enchantment (Compulsion) [Mind-Affecting]</div><div>PHB: pg.207</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Calms creatures, negating emotion effects.</div></div> <div><div>Target:</div><div>Creatures in a 20-ft.-radius spread</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close Wounds</div></div> <div><div>17</div><div>Will half [harmless]; see text</div><div>1 immediate Instantaneous action</div></div> <div><div>Close (40 ft.)</div><div>V</div><div>Yes [harmless]</div></div> <div><div>Conjuration (Healing)</div><div>SC: Pg.48</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Cure 1d4 +1/level [max +5].</div></div> <div><div>Target:</div><div>One creature</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cloud of Knives</div></div> <div><div>17</div><div></div><div>1 standard 1 round/level action</div></div> <div><div>Personal</div><div>V,S,M</div><div></div></div> <div><div>Conjuration</div><div>PHB II: pg.107</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>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.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Consecrate</div></div> <div><div>17</div><div>None</div><div>1 standard 2 hours/level action</div></div> <div><div>Close (45 ft.)</div><div>V,S,M, DF</div><div>No</div></div> <div><div>Evocation [Good]</div><div>PHB: pg.212</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Fills area with positive energy, making undead weaker.</div></div> <div><div>Target:</div><div>20-ft.-radius emanation</div></div> <div><div>Caster Level:</div><div>8</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cure Moderate Wounds</div></div> <div><div>17</div><div>Will half (harmless); see text</div><div>1 standard Instantaneous action</div></div> <div><div>Touch</div><div>V,S</div><div>Yes (harmless); see text</div></div> <div><div>Conjuration (Healing)</div><div>PHB: pg.216</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Cures 2d8 +1/level [max +10] damage.</div></div> <div><div>Target:</div><div>Creature touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Curse of Ill Fortune</div></div> <div><div>17</div><div>Will negates</div><div>1 standard 1 minute/level action</div></div> <div><div>Medium (170 ft.)</div><div>V,S,DF</div><div>Yes</div></div> <div><div>Necromancy</div><div>SC: Pg.56</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.</div></div> <div><div>Target:</div><div>One living creature</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Darkness</div></div> <div><div>17</div><div>None</div><div>1 standard 10 minutes/level [D] action</div></div> <div><div>Touch</div><div>V, M/DF</div><div>No</div></div> <div><div>Evocation [Darkness]</div><div>PHB: pg.216</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>20-ft. radius of supernatural shadow.</div></div> <div><div>Target:</div><div>Object touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Dark Way</div></div> <div><div>17</div><div>None</div><div>1 standard 1 round/level action</div></div> <div><div>Close (40 ft.)</div><div>V,S,DF</div><div>Yes</div></div> <div><div>Illusion (Shadow)</div><div>SC: Pg.58</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Create a ribbonlike, weightless, unbreakable bridge.</div></div> <div><div>Target:</div><div>One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Deific Vegeance</div></div> <div><div>17</div><div>Will half</div><div>1 standard Instantaneous action</div></div> <div><div>Close (40 ft.)</div><div>V,S,DF</div><div>Yes</div></div> <div><div>Conjuration (Summoning)</div><div>SC: Pg.62</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].</div></div> <div><div>Target:</div><div>One creature</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Delay Poison</div></div> <div><div>17</div><div>Fortitude negates (harmless)</div><div>1 standard 1 hour/level action</div></div> <div><div>Touch</div><div>V,S, DF</div><div>Yes (harmless)</div></div> <div><div>Conjuration (Healing)</div><div>PHB: pg.217</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Stops poison from harming subject for 1 hour/level.</div></div> <div><div>Target:</div><div>Creature touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Insight</div></div> <div><div>17</div><div>N/A</div><div>1 standard 1 hour/level or until discharged [D] action</div></div> <div><div>Personal</div><div>V,S,DF</div><div>N/A</div></div> <div><div>Divination</div><div>SC: Pg.70</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Interdiction</div></div> <div><div>17</div><div>Will negates or None [object]; see text</div><div>1 standard 1 round/level action</div></div> <div><div>Close (40 ft.)</div><div>V</div><div>Yes or No [object]; see text</div></div> <div><div>Abjuration</div><div>SC: Pg.70</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Temp loss of turning power & domain powers.</div></div> <div><div>Target:</div><div>10-ft.-radius emanation centered on a creature, object, or point in space</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Protection</div></div> <div><div>17</div><div>Will negates [harmless]</div><div>1 standard 1 minute/level action</div></div> <div><div>Medium (170 ft.)</div><div>V,S,DF</div><div>Yes [harmless]</div></div> <div><div>Enchantment (Compulsion) [Mind-Affecting]</div><div>SC: Pg.70</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>+1 morale bonus to AC and saving throws.</div></div> <div><div>Target:</div><div>Allies in a 20-ft.-radius burst</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Eagle's Splendor</div></div> <div><div>17</div><div>Will negates (harmless)</div><div>1 standard 1 minute/level action</div></div> <div><div>Touch</div><div>V,S,M/DF</div><div>Yes</div></div> <div><div>Transmutation</div><div>PHB: pg.225</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Subject gains +4 to Cha for 1 minutes/level.</div></div> <div><div>Target:</div><div>Creature touched</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Energized Shield, Lesser</div></div> <div><div>17</div><div>None</div><div>1 standard 1 round/level action</div></div> <div><div>Touch</div><div>V,S,DF</div><div>No</div></div> <div><div>Abjuration [See text]</div><div>SC: Pg.79</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text</div></div> <div><div>Target:</div><div>Touch</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Enthrall</div></div> <div><div>17</div><div>Will negates; see text</div><div>1 round 1 hour or less</div></div> <div><div>Medium (170 ft.)</div><div>V,S</div><div>Yes</div></div> <div><div>Enchantment (Charm)</div><div>PHB: pg.227</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Captivates all within 100 ft. +10 ft./level</div></div> <div><div>Target:</div><div>Any number of creatures</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Extend Tentacles</div></div> <div><div>17</div><div>N/A</div><div>1 standard Instantaneous action</div></div> <div><div>Personal</div><div>V</div><div>N/A</div></div> <div><div>Transmutation</div><div>SC: Pg.86</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Extends your tentacles by 5 ft.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Find Traps</div></div> <div><div>17</div><div>None</div><div>1 standard 1 minute/level action</div></div> <div><div>Personal</div><div>V,S</div><div>No</div></div> <div><div>Divination</div><div>PHB: pg.230</div></div> | <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Effect:</div><div>Notice traps as a rogue does.</div></div> <div><div>Target:</div><div>You</div></div> <div><div>Caster Level:</div><div>7</div></div> | | | | | | | | | | | |
| * =Domain/Speciality 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: 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> | | | | | <div>Target: Cone-shaped burst</div> | | <div>Caster Level: 7</div> | | |
| <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: Gain +4 Str for every set of limbs fused to the primary limb.</div> | | | | | <div>Target: Creature with at least two arms or tentacles touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Preserves one corpse.</div> | | | | | <div>Target: Corpse touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Armor gains Ghost Touch property.</div> | | | | | <div>Target: Armor of creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Grant +2 [Profane or Sacred] bonus to all saving throws.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.</div> | | | | | <div>Target: You</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Hold Person</div> | 17 | Will negates; see text | 1 standard 1 round/level [D]; see text action | | Medium (170 ft.) | V,S,F/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.241 |
| <div>Effect: Paralyzes one humanoid for 1 round/level.</div> | | | | | <div>Target: One humanoid creature</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Inflict Moderate Wounds</div> | 17 | Will half | 1 standard Instantaneous action | | Touch | V,S | Yes | Necromancy | PHB: pg.244 |
| <div>Effect: Touch attack, 2d8 +1/level [max +10] damage.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Inky cloud that works under water.</div> | | | | | <div>Target: 30-ft.-radius spread centered on you</div> | | <div>Caster Level: 7</div> | | |
| <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: Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.</div> | | | | | <div>Target: One creature</div> | | <div>Caster Level: 7</div> | | |
| <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: Hide and Move Silent check ignore the Armor penalty during the duration of the spell.</div> | | | | | <div>Target: One suit of armor touched/3 levels</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Light of Mercuria</div> | 17 | None | 1 standard 10 minutes/level [D] action | | Medium (180 ft.) | V,S | Yes; see text | Evocation [Good, Light] | SC: Pg.132 |
| <div>Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.</div> | | | | | <div>Target: You and up to two rays; see text</div> | | <div>Caster Level: 8</div> | | |
| <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: Not subject to sneak attacks or criticals; -4 penalty to Cha score.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Repairs an object.</div> | | | | | <div>Target: One object of up to 10 cu. ft./level</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Mark of Judgement</div> | 17 | Will negates | 1 standard 1 round/level action | | Medium (170 ft.) | V,S,DF | Yes | Necromancy | PHB II: pg.119 |
| <div>Effect: Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.</div> | | | | | <div>Target: One creature/3 levels, no two of which are more than 30 ft. apart</div> | | <div>Caster Level: 7</div> | | |
| <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: Creates an indelible mark on the subjects face; see text.</div> | | | | | <div>Target: One creature</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Master's Touch</div> | 17 | Will negates (harmless) | 1 immediate | Instantaneous action | Close (40 ft.) | V | Yes (harmless) | Divination | PHB II: pg.119 |
| <div>Effect: Subject gains +4 insight bonus to one skill check.</div> | | | | | <div>Target: One creature</div> | | <div>Caster Level: 7</div> | | |
| <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: Subject gains +4 to Wis for 1 minutes/level.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Subtract 10 hp worth of damage from each negative energy attack.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Subtract 10 hp worth of damage from each positive energy attack.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Quick March</div> | 17 | Will negates [harmless] | 1 standard 1 round action | | Medium (170 ft.) | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.164 |
| <div>Effect: Subjects base land speed increased by 30 feet.</div> | | | | | <div>Target: Allies in a 20-ft.-radius burst</div> | | <div>Caster Level: 7</div> | | |
| <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: Frees one or more creatures from paralysis or slow effect.</div> | | | | | <div>Target: Up to four creatures, no two of which can be more than 30 ft. apart</div> | | <div>Caster Level: 7</div> | | |
| <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: Ignores first 20 points of damage/attack from specified energy type.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <div>☐☐☐☐☐ Restoration, Lesser</div> | 17 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V,S | Yes (harmless) | Conjunction (Healing) | PHB: pg.272 |
| <div>Effect: Dispels magical ability penalty or repairs 1d4 ability damage.</div> | | | | | <div>Target: Creature touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.</div> | | | | | <div>Target: Two willing creatures touched</div> | | <div>Caster Level: 7</div> | | |
| <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: Sonic vibration damages objects or crystalline creatures.</div> | | | | | <div>Target: 5-ft.-radius spread; or one solid object or one crystalline creature</div> | | <div>Caster Level: 7</div> | | |
| <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: You take half of subject's damage.</div> | | | | | <div>Target: One creature</div> | | <div>Caster Level: 7</div> | | |
| <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: Shroud yourself in invisible 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> | | | | | <div>Target: You</div> | | <div>Caster Level: 7</div> | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Cleric Spells

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|---|----|---|--------------------|--------------------|------------------|----------|------------------------------|---|----------------|
| ☐☐☐☐☐ Silence | 17 | Will negates; see text or none (object) | 1 standard action | 1 minute/level [D] | Long (680 ft.) | V,S | Yes; see text or no (object) | Illusion (Glamer) | PHB: pg.279 |
| <i>Effect:</i> Negates sound in 15-ft. radius. | | | | | | | | | |
| ☐☐☐☐☐ *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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ Spiritual Weapon | 17 | None | 1 standard action | 1 round/level [D] | Medium (170 ft.) | V,S,DF | Yes | Evocation [Force] | PHB: pg.283 |
| <i>Effect:</i> Magical weapon attacks on its own. | | | | | | | | | |
| ☐☐☐☐☐ 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]. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ Stay the Hand | 17 | Will negates | 1 immediate action | Instantaneous | Medium (170 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ Summon Elysian Thrush | 17 | None | 10 minutes | 8 hours | Close (45 ft.) | V,S,DF | No | Conjuration (Summoning) [Good] | SC: Pg.214 |
| <i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text | | | | | | | | | |
| ☐☐☐☐☐ Summon Monster II | 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |

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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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 | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |
| ☐☐☐☐☐ 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. | | | | | | | | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|-------------------------------------|--|---------------|---|---------|--------------------------|------------------------------------|----------------|
| ■■■■■Blindness/Deafness | 18 | Fortitude negates | 1 standard Permanent [D] action | | Medium (170 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> 7 | | |
| ■■■■■Blindsight | 18 | Will negates [harmless] | 1 standard 1 minute/level action | | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.32 |
| <i>Effect:</i> Grant blindsight to 30 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Chain of Eyes | 18 | Will negates | 1 standard 1 hour/level action | | Touch | V,S | Yes | Divination | SC: Pg.45 |
| <i>Effect:</i> Scrying sensor passed along by touch. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■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> 7 | | |
| ■■■■■Checkmate's Light | 18 | None | 1 standard 1 round/level [D] action | | Touch | V,S,DF | No | Evocation [Lawful] | SC: Pg.46 |
| <i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light. | | | | | <i>Target:</i> Melee weapon touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■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> 7 | | |
| ■■■■■Cloak of Bravery | 18 | Will negates [harmless] | 1 standard 10 minutes/level action | | 60 ft. | V,S | Yes [harmless] | Abjuration [Mind-Affecting] | SC: Pg.47 |
| <i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10]. | | | | | <i>Target:</i> 60-ft.-radius emanation centered on you | | <i>Caster Level:</i> 7 | | |
| ■■■■■Cloak Pool | 18 | Will negates [harmless,object] | 1 standard 1 hour/level [D] action | | 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> 7 | | |
| ■■■■■Continual Flame | 18 | None | 1 standard Permanent action | | Touch | V,S,M | No | Evocation [Light] | PHB: pg.213 |
| <i>Effect:</i> Makes a permanent, heatless torch. | | | | | <i>Target:</i> Object touched Magical, heatless flame | | <i>Caster Level:</i> 7 | | |
| ■■■■■Conviction, Mass | 18 | Will negates [harmless] | 1 standard 10 minutes/level action | | Medium (170 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> 7 | | |
| ■■■■■Corona of Cold | 18 | Fortitude negates | 1 standard 1 round/level [D] action | | 10 ft. | V,S,DF | Yes | Evocation [Cold] | SC: Pg.52 |
| <i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area. | | | | | <i>Target:</i> 20-ft.-radius spread | | <i>Caster Level:</i> 7 | | |
| ■■■■■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> 7 | | |
| ■■■■■Crown of Grave | 18 | Will negates (harmless) | 1 standard 1 hour/level [D] or until discharged action | | Touch | V,S,M,F | Yes (harmless) | Necromancy | PHB II: pg.108 |
| <i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Crown of Might | 18 | Will negates (harmless) | 1 standard 1 hour/level [D] or until discharged action | | Touch | V,S,F | Yes (harmless) | Transmutation | PHB II: pg.108 |
| <i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Crown of Protection | 18 | Will negates (harmless) | 1 standard 1 hour/level [D] or until discharged action | | Touch | V,S,F | Yes (harmless) | Transmutation | PHB II: pg.108 |
| <i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Crown of Smiting | 18 | Will negates (harmless) | 1 standard 1 hour/level [D] or until discharged action | | Touch | V,S,F | Yes (harmless) | Evocation | PHB II: pg.108 |
| <i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Cure Serious Wounds | 18 | Will half (harmless); see text | 1 standard Instantaneous action | | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 3d8 +1/level [max +15] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Curse of Arrow Attraction | 18 | Will negates | 1 standard 1 round/level action | | Medium (170 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> 7 | | |
| ■■■■■Darkfire | 18 | None | 1 standard 1 round/level [D] action | | 0 ft. | V,S | Yes | Evocation [Fire] | SC: Pg.59 |
| <i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6]. | | | | | <i>Target:</i> Flame in your palm | | <i>Caster Level:</i> 7 | | |
| ■■■■■Daylight | 18 | None | 1 standard 10 minutes/level [D] action | | Touch | V,S | No | Evocation [Light] | PHB: pg.216 |
| <i>Effect:</i> 60-ft. radius of bright light. | | | | | <i>Target:</i> Object touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Deeper Darkness | 18 | None | 1 standard 1 day/level [D] action | | Touch | V, M/DF | No | Evocation [Darkness] | PHB: pg.217 |
| <i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius. | | | | | <i>Target:</i> Object touched | | <i>Caster Level:</i> 7 | | |
| ■■■■■Demon Dirge | 18 | NWill half | 1 standard 1d6 rounds; see text action | | 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> 7 | | |
| ■■■■■Devil Blight | 18 | None or Fortitude partial; see text | 1 standard 1d6 rounds action | | 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> 7 | | |
| ■■■■■Dispel Magic | 18 | None | 1 standard Instantaneous action | | Medium (170 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> 7 | | |
| ■■■■■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> 7 | | |
| ■■■■■Downdraft | 18 | Reflex partial; see text | 1 standard Instantaneous action | | Long (680 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> 7 | | |
| ■■■■■Energized Shield | 18 | None | 1 standard 1 round/level action | | Touch | V,S,DF | No | Abjuration [See text] | SC: Pg.79 |
| <i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6 | | | | | <i>Target:</i> Touch | | <i>Caster Level:</i> 7 | | |
| ■■■■■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> 7 | | |
| ■■■■■Energy Vortex | 18 | Reflex half | 1 standard Instantaneous action | | 20 ft. | V,S | Yes | Evocation [Choose:Acid, | SC: Pg.81 |

* =Domain/Speciality Spell

Cleric Spells

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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> 7 | | | | | | | | | |
| Energy Vulnerability | 18 | Will negates | 1 standard 1 round/level action | Medium (170 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| Grace | 18 | N/A | 1 swift action 1 round/level | Personal | V | N/A | Transmutation [Good] | SC: Pg.107 | |
| <i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks. | | | | | | | | | |
| <i>Target:</i> You | | | | | | | | | |
| <i>Caster Level:</i> 8 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| Hesitate | 18 | Will negates; see text | 1 immediate action 1 round/level [D]; see text | 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> 7 | | | | | | | | | |
| 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> 8 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| Knight's Move | 18 | N/A | 1 swift action Instantaneous | 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| Light of Venya | 18 | None | 1 standard 10 minutes/level [D] action | Medium (180 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> 8 | | | | | | | | | |
| Locate Object | 18 | None | 1 standard 1 minute/level action | Long (680 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> 7 | | | | | | | | | |
| 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> 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> 8 | | | | | | | | | |
| **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> 8 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| 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> 7 | | | | | | | | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Cleric Spells

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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 (170 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 (170 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; 7 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 (170 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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|--|----|-------------------------------------|--|--|----------|------------------------|--------------------------|-------------|
| □□□□□ Tremor | 18 | See text | 1 standard 1 round/3 levels action | Medium (170 ft.) | V,S,DF | No | Evocation [Earth] | SC: Pg.223 |
| <i>Effect:</i> Disrupts concentration; see text. | | | | <i>Target:</i> 40-ft.-radius spread | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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 | | | | <i>Target:</i> You | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <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> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> Living creatures touched | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> One touched creature/level | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> One weapon | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching] | | <i>Caster Level:</i> 7 | | |
| □□□□□ 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. | | | | <i>Target:</i> Weapon touched | | <i>Caster Level:</i> 7 | | |
| □□□□□ Wind Wall | 18 | None; see text | 1 standard 1 round/level action | Medium (170 ft.) | V,S,M/DF | Yes | Evocation [Air] | PHB: pg.302 |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | <i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S] | | <i>Caster Level:</i> 7 | | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------------------------|-------------|--|------------------|------------------------|--------------------------|-----------------------------|----------------|
| □□□□□ Air Walk | 19 | None | 1 standard | 10 minutes/level action | Touch | V,S, DF | Yes (harmless) | Transmutation [Air] | PHB: pg.196 |
| <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle]. | | | | <i>Target:</i> Creature [Gargantuan or smaller] touched | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Assay Spell Resistance | 19 | N/A | 1 swift | 1 round/level action | Personal | V,S | N/A | Divination | SC: Pg.17 |
| <i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Astral Hospice | 19 | N/A | 1 standard | 24 hours/level action | Close (40 ft.) | V,S,M | N/A | Conjuration (Teleportation) | SC: Pg.17 |
| <i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. | | | | <i>Target:</i> See text | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Blessing of the Righteous | 19 | Will negates (harmless) | 1 standard | 1 round/level action | 40 ft. | V,S,DF | Yes (harmless) | Evocation [Good] | PHB II: pg.104 |
| <i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR. | | | | <i>Target:</i> All allies in a 40-ft.-radius burst centered on you | | <i>Caster Level:</i> 8 | | | |
| □□□□□ Blindsight, Greater | 19 | Will negates [harmless] | 1 standard | 1 minute/level action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.32 |
| <i>Effect:</i> Grant blindsight to 30 ft. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Castigate | 19 | Fortitude half | 1 standard | Instantaneous action | 10 ft. | V | Yes | Evocation [Sonic] | SC: Pg.44 |
| <i>Effect:</i> Deafen or damage foes, depending on their alignment. | | | | <i>Target:</i> 10-ft. radius burst centered on you | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Channeled Divine Health | 19 | Will negates (harmless) | See text | Instantaneous | See text | V,S | Yes (harmless) | Conjuration (Healing) | PHB II: pg.106 |
| <i>Effect:</i> Ranged healing; See text. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Contingent Energy Resistance | 19 | N/A | 1 minute | 1 hour/level [D] | Personal | V,S,M | N/A | Abjuration | SC: Pg.52 |
| <i>Effect:</i> Same as Contingency, except it is more limited. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Control Water | 19 | None; see text | 1 standard | 10 minutes/level [D] action | Long (680 ft.) | V,S,M/DF | No | Transmutation [Water] | PHB: pg.214 |
| <i>Effect:</i> Raises or lowers bodies of water. | | | | <i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S] | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Cure Critical Wounds | 19 | Will half (harmless); see text | 1 standard | Instantaneous action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.215 |
| <i>Effect:</i> Cures 4d8 +1/level [max +20] damage. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Death Ward | 19 | Will negates (harmless) | 1 standard | 1 minute/level action | Touch | V,S, DF | Yes (harmless) | Necromancy | PHB: pg.217 |
| <i>Effect:</i> Grants immunity to death spells and negative energy effects. | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Delay Death | 19 | Will negates [harmless] | 1 immediate | 1 round/level action | Close (40 ft.) | V,S,DF | Yes [harmless] | Necromancy | SC: Pg.63 |
| <i>Effect:</i> Target cannot die from hit point damage during the duration of the spell. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Dimensional Anchor | 19 | None | 1 standard | 1 minute/level action | Medium (170 ft.) | V,S | Yes (object) | Abjuration | PHB: pg.221 |
| <i>Effect:</i> Bars extradimensional movement. | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Discern Lies | 19 | Will negates | 1 standard | Concentration, up to 1 round/level action | Close (40 ft.) | V,S, DF | No | Divination | PHB: pg.221 |
| <i>Effect:</i> Reveals deliberate falsehoods. | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Dismissal | 19 | Will negates; see text | 1 standard | Instantaneous action | Close (40 ft.) | V,S, DF | Yes | Abjuration | PHB: pg.222 |
| <i>Effect:</i> Forces a creature to return to native plane. | | | | <i>Target:</i> One extraplanar creature | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Divination | 19 | None | 10 minutes | Instantaneous | Personal | V,S,M | No | Divination | PHB: pg.224 |
| <i>Effect:</i> Provides useful advice for specific proposed actions. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 7 | | | |
| □□□□□ Divine Power | 19 | None | 1 standard | 1 round/level action | Personal | V,S, DF | No | Evocation | PHB: pg.224 |
| <i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 7 | | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|---|---|-------------------|-------------|------------------------|----------------------------------|----------------|
| Freedom of Movement | 19 | Will negates (harmless) | 1 standard 10 minutes/level action | Personal or touch | V,S,M, DF | Yes (harmless) | Abjuration | PHB: pg.233 |
| <i>Effect:</i> Subject moves normally despite impediments. | | | | | | | | |
| Giant Vermin | 19 | None | 1 standard 1 minute/level action | Close (40 ft.) | V,S, DF | Yes | Transmutation | PHB: pg.235 |
| <i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin. | | | | | | | | |
| Glowing Orb | 19 | None | 1 standard Permanent action | Touch | V,S,F | No | Evocation [Light] | SC: Pg.106 |
| <i>Effect:</i> Makes a light source in a globe; see text | | | | | | | | |
| Hand of the Faithful | 19 | Fortitude negates | 1 minute 1 hour/level | 10 ft. | V,S,DF | Yes | Abjuration [See text] | SC: Pg.109 |
| <i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace | | | | | | | | |
| Healing Spirit | 19 | Will half (harmless) | 1 standard 1 round/2 levels action | Close (40 ft.) | V,S | Yes (harmless) | Conjuration (Healing) | PHB II: pg.114 |
| <i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text. | | | | | | | | |
| *Holy Smite | 19 | Will partial; see text | 1 standard Instantaneous [1 round]; see text action | Medium (180 ft.) | V,S | Yes | Evocation [Good] | PHB: pg.241 |
| <i>Effect:</i> Damages and blinds evil creatures. | | | | | | | | |
| Holy Transformation | 19 | N/A | 1 standard 1 round/level [D] action | Personal | V,S,DF | N/A | Transmutation [Good] | SC: Pg.116 |
| <i>Effect:</i> Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text | | | | | | | | |
| Holy Transformation, Lesser | 19 | N/A | 1 standard 1 round/level [D] action | Personal | V,S,DF | N/A | Transmutation [Good] | SC: Pg.116 |
| <i>Effect:</i> Change to good outsider, gain abilities of protector [minatures pg.66]. | | | | | | | | |
| Hypothermia | 19 | Fortitude partial | 1 standard Instantaneous action | Close (40 ft.) | V,S | Yes | Evocation [Cold] | SC: Pg.118 |
| <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. | | | | | | | | |
| Imbue with Spell Ability | 19 | Will negates (harmless) | 10 minutes Permanent until discharged [D] | Touch | V,S, DF | Yes (harmless) | Evocation | PHB: pg.243 |
| <i>Effect:</i> Transfer spells to subject. | | | | | | | | |
| Inflict Critical Wounds | 19 | Will half | 1 standard Instantaneous action | Touch | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage | | | | | | | | |
| Iron Bones | 19 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,F | Yes [harmless] | Transmutation | SC: Pg.125 |
| <i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC. | | | | | | | | |
| Lifebolt | 19 | Will negates | 1 standard 1 minute/level action | Touch | V,S,DF | Yes | Abjuration | SC: Pg.131 |
| <i>Effect:</i> Subject becomes immune to the effects of positive energy; See text. | | | | | | | | |
| Magic Weapon, Greater | 19 | Will negates (harmless, object) | 1 standard 1 hour/level action | Close (40 ft.) | V,S,M/DF | Yes (harmless, object) | Transmutation | PHB: pg.251 |
| <i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus. | | | | | | | | |
| Make Manifest | 19 | Will negates | 1 standard 1 round/level action | Close (40 ft.) | V,S,M | Yes | Transmutation | SC: Pg.137 |
| <i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text. | | | | | | | | |
| Moon Bolt | 19 | Fortitude half[living] Will negates[undead] | 1 standard Instantaneous action | Long (680 ft.) | V,S | Yes | Evocation | SC: Pg.143 |
| <i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text. | | | | | | | | |
| Mystic Aegis | 19 | | 1 Instantaneous immediate action | Personal | V,DF | | Abjuration | PHB II: pg.120 |
| <i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level. | | | | | | | | |
| Negative Energy Aura | 19 | N/A | 1 standard 1 round/level action | Personal | V,S | N/A | Necromancy | SC: Pg.146 |
| <i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round. | | | | | | | | |
| Neutralize Poison | 19 | Will negates (harmless, object) | 1 standard 10 minutes/level action | Touch | V,S,M/DF | Yes (harmless, object) | Conjuration (Healing) | PHB: pg.257 |
| <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject. | | | | | | | | |
| Panacea | 19 | Will half [harmless]; see text | 1 standard Instantaneous action | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.152 |
| <i>Effect:</i> Removes most conditions; see text. | | | | | | | | |
| Planar Ally, Lesser | 19 | None | 10 minutes Instantaneous | Close (40 ft.) | V,S, DF, XP | No | Conjuration (Calling) [See Text] | PHB: pg.261 |
| <i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less. | | | | | | | | |
| Planar Exchange, Lesser | 19 | None | 1 round 1 round/level [D] | 0 ft. | V,S,DF | No | Conjuration (Calling) | SC: Pg.159 |
| <i>Effect:</i> Call a celestial creature see list; see text | | | | | | | | |
| Planar Tolerance | 19 | None | 1 immediate 1 hour/level action | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.159 |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane. | | | | | | | | |
| Poison | 19 | Fortitude negates; see text | 1 standard Instantaneous; see text action | Touch | V,S, DF | Yes | Necromancy | PHB: pg.262 |
| <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute. | | | | | | | | |
| Positive Energy Aura | 19 | None | 1 standard 1 round/level action | Personal | V,S | No | Conjuration (Healing) | SC: Pg.161 |
| <i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage. | | | | | | | | |
| Recitation | 19 | None | 1 standard 1 round/level action | 60 ft. | V,S,DF | Yes | Conjuration (Creation) | SC: Pg.170 |
| <i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2. | | | | | | | | |
| Renewed Vigor | 19 | Fortitude negates (harmless) | 1 standard Instantaneous; see text action | 30 ft. | V,S | Yes (harmless) | Transmutation | PHB II: pg.123 |
| <i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level. | | | | | | | | |
| Repel Vermin | 19 | None or Will negates; see text | 1 standard 10 minutes/level [D] action | 10 ft. | V,S, DF | Yes | Abjuration | PHB: pg.271 |
| <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away. | | | | | | | | |
| * =Domain/Specialty Spell | | | | | | | | |

Cleric Spells

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|--|----|--------------------------------|--|------------------|----------|-----------------------|--|----------------|
| Resistance, Greater | 19 | Will negates [harmless] | 1 standard 24 hours action | Touch | V,S,M/DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus. | | | | | | | | |
| Restoration | 19 | Will negates (harmless) | 3 rounds Instantaneous | Touch | V,S,M | Yes (harmless) | Conjuration (Healing) | PHB: pg.272 |
| <i>Effect:</i> Restores level and ability score drains. | | | | | | | | |
| Revenance | 19 | None; see text | 1 standard 1 minute/level action | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.175 |
| <i>Effect:</i> Brings an ally back to life for duration of spell; see text. | | | | | | | | |
| Sending | 19 | None | 10 minutes 1 round/level; see text | See text | V,S,M/DF | No | Evocation | PHB: pg.275 |
| <i>Effect:</i> Delivers short message anywhere, instantly. | | | | | | | | |
| Shadowblast | 19 | Fort negates | 1 standard Insta action | Long (680 ft.) | V,S,M | Yes | Evocation [Light] | SC: Pg.186 |
| <i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text. | | | | | | | | |
| Shield of Faith, Mass | 19 | Will negates [harmless] | 1 standard 1 minute/level action | Close (40 ft.) | V,S,M | Yes [harmless] | Abjuration | SC: Pg.188 |
| <i>Effect:</i> As shield of faith, except it affects multiple creatures. | | | | | | | | |
| Sound Lance | 19 | Fortitude half | 1 standard Instantaneous action | Medium (170 ft.) | V,S | Yes | Evocation [Sonic] | SC: Pg.196 |
| <i>Effect:</i> Deals 1d8 per caster level [max 10d8]. | | | | | | | | |
| Spell Immunity | 19 | Will negates (harmless) | 1 standard 10 minutes/level action | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.282 |
| <i>Effect:</i> Subject is immune to 1 spells, up to 4th-level spells. | | | | | | | | |
| Spell Vulnerability | 19 | Fortitude negates | 1 round 1 minute/level | Close (40 ft.) | V,S | No | Transmutation | SC: Pg.200 |
| <i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0. | | | | | | | | |
| *Spike Stones | 19 | Reflex partial | 1 standard 1 hour/level [D] action | Medium (170 ft.) | V,S, DF | Yes | Transmutation [Earth] | PHB: pg.283 |
| <i>Effect:</i> Creatures in area take 1d8 damage, may be slowed. | | | | | | | | |
| Stifle Spell | 19 | See text | 1 immediate action | Close (40 ft.) | V | Yes | Abjuration | PHB II: pg.126 |
| <i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast. | | | | | | | | |
| Summon Hound Archon | 19 | None | 1 round Concentration, up to 1 round/level + 1 round | Close (45 ft.) | V,S,DF | No | Conjuration (Summoning) [Good, Lawful] | SC: Pg.214 |
| <i>Effect:</i> Summons a hound archon [MM 16]; see text | | | | | | | | |
| Summon Monster IV | 19 | 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. | | | | | | | | |
| Tongues | 19 | Will negates (harmless) | 1 standard 10 minutes/level action | Touch | V, M/DF | No | Divination | PHB: pg.294 |
| <i>Effect:</i> Speak any language. | | | | | | | | |
| Undead Bane Weapon | 19 | Will negates [harmless,object] | 1 standard 1 hour/level action | Touch | V,S,DF | Yes [harmless,object] | Transmutation | SC: Pg.226 |
| <i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage. | | | | | | | | |
| Wall of Good | 19 | See text | 1 standard 10 minutes/level action | Close (45 ft.) | V,S,M/DF | Yes | Abjuration [Good] | SC: Pg.233 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side. | | | | | | | | |
| Wall of Law | 19 | See text | 1 standard 10 minutes/level action | Close (40 ft.) | V,S,M/DF | Yes | Abjuration [Law] | SC: Pg.234 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side. | | | | | | | | |
| Wall of Sand | 19 | None | 1 standard Concentration +1 round/level action | Medium (170 ft.) | V,S,M/DF | No | Conjuration (Creation) [Earth] | SC: Pg.235 |
| <i>Effect:</i> Creates a churning wall of sand. | | | | | | | | |
| * =Domain/Specialty Spell | | | | | | | | |

Notes:

Character Sheet Notes:

FAITH: _____