

Fiona Battlebrace

DM-NPC

NAME
Clr9
CLASS
9
Character Level

PLAYERNAME
Dwarf
RACE
64
AGE

Moradin
DEITY
4' 2"
HEIGHT
Brown
EYES

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	16	+3	16	+3	16	+3

VP <i>Vitality</i>	87	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			WP <i>Wound Points</i>	17	DAMAGE REDUCTION			SPEED Walk 20 ft.		
AC <i>armor class</i>	28	:	27	:	14	=	10	:	4	:	1	BASE			
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE	
INITIATIVE <i>modifier</i>	+5	=	+1	+	+4	TOTAL									
		DEX MODIFIER		MISC MODIFIER											
BASE ATTACK <i>bonus</i>	+6/+1														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	+6	+3	+2	+0	+0		
REFLEX (dexterity)	+6	+3	+1	+2	+0	+0		
WILL (wisdom)	+13	+6	+5	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	+6/+1	+1	+0	+0	+0	
RANGED attack bonus	+7/+2	+6/+1	+1	+0	+0	+0	
GRAPPLE attack bonus	+7/+2	+6/+1	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3+1	20/x2	5 ft.

*Morningstar +3 (Mithral/Shock/Thundering)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	BP	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+10/+5	1d8+4	2W-P-(OH)	+4/-1	1d8+4			
1H-O	+6/+1	1d8+3	2W-P-(OL)	+6/+1	1d8+4			
2H	+10/+5	1d8+4	2W-OH	+0	1d8+3			
Special Properties	30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)							

*: weapon is equipped

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
				RANKS	MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	-2	= 1	+	-3
✓ Bluff	CHA	3	= 3	+	+
✓ Climb	STR	-2	= 1	+	-3
✓ Concentration	CON	15	= 3	+ 12.0	+
Concentration (Cast defensively)	CON	19	= 3	+ 12.0	4
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	5	= 3	+ 2.0	+
✓ Disguise	CHA	3	= 3	+	+
✓ Escape Artist	DEX	-2	= 1	+	-3
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	3	= 3	+	+
Handle Animal	CHA	4	= 3	+ 1.0	+
✓ Heal	WIS	12	= 5	+ 7.0	+
✓ Hide	DEX	-2	= 1	+	-3
✓ Intimidate	CHA	4	= 3	+ 1.0	+
✓ Jump	STR	-8	= 1	+	-9
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	11	= 5	+ 6.0	+
✓ Move Silently	DEX	-2	= 1	+	-3
Profession (Apothecary)	WIS	6	= 5	+ 1.0	+
✓ Ride	DEX	2	= 1	+ 1.0	+
✓ Search	INT	6	= 3	+ 3.0	+
✓ X Search (Unusual Stonework)	INT	8	= 3	+ 3.0	2
✓ Sense Motive	WIS	5	= 5	+	+
✓ Spellcraft	INT	9	= 3	+ 6.0	+
✓ Spot	WIS	11	= 5	+ 6.0	+
✓ Survival	WIS	6	= 5	+ 1.0	+
✓ Swim	STR	-5	= 1	+	-6
✓ 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+5
Up to 0	6	Turn level	10
1 - 3	7	Turn damage	2d6 +13
4 - 6	8	You destroy Undead creatures with total hit dice up to 5.	
7 - 9	9		
10 - 12	10		
13 - 15	11		
16 - 18	12		
19 - 21	13		
22+	14		
TURN/DAY		□□□□□□	

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

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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) 6/day (turn level 10) (turn damage 2d6+13)
- Spontaneous casting - Can spontaneously cast Cure spells
- Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.
- Stonemasonry: +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) 6/day (turn level 10) (turn damage 2d6+13)
- Turn Undead (Su) 6/day (turn level 10) (turn damage 2d6+13)

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.

TEMPLATES	
Truename	

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	16	Will negates [object]	1 standard action	10 minute/level	Close (45 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> 9	
□□□□□Create Water	16	None	1 standard action	Instantaneous	Close (45 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> 9	
□□□□□Cure Minor Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Detect Magic	16	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 9	
□□□□□Detect Poison	16	None	1 standard action	Instantaneous	Close (45 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> 9	
□□□□□Guidance	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Inflict Minor Wounds	16	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Light	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 9	
□□□□□Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 9	
□□□□□Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 9	
□□□□□Read Magic	16	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 9	
□□□□□Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	
□□□□□Virtue	16	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Axiomatic Water	17	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 9	
□□□□□Bane	17	Will negates	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 9	
□□□□□Blade of Blood	17	None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 9	
□□□□□Bless	17	None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 9	
□□□□□Blessed Aim	17	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 9	
□□□□□Bless Water	17	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 10	
□□□□□Blood Wind	17	Will negates [harmless]	1 swift action	1 round	Close (45 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> 9	
□□□□□Cause Fear	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 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> 9	
□□□□□Cold Fire	17	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: 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> 9	
□□□□□Command	17	Will negates	1 standard action	1 round	Close (45 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> 9	
□□□□□Comprehend Languages	17	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 9	
□□□□□Conviction	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Cure Light Wounds	17	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 9	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Delay Disease	17	Will negates [harmless]	1 standard	24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 9	SC: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Detect Chaos	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 9	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Detect Evil	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 9	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Detect Good	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 9	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Detect Law	17	None	1 standard	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination <i>Caster Level:</i> 9	PHB: pg.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Detect Undead	17	None	1 standard	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination <i>Caster Level:</i> 9	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Dispel Ward	17	None	1 standard	Instantaneous action	Medium (190 ft.)	V,S	No	Abjuration <i>Caster Level:</i> 9	SC: Pg.67
<i>Effect:</i> Functions like dispel magic; see text					<i>Target:</i> One warded object or area				
☐☐☐☐☐ Divine Favor	17	None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation <i>Caster Level:</i> 9	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	17	Will negates	1 standard	1 minute/level action	Medium (190 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: pg.225 Mind-Affecting] <i>Caster Level:</i> 9	
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature				
☐☐☐☐☐ Ebon Eyes	17	None	1 standard	10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 9	SC: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Endure Elements	17	Will negates (harmless)	1 standard	24 hours action	Touch	V,S	Yes (harmless)	Abjuration <i>Caster Level:</i> 9	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Entropic Shield	17	None	1 standard	1 minute/level [D] action	Personal	V,S	No	Abjuration <i>Caster Level:</i> 9	PHB: pg.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You				
☐☐☐☐☐ Faith Healing	17	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 9	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched				
☐☐☐☐☐ Foundation of Stone	17	None	1 standard	1 round/level action	Close (45 ft.)	V,M	Yes [harmless]	Transmutation [Earth] <i>Caster Level:</i> 9	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	17	N/A	1 swift	1 round action	Personal	V,DF	N/A	Divination [Good] <i>Caster Level:</i> 10	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	17	None	1 standard	1 minute/level [D] action	Long (760 ft.)	V,S	Yes	Evocation <i>Caster Level:</i> 9	SC: Pg.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst				
☐☐☐☐☐ Healthful Rest	17	Will negates [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 9	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	17	Will negates (harmless); see text	1 standard	10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration <i>Caster Level:</i> 9	PHB: pg.241
<i>Effect:</i> Undead can't perceive 1 subject/level.					<i>Target:</i> One touched creature/level				
☐☐☐☐☐ Ice Gauntlet	17	N/A	1 standard	1 minute/level [D] action	Personal	V,DF	N/A	Evocation [Cold] <i>Caster Level:</i> 9	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	17	Will negates	1 swift	1 minute/level action	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	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	17	Will half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 9	PHB: pg.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Inhibit	17	Will negates	1 standard	Instantaneous action	Medium (190 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	SC: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature				
☐☐☐☐☐ Invest Light Protection	17	Will half (harmless); see text	1 standard	Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 9	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	17	Will negates	1 standard	10 minutes/level action	Touch	V,S,M	Yes	Abjuration <i>Caster Level:</i> 9	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	17	None	1 standard	10 minutes/level [D] action	Medium (200 ft.)	V,S	Yes; see text	Evocation [Good, Light] <i>Caster Level:</i> 10	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	17	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 9	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	17	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 9	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

☐☐☐☐☐ Magic Weapon	17	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Moon Lust	17	Will negates [harmless]	1 standard action	1 round/level	Medium (190 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Nightshield	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Nimbus of Light	17	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Obscuring Mist	17	None	1 standard action	1 minute/level	20 ft. high	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft.		<i>Caster Level:</i> 9		
☐☐☐☐☐ Portal Beacon	17	None	1 standard action	1 hour/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Chaos	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ **Protection from Evil	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Protection from Evil	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Purifying Flame	17	Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No	Conjuration	F.H.P: pg.37
<i>Effect:</i> Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text.					<i>Target:</i> One object or character		<i>Caster Level:</i> 9		
☐☐☐☐☐ Remove Fear	17	Will negates (harmless)	1 standard action	10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resist Planar Alignment	17	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resurgence	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sanctuary	17	Will negates	1 standard action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: pg.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Scholar's Touch	17	None	1 standard action	Concentration, up to 9 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 9		
☐☐☐☐☐ Shield of Faith	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> Aura grants +3 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sign	17	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Snowshoes	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spell Flower	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Summon Monster I	17	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Updraft	17	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vigor, Lesser	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Vision of Glory	17	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Wings of the Sea	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ **Aid	18	None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Aid	18	None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Align Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

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■■■■■ Animalistic Power	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Augury	18	None	1 minute Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Aura Against Flame	18	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Abjuration	SC: Pg.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.				<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Avoid Planar Effects	18	None	1 immediate 1 minute/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.				<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 9		
■■■■■ Balor Nimbus	18	N/A	1 standard 1 round/level action	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.				<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Bear's Endurance	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Black Karma Curse	18	Will negates	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
■■■■■ Blade Brothers	18	Will negates (harmless)	1 standard 1 minute/level or until discharged action	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.				<i>Target:</i> Two willing creatures		<i>Caster Level:</i> 9		
■■■■■ Body Blades	18	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: Pg.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.				<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Brambles	18	None	1 standard 1 round/level action	Touch	V,S,M	No	Trasmutation	SC: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.				<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 9		
■■■■■ Bull's Strength	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Calm Emotions	18	Will negates	1 standard Concentration, up to 1 round/level [D] action	Medium (190 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 9		
■■■■■ Close Wounds	18	Will half [harmless]; see text	1 immediate Instantaneous action	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
■■■■■ Cloud of Knives	18		1 standard 1 round/level action	Personal	V,S,M		Conjuration	PHB II: pg.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.				<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Consecrate	18	None	1 standard 2 hours/level action	Close (50 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 10		
■■■■■ Cure Moderate Wounds	18	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Curse of Ill Fortune	18	Will negates	1 standard 1 minute/level action	Medium (190 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.				<i>Target:</i> One living creature		<i>Caster Level:</i> 9		
■■■■■ Darkness	18	None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
■■■■■ Dark Way	18	None	1 standard 1 round/level action	Close (45 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.				<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		<i>Caster Level:</i> 9		
■■■■■ Deific Vegeance	18	Will half	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
■■■■■ Delay Poison	18	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Divine Insight	18	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	SC: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.				<i>Target:</i> You		<i>Caster Level:</i> 9		
■■■■■ Divine Interdiction	18	Will negates or None [object]; see text	1 standard 1 round/level action	Close (45 ft.)	V	Yes or No [object]; see text	Abjuration	SC: Pg.70
<i>Effect:</i> Temp loss of turning power & domain powers.				<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 9		
■■■■■ Divine Protection	18	Will negates [harmless]	1 standard 1 minute/level action	Medium (190 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.				<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 9		
■■■■■ Eagle's Splendor	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■ Energized Shield, Lesser	18	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text				<i>Target:</i> Touch		<i>Caster Level:</i> 9		
■■■■■ Enthral	18	Will negates; see text	1 round 1 hour or less	Medium (190 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level				<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 9		
■■■■■ Extend Tentacles	18	N/A	1 standard Instantaneous action	Personal	V	N/A	Transmutation	SC: Pg.86
<i>Effect:</i> Extends your tentacles by 5 ft.				<i>Target:</i> You		<i>Caster Level:</i> 9		
* =Domain/Specialty Spell								

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Find Traps	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.230
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You		<i>Caster Level:</i> 9		
Frost Breath	18	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.				<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 9		
Fuse Arms	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.				<i>Target:</i> Creature with at least two arms or tentacles touched		<i>Caster Level:</i> 9		
Gentle Repose	18	Will negates (object)	1 standard 1 day/level action	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched		<i>Caster Level:</i> 9		
Ghost Touch Armor	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
<i>Effect:</i> Armor gains Ghost Touch property.				<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 9		
Hand of Divinity	18	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Healing Lorecall	18	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text.				<i>Target:</i> You		<i>Caster Level:</i> 9		
Hold Person	18	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (190 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 9		
Inflict Moderate Wounds	18	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Inky Cloud	18	None	1 standard 10 minutes/level action	30 ft.	V,S,M	No	Conjuraction (Creation)	SC: Pg.123
<i>Effect:</i> Inky cloud that works under water.				<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 9		
Insight of Good Fortune	18	Will negates (harmless)	1 standard 1 minute/level or until discharged action	Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
Iron Silence	18	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.				<i>Target:</i> One suit of armor touched/3 levels		<i>Caster Level:</i> 9		
Light of Mercuria	18	None	1 standard 10 minutes/level [D] action	Medium (200 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.				<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 10		
Living Undeath	18	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Make Whole	18	Will negates (harmless, object)	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 9		
Mark of Judgement	18	Will negates	1 standard 1 round/level action	Medium (190 ft.)	V,S,DF	Yes	Necromancy	PHB II: pg.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.				<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
Mark of the Outcast	18	Will negates	1 standard Permanent action	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
Master's Touch	18	Will negates (harmless)	1 immediate Instantaneous action	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
Owl's Wisdom	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Protection from Negative Energy	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Protection from Positive Energy	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Quick March	18	Will negates [harmless]	1 standard 1 round action	Medium (190 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.				<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 9		
Remove Paralysis	18	Will negates (harmless)	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes (harmless)	Conjuraction (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
Resist Energy	18	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Restoration, Lesser	18	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuraction (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Share Talents	18	Will negates (harmless)	1 round 10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.				<i>Target:</i> Two willing creatures touched		<i>Caster Level:</i> 9		
Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 9		
Shield Other	18	Will negates (harmless)	1 standard 1 hour/level [D] action	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Silence	18	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (760 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: pg.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 9		
☐☐☐☐☐ *Soften Earth and Stone	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: pg.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sound Burst	18	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spawn Screen	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spell Immunity, Lesser	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spiritual Weapon	18	None	1 standard action	1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stabilize	18	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Status	18	Will negates (harmless)	1 standard action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stay the Hand	18	Will negates	1 immediate action	Instantaneous	Medium (190 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: pg.126
<i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stone Bones	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Stretch Weapon	18	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 9		
☐☐☐☐☐ Summon Elysian Thrush	18	None	10 minutes	8 hours	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: Pg.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Monster II	18	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 9		
☐☐☐☐☐ Unstoppable	18	None	1 standard action	10 minutes/level	Personal or touch	V,S	No	Abjuration	CoD.P: pg.58
<i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Veil of Shadow	18	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Zone of Truth	18	Will negates	1 standard action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 9		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid, Mass	19	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Air Breathing	19	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Align Weapon, Mass	19	Will negates [harmless, object]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Alter Fortune	19	None	1 immediate action	Instantaneous	Close (45 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Antidragon Aura	19	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Attune Form	19	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 9		
☐☐☐☐☐ Awaken Sin	19	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 10		
☐☐☐☐☐ Axiomatic Storm	19	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you, -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Blade of Pain and Fear	19	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 9		
Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (190 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> 9		
Chain of Eyes	19	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
Channeled Divine Shield	19		See text	1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Checkmate's Light	19	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 9		
Circle Dance	19	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Cloak of Bravery	19	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 9		
Cloak Pool	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	No	Illusion (Glamour) [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> 9		
Continual Flame	19	None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 9		
Conviction, Mass	19	Will negates [harmless]	1 standard action	10 minutes/level	Medium (190 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> 9		
Corona of Cold	19	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 9		
Create Food and Water	19	None	10 minutes	24 hours; see text	Close (45 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> 9		
Crown of Grave	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Crown of Might	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Crown of Protection	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Crown of Smiting	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Curse of Arrow Attraction	19	Will negates	1 standard action	1 round/level	Medium (190 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> 9		
Darkfire	19	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 9		
Daylight	19	None	1 standard action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
Deeper Darkness	19	None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
Demon Dirge	19	NWill half	1 standard action	1d6 rounds; see text	Close (45 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> 9		
Devil Blight	19	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (45 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> 9		
Dispel Magic	19	None	1 standard action	Instantaneous	Medium (190 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> 9		
Divine Retaliation	19	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> 9		
Downdraft	19	Reflex partial; see text	1 standard action	Instantaneous	Long (760 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> 9		
Energized Shield	19	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

Energy Aegis	19	Will negates (harmless)	1 immediate action	1 round	Close (45 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> 9	
Energy Vortex	19	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 9	
Energy Vulnerability	19	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
<i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an 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 anburst			<i>Caster Level:</i> 9	
Favorable Sacrifice	19	Will negates [harmless]	1 standard action	1 hour/level	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> 9	
Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard action	1 round/level	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> 9	
Flame of Faith	19	None	1 standard action	1 round/level	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> 9	
Ghost Touch Weapon	19	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 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> 9	
Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	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> 9	
Glyph of Warding	19	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> 9	
Grace	19	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> 10	
Hamatula Barbs	19	Fortitude negates	1 standard action	10 minutes/level	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> 9	
Helping Hand	19	None	1 standard action	1 hour/level	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> 9	
Hesitate	19	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (45 ft.)	V,S	Yes	Enchantment [Compulsion] [Mind-Affecting]	PHB II: 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> 9	
Holy Meditation	19		1 minute	2 hours	Personal	V,S,M		Evocation	FH.P: pg.36
<i>Effect:</i> Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.					<i>Target:</i> You			<i>Caster Level:</i> 9	
Holy Storm	19	None	1 standard action	1 round/level [D]	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> 10	
Ice Axe	19	None	1 standard action	1 round/level [D]	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> 9	
Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	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> 9	
Interplanar Message	19	Will negates [harmless]	1 standard action	24 hours/level	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> 9	
Invest Moderate Protection	19	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
<i>Effect:</i> Living creature healed 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> 9	
Invisibility Purge	19	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
<i>Effect:</i> Dispels invisibility within 5 ft./level					<i>Target:</i> You			<i>Caster Level:</i> 9	
Knight's Move	19	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> 9	
Know Opponent	19	Will negates	1 standard action	Instantaneous	Close (45 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> 9	
Know Vulnerabilities	19	Will negates	1 standard action	Instantaneous	Close (45 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> 9	
Light of Venya	19	None	1 standard action	10 minutes/level [D]	Medium (200 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> 10	
Locate Object	19	None	1 standard action	1 minute/level	Long (760 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> 9	
Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	10 minutes/level	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> 9	
**Magic Circle against Evil	19	Will negates (harmless)	1 standard action	10 minutes/level	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> 10	
Magic Circle against Evil	19	Will negates (harmless)	1 standard action	10 minutes/level	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> 10	
* =Domain/Specialty Spell									

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Cleric Spells

☐☐☐☐☐ Magic Vestment	19	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> 9		
☐☐☐☐☐ Mantle of Chaos	19	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> 9		
☐☐☐☐☐ Mantle of Law	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law] SC:	Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.				<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Mark of Doom	19	None	1 standard 1 round/level action	Medium (190 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Meld into Stone	19	None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Nauseating Breath	19	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.				<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Obscure Object	19	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Prayer	19	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.				<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Protection from Energy	19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Remove Curse	19	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Remove Disease	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resist Energy, Mass	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resurgence, Mass	19	Will negates [harmless]	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.				<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Ring of Blades	19	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation)	SC: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.				<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Safety	19	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Searing Light	19	None	1 standard Instantaneous action	Medium (190 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; 9 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.				<i>Target:</i> Ray		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Shield of Warding	19	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good] SC:	Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].				<i>Target:</i> One shield or buckler touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Sink	19	Will negates	1 standard 1 round action	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Skull Watch	19	See text	1 standard Permanent action	Touch	V,S,F	No	Necromancy	SC: Pg.191
<i>Effect:</i> Alarm affect; see text				<i>Target:</i> One humanoid skull		<i>Caster Level:</i> 9		
☐☐☐☐☐ Slashing Darkness	19	None	1 standard Instantaneous action	Medium (190 ft.)	V,S	Yes	Evocation	SC: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.				<i>Target:</i> Ray		<i>Caster Level:</i> 9		
☐☐☐☐☐ Snowshoes, Mass	19	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Sonorous Hum	19	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic] SC:	Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.				<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Soul Burn	19	Fortitude half	1 standard 1 round; see text action	Medium (190 ft.)	V,S,DF	No	Evocation	FH.P: pg.37
<i>Effect:</i> Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.				<i>Target:</i> One character		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spark of Life	19	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy	SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.				<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Speak with Dead	19	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Dependent]	PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.				<i>Target:</i> One dead creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Spikes	19	None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation	SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.				<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 9		
* =Domain/Specialty Spell								

Cleric Spells

*****Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.									
*****Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.									
*****Summon Monster III	19	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
*****Suppress Glyph	19	Will negates [object]	1 standard	1 minute/level	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.									
*****Tremor	19	See text	1 standard	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
<i>Effect:</i> Disrupts concentration; see text.									
*****Vigor	19	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	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.									
*****Vigor, Mass Lesser	19	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	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.									
*****Visage of the Deity, Lesser	19	N/A	1 standard	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text									
*****Wall of Light	19	None	1 standard	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.									
*****Water Breathing	19	Will negates (harmless)	1 standard	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.300
<i>Effect:</i> Subjects can breathe underwater.									
*****Water Walk	19	Will negates (harmless)	1 standard	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: pg.300
<i>Effect:</i> Subject treads on water as if solid.									
*****Weapon of Energy	19	Fortitude negates [harmless,object]	1 standard	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
<i>Effect:</i> Adds additional damage; see text.									
*****Weapon of Impact	19	Will negates [harmless,object]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Double threat range of weapon.									
*****Weapon of the Deity	19	Fortitude negates [harmless,object]	1 standard	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.									
*****Wind Wall	19	None; see text	1 standard	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
*****Air Walk	20	None	1 standard	10 minutes/level	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].									
*****Assay Spell Resistance	20	N/A	1 swift	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.									
*****Astral Hospice	20	N/A	1 standard	24 hours/level	Close (45 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.									
*****Blessing of the Righteous	20	Will negates (harmless)	1 standard	1 round/level	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.									
*****Blindsight, Greater	20	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.									
*****Castigate	20	Fortitude half	1 standard	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.									
*****Channeled Divine Health	20	Will negates (harmless)	See text	Instantaneous	See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.106
<i>Effect:</i> Ranged healing; See text.									
*****Contingent Energy Resistance	20	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.									
*****Control Water	20	None; see text	1 standard	10 minutes/level [D]	Long (760 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.									
*****Cure Critical Wounds	20	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.									
*****Death Ward	20	Will negates (harmless)	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.									
*****Dimensional Anchor	20	None	1 standard	1 minute/level	Medium (190 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.									
*****Discern Lies	20	Will negates	1 standard	Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.									
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
<i>Effect:</i> Forces a creature to return to native plane.									
☐☐☐☐☐ Divination	20	None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: pg.224
<i>Effect:</i> Provides useful advice for specific proposed actions.									
☐☐☐☐☐ Divine Power	20	None	1 standard action	1 round/level	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.									
☐☐☐☐☐ Divine Warding	20	None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	F.H.P: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.									
☐☐☐☐☐ Freedom of Movement	20	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.									
☐☐☐☐☐ Giant Vermin	20	None	1 standard action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.									
☐☐☐☐☐ Glowing Orb	20	None	1 standard action	Permanent	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	20	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace									
☐☐☐☐☐ Healing Spirit	20	Will half (harmless)	1 standard action	1 round/2 levels	Close (45 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	20	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (200 ft.)	V,S	Yes	Evocation [Good]	PHB: pg.241
<i>Effect:</i> Damages and blinds evil creatures.									
☐☐☐☐☐ Holy Transformation, Lesser	20	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].									
☐☐☐☐☐ Hypothermia	20	Fortitude partial	1 standard action	Instantaneous	Close (45 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	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
<i>Effect:</i> Transfer spells to subject.									
☐☐☐☐☐ Inflict Critical Wounds	20	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage									
☐☐☐☐☐ Iron Bones	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.									
☐☐☐☐☐ Lifebolt	20	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.									
☐☐☐☐☐ Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard action	1 hour/level	Close (45 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	20	Will negates	1 standard action	1 round/level	Close (45 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	20	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (760 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	20		1 immediate action	Instantaneous	Personal	V,DF		Abjuration	PHB II: pg.120
<i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.									
☐☐☐☐☐ Negative Energy Aura	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.									
☐☐☐☐☐ Neutralize Poison	20	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
☐☐☐☐☐ Panacea	20	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.									
☐☐☐☐☐ Planar Ally, Lesser	20	None	10 minutes	Instantaneous	Close (45 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	20	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text									
☐☐☐☐☐ Planar Tolerance	20	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.									
☐☐☐☐☐ Poison	20	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.									
☐☐☐☐☐ Positive Energy Aura	20	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SC: Pg.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.									
* =Domain/Specialty Spell									

Cleric Spells

□□□□□ Recitation	20	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.					<i>Target:</i> All allies and foes within a 60 ft.-radius burst centered on you.				<i>Caster Level:</i> 9
□□□□□ Renewed Vigor	20	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.					<i>Target:</i> 30-ft.-radius- burst centered on you				<i>Caster Level:</i> 9
□□□□□ Repel Vermin	20	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you				<i>Caster Level:</i> 9
□□□□□ Resistance, Greater	20	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 9
□□□□□ Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 9
□□□□□ Revenance	20	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched				<i>Caster Level:</i> 9
□□□□□ Sending	20	None	10 minutes	1 round/level; see text	See text	V,S,M/DF	No	Evocation	PHB: pg.275
<i>Effect:</i> Delivers short message anywhere, instantly.					<i>Target:</i> One creature				<i>Caster Level:</i> 9
□□□□□ Shadowblast	20	Fort negates	1 standard action	Instant	Long (760 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread				<i>Caster Level:</i> 9
□□□□□ Shield of Faith, Mass	20	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> As shield of faith, except it affects multiple creatures.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 9
□□□□□ Sound Lance	20	Fortitude half	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation [Sonic]	SC: Pg.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].					<i>Target:</i> One creature or object				<i>Caster Level:</i> 9
□□□□□ Spell Immunity	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 9
□□□□□ Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature				<i>Caster Level:</i> 9
□□□□□ *Spike Stones	20	Reflex partial	1 standard action	1 hour/level [D]	Medium (190 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level				<i>Caster Level:</i> 9
□□□□□ Stifle Spell	20	See text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes	Abjuration	PHB II: pg.126
<i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast.					<i>Target:</i> One creature casting a spell				<i>Caster Level:</i> 9
□□□□□ Summon Hound Archon	20	None	1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					<i>Target:</i> One summoned archon hound				<i>Caster Level:</i> 10
□□□□□ Summon Monster IV	20	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 9
□□□□□ Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 9
□□□□□ Wall of Good	20	See text	1 standard action	10 minutes/level	Close (50 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels				<i>Caster Level:</i> 10
□□□□□ Wall of Law	20	See text	1 standard action	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels				<i>Caster Level:</i> 9
□□□□□ Wall of Sand	20	None	1 standard action	Concentration +1 round/level	Medium (190 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]				<i>Caster Level:</i> 9

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement	21	None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 9
□□□□□ Aura of Evasion	21	No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SC: Pg.18
<i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.					<i>Target:</i> 10-ft. radius emanation centered on you				<i>Caster Level:</i> 9
□□□□□ Blistering Radiance	21	None and Fortitude partial; see text	1 standard action	1 round/level	Long (760 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					<i>Target:</i> 50-ft.-radius spread				<i>Caster Level:</i> 9
□□□□□ Break Enchantment	21	See text	1 minute	Instantaneous	Close (45 ft.)	V,S	No	Abjuration	PHB: pg.207
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other				<i>Caster Level:</i> 9
□□□□□ Call Zelekhut	21	None	10 minutes	Instantaneous	Close (45 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
<i>Effect:</i> You recieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called zelekhut				<i>Caster Level:</i> 9
□□□□□ Command, Greater	21	Will negates	1 standard action	1 round/level	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.211
<i>Effect:</i> As command, but affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 9
□□□□□ Commune	21	None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP		Divination	PHB: pg.211
<i>Effect:</i> Deity answers one yes-or-no question/level.					<i>Target:</i> You				<i>Caster Level:</i> 9

* =Domain/Speciality Spell

Cleric Spells

<div>Condemnation</div> <div><div>Effect:</div><div>Stun target outsider for one round and reduce spell resistance by 10.</div></div>	21	Will negates	1 standard action	1 round	Close (45 ft.)	V	Yes	Abjuration	PHB II: pg.107
<div>Crawling Darkness</div> <div><div>Effect:</div><div>Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.</div></div>	21	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: Pg.55
<div>Cure Light Wounds, Mass</div> <div><div>Effect:</div><div>Cures 1d8 +1/level [max +25] damage for many creatures.</div></div>	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) see text	Conjuration (Healing)	PHB: pg.216
<div>Curse of Ill Fortune, Mass</div> <div><div>Effect:</div><div>Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.</div></div>	21	Will negates	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
<div>Death Throes</div> <div><div>Effect:</div><div>If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.</div></div>	21	None	1 standard action	1 hour/level or until you are killed within 30 ft.	Personal	V,S	No	Necromancy [Force]	SC: Pg.60
<div>Dispel Chaos</div> <div><div>Effect:</div><div>+4 bonus against attacks.</div></div>	21	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful]	PHB: pg.222
<div>Dispel Evil</div> <div><div>Effect:</div><div>+4 bonus against attacks.</div></div>	21	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
<div>Disrupting Weapon</div> <div><div>Effect:</div><div>Melee weapon destroys undead.</div></div>	21	Will negates (harmless, object); see text	1 standard action	1 round/level	Touch	V,S	Yes (harmless, object)	Transmutation	PHB: pg.223
<div>Divine Agility</div> <div><div>Effect:</div><div>Grants +10 enhancement to Dex.</div></div>	21	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SC: Pg.69
<div>Doomtide</div> <div><div>Effect:</div><div>Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.</div></div>	21	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: Pg.70
<div>Dragonbreath</div> <div><div>Effect:</div><div>Gain a true dragons breath weapon attack; see text</div></div>	21	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
<div>Earth Reaver</div> <div><div>Effect:</div><div>Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.</div></div>	21	Reflex partial	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
<div>Etherealness, Swift</div> <div><div>Effect:</div><div>Subject becomes ethereal until the end of it's next turn.</div></div>	21	Will negates	1 swift action	1 round	Close (45 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
<div>Flame Strike</div> <div><div>Effect:</div><div>Smite foes with divine fire for 1d6/level [max 15d6] damage.</div></div>	21	Reflex half	1 standard action	Instantaneous	Medium (190 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
<div>Hallow</div> <div><div>Effect:</div><div>Designates location as holy.</div></div>	21	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
<div>Incorporeal Nova</div> <div><div>Effect:</div><div>The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.</div></div>	21	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Necromancy [Death]	SC: Pg.121
<div>Inflict Light Wounds, Mass</div> <div><div>Effect:</div><div>Deals 1d8 +1/level damage to many creatures.</div></div>	21	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<div>Insect Plague</div> <div><div>Effect:</div><div>Locust swarms attack creatures.</div></div>	21	None	1 round	1 minute/level	Long (760 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
<div>Invest Heavy Protection</div> <div><div>Effect:</div><div>Living creature healed 5d4 +1 per two caster levels [max +12] and gains DR:5/evil for 1 minute. On failed save undead take an extra 5 points of damage from a weapon that overcomes DR/good.</div></div>	21	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
<div>Life's Grace</div> <div><div>Effect:</div><div>Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text</div></div>	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.131
<div>Magic Convalescence</div> <div><div>Effect:</div><div>Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast.</div></div>	21	None	1 standard action	1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
<div>Mana Flux</div> <div><div>Effect:</div><div>20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, aspace do spell completion items such scrolls.</div></div>	21	None	1 standard action	1 round/level	Medium (190 ft.)	V,S	No	Abjuration	PHB II: pg.119
<div>Mark of Justice</div> <div><div>Effect:</div><div>Designates action that will trigger curse on subject.</div></div>	21	None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
<div>Meteor Strike</div> <div><div>Effect:</div><div>Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].</div></div>	21	None or Reflex half; see text	1 swift action	1 round or until discharged	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
<div>Plane Shift</div> <div><div>Effect:</div><div>As many as eight subjects travel to another plane.</div></div>	21	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
<div>Radiance</div> <div><div>Effect:</div><div>Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell.</div></div>	21	None	1 standard action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
<div>Raise Dead</div> <div><div>Effect:</div><div>Restores life to subject who died as long as 1 day/level ago.</div></div>	21	None; see text	1 minute	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.268
<div>Revivify</div> <div><div>Effect:</div><div>If cast within one round of death, this spell restores the subject to -1 HP.</div></div>	21	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.176
* =Domain/Specialty Spell									

Cleric Spells

Righteous Might	21	None	1 standard action	1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.273
<i>Effect:</i> Your size increases, and you gain combat bonuses.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Righteous Wrath of the Faithful	21	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
<i>Effect:</i> Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you morale bonus to attack and damage.					<i>Target:</i> All allies within 30-ft.-radius burst centered on you		<i>Caster Level:</i> 9		
Sanctuary, Mass	21	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.179
<i>Effect:</i> Opponents can't attack you, and you can't attack; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
Scrying	21	Will negates	1 hour	1 minute/level	See text	V,S,M/DF, F	Yes	Divination (Scrying)	PHB: pg.274
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor		<i>Caster Level:</i> 9		
Slay Living	21	Fortitude partial	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy [Death]	PHB: pg.280
<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
Spell Resistance	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject gains SR 12 +1/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Stalwart Pact	21	Will negates (harmless)	10 minutes	Permanent until triggered, then 9 rounds	Touch	V,S,DF,XP	Yes (harmless)	Evocation	Race Sto: Pg.168
<i>Effect:</i> Upon losing half HP, gain 45 hp, DR 5/magic and +4 luck bonus on saving throws. Cost:250 XP.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
Stone Shape, Greater	21	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SC: Pg.208
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level		<i>Caster Level:</i> 9		
Subvert Planar Essence	21	Fortitude negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Transmutation	SC: Pg.211
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 9		
Summon Monster V	21	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
Symbol of Sleep	21	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
Symbol of Spell Loss	21	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SC: Pg.218
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
TriadsPELL	21	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.					<i>Target:</i> You		<i>Caster Level:</i> 9		
True Seeing	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Vigor, Greater	21	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
Vulnerability	21	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SC: Pg.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
Wall of Dispel Magic	21	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	No	Abjuration	SC: Pg.233
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft square/level		<i>Caster Level:</i> 9		
Wall of Limbs	21	Reflex negates; see text	1 round	1 round/level [D]	Medium (190 ft.)	V,S	Yes	Evocation	SC: Pg.234
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels		<i>Caster Level:</i> 9		
Wall of Stone	21	See text	1 standard action	Instantaneous	Medium (190 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 9		
Zone of Respite	21	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 9		
Zone of Revelation	21	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes	Divination	SC: Pg.244
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.					<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space		<i>Caster Level:</i> 9		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Objects	22	None	1 standard action	1 round/level	Medium (190 ft.)	V,S	No	Transmutation	PHB: pg.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text		<i>Caster Level:</i> 9		
Antilife Shell	22	None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 9		
Banishment	22	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
Bear's Endurance, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.203
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 22 ft; either form 20 ft. high		<i>Caster Level:</i> 9		
Bolt of Glory	22	None	1 standard action	Instantaneous	Close (50 ft.)	V,S,DF	Yes	Evocation [Good]	SC: Pg.35
<i>Effect:</i> Ranged touch attack with the ray deals positive energy damage. 1d12/caster level to undead [max 15d12], 1d12/2 caster levels [max 7d12].					<i>Target:</i> Ray		<i>Caster Level:</i> 10		
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Chasing Perfection	22	Will negates (harmless)	1 standard 1 minute/level action		Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
<i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Cold Snap	22	None	1 minute 2d4 hours		1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Cometfall	22	Reflex half	1 standard Instantaneous action		Medium (190 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice		<i>Caster Level:</i> 9		
☐☐☐☐☐ Cure Moderate Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard Instantaneous action		Close (45 ft.)	V,S	Yes (harmless) or see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Dispel Magic, Greater	22	None	1 standard Instantaneous action		Medium (190 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard 1 minute/level action		Close (45 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Energy Immunity	22	None	1 standard 24 hours action		Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Find the Path	22	None or Will negates (harmless)	3 rounds 10 minutes/level		Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Forbiddance	22	See text	6 rounds Permanent		Medium (190 ft.)	V,S,M, DF	Yes	Abjuration	PHB: pg.232
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 60-ft. cubes/level [S]		<i>Caster Level:</i> 9		
☐☐☐☐☐ Geas/Quest	22	None	10 minutes 1 day/level or until discharged [D]		Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: pg.234
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Ghost Trap	22	None	1 standard 1 minute/level [D] action		5 ft./level	V,S	No	Abjuration	SC: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you		<i>Caster Level:</i> 9		
☐☐☐☐☐ Glyph of Warding, Greater	22	See text	10 minutes Permanent until discharged [D]		Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.237
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 5 sq. ft/level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Harm	22	Will half; see text	1 standard Instantaneous action		Touch	V,S	Yes	Necromancy	PHB: pg.239
<i>Effect:</i> Deals 10 points damage/level to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Heal	22	Will negates (harmless)	1 standard Instantaneous action		Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Heroes' Feast	22	None	10 minutes 1 hour plus 12 hours; see text		Close (45 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level		<i>Caster Level:</i> 9		
☐☐☐☐☐ Hide the Path	22	None	10 minutes 24 hours [D]		Anywhere in the area to be warded	V,S,F	No	Abjuration	SC: Pg.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S]		<i>Caster Level:</i> 9		
☐☐☐☐☐ Ice Flowers	22	Reflex half	1 standard Instantaneous action		Long (760 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Inflict Moderate Wounds, Mass	22	Will half	1 standard Instantaneous action		Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Lucent Lance	22	None	1 standard Instantaneous action		Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray		<i>Caster Level:</i> 9		
☐☐☐☐☐ Make Manifest, Mass	22	N/A	1 standard 1 round/level action		Close (45 ft.)	V,S,M	N/A	Transmutation	SC: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 9		
☐☐☐☐☐ Mantle of the Icy Soul	22	Will negates	1 standard 1 hour/level action		Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Opalescent Glare	22	Will partial; see text	1 standard Instantaneous action		Personal	V,S,DF	Yes	Necromancy [Death, Good]	SC: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.					<i>Target:</i> You		<i>Caster Level:</i> 10		
☐☐☐☐☐ Owl's Wisdom, Mass	22	Will negates (harmless)	1 standard 1 minute/level action		Close (45 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> As owl's wisdom, affects one subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
☐☐☐☐☐ Planar Ally	22	None	10 minutes Instantaneous		Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear		<i>Caster Level:</i> 9		
☐☐☐☐☐ Planar Exchange	22	None	1 round 1 round/level [D]		0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Rejection	22	Fortitude negates	1 standard Instantaneous action		60 ft.	V,S	Yes	Abjuration	SC: Pg.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Resistance, Superior	22	Will negates [harmless]	1 standard 24 hours action		Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Revive Outsider	22	None; see text	1 minute Instantaneous		Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> As raise dead, except it affects an outsider.					<i>Target:</i> Touch		<i>Caster Level:</i> 9		
* =Domain/Specialty Spell									

Cleric Spells

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Effect: Airtight coffin; see text.					Target: Creature touched?		Caster Level: 9		
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Effect: Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.					Target: Five summoned spiders		Caster Level: 9		
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Effect: Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					Target: You		Caster Level: 9		
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Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart		Caster Level: 9		
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Effect: Triggered rune panics nearby creatures.					Target: One symbol		Caster Level: 9		
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Effect: Triggered rune charms nearby creatures.					Target: One symbol		Caster Level: 9		
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Effect: Destroys 1d4 [max 20d4] HD of undead.					Target: Several undead creatures within a 40-ft.-radius burst		Caster Level: 9		
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Effect: Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.					Target: One creature/2 levels, no two of which can be more than 30 ft. apart		Caster Level: 9		
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Effect: Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					Target: You		Caster Level: 9		
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Effect: You and your allies turn vaporous and travel fast.					Target: You and One touched creature/3 levels		Caster Level: 9		
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Effect: Teleports you back to designated place.					Target: You and touched objects or other willing creatures		Caster Level: 9		
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Effect: Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.					Target: Willing living creature touched		Caster Level: 9		

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
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Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution.					Target: Creature touched		Caster Level: 9		
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Effect: See text for details of curse options.					Target: Creature touched		Caster Level: 9		
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Effect: Deals 2d6 Con damage to subject. Save halves damage.					Target: Up to five living creatures, no two of which are more than 30 ft. apart		Caster Level: 9		
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Effect: Eavesdrop on thoughts of up to eight other creatures.					Target: Up to eight living creatures within range.		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Brilliant Blade	23	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
Effect: Transform weapons into brilliant energy.					Target: One melee or thrown weapon, or fifty projectiles		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Call Kolyarut	23	None	10 minutes	Instantaneous	Close (45 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
Effect: You receive the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					Target: One called kolyarut		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Control Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
Effect: Changes weather in local area.					Target: 2-mile-radius circle, centered on you; see text		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Serious Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +35] damage for many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: pg.218
Effect: Kills subject and destroys remains.					Target: One creature		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dictum	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	PHB: pg.220
Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.					Target: Nonlawful creatures in a 40-ft.-radius spread centered on you		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ethereal Jaunt	23	None	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
Effect: You become ethereal for 1 round/level.					Target: You		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fortunate Fate	23	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.99
Effect: If an attack would kill target she is healed as if by a heal spell.					Target: Living creature touched		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Star	23	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: Pg.115
Effect: Creates light and has three functions; see text					Target: Protective star of energy		Caster Level: 9		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Transformation	23	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
Effect: 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					Target: You		Caster Level: 10		
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Word	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	PHB: pg.242
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.					Target: Nongood creatures in a 40-ft.-radius spread centered on you		Caster Level: 10		

* =Domain/Specialty Spell

Cleric Spells

■■■■■	Inflict Serious Wounds, Mass	23	Will half	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures.						<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Planar Bubble	23	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SC: Pg.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].						<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 9		
■■■■■	Radiant Assault	23	Will partial	1 standard	Instantaneous	Long (760 ft.)	V,S,F	Yes	Evocation [Light]	SC: Pg.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.						<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 9		
■■■■■	Refuge	23	None	1 standard	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: pg.269
<i>Effect:</i> Alters item to transport its possessor to you.						<i>Target:</i> Object touched		<i>Caster Level:</i> 9		
■■■■■	Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		
■■■■■	Renewal Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.173
<i>Effect:</i> Reverses certain effects when contracted.						<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
■■■■■	Repulsion	23	Will negates	1 standard	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Creatures can't approach you.						<i>Target:</i> 10 ft. radius/level emanation centered on you		<i>Caster Level:</i> 9		
■■■■■	Restoration, Greater	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V,S, XP	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> As restoration, plus restores all levels and ability scores.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
■■■■■	Restoration, Mass	23	Will negates [harmless]	1 round	Instantaneous	Close (45 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.174
<i>Effect:</i> Restores level and ability score drains to each creature.						<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Fully restore dead subject.						<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 9		
■■■■■	Righteous Burst	23	None or Will half; see text	1 standard	Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
<i>Effect:</i> Heals all allies 1d8 +1/caster level [max +35], each enemy take a likewise same damage. [Will save for half]						<i>Target:</i> 30-ft.-radius- burst centered on you		<i>Caster Level:</i> 10		
■■■■■	Scrying, Greater	23	Will negates	1 standard	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: pg.275
<i>Effect:</i> As scrying, but faster and longer.						<i>Target:</i> Magical sensor		<i>Caster Level:</i> 9		
■■■■■	Slime Wave	23	Reflex negates	1 standard	1 round/level	Close (45 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.						<i>Target:</i> 15 ft.-radius spread		<i>Caster Level:</i> 9		
■■■■■	Spell Resistance, Mass	23	Will negates [harmless]	1 standard	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.						<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Summon Monster VII	23	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
<i>Effect:</i> Calls extraplanar creature to fight for you.						<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Symbol of Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
<i>Effect:</i> Triggered rune stuns nearby creatures.						<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
■■■■■	Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
<i>Effect:</i> Triggered rune weakens nearby creatures.						<i>Target:</i> One symbol		<i>Caster Level:</i> 9		
■■■■■	Symphonic Nightmare	23	Will negates	1 standard	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.218
<i>Effect:</i> Causes creature not to be able to rest; see text.						<i>Target:</i> Living creature touched; see text		<i>Caster Level:</i> 9		
■■■■■	Withering Palm	23	Fortitude negates	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		

LEVEL 8

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■	Antimagic Field	24	None	1 standard	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
<i>Effect:</i> Negates magic within 10 ft.						<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 9		
■■■■■	Brilliant Aura	24	Will negates [harmless]	1 standard	1 round/level	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.						<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Chain Dispel	24	None	1 standard	Instantaneous	Close (45 ft.)	V,S,M/DF	No	Abjuration	PHB II: pg.105
<i>Effect:</i> Each creature is affected as if by a targeted dispel magic [max caster level added to check +25].						<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes; see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.						<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Death Pact	24	None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SC: Pg.60
<i>Effect:</i> Brings target back to life but with a price; see text.						<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
■■■■■	Death Ward, Mass	24	Will negates [harmless]	1 standard	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.						<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
■■■■■	Dimensional Lock	24	None	1 standard	1 day/level	Medium (190 ft.)	V,S	Yes	Abjuration	PHB: pg.221
<i>Effect:</i> Teleportation and interplanar travel blocked for one day/level.						<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 9		
■■■■■	Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.						<i>Target:</i> One creature or object		<i>Caster Level:</i> 9		
■■■■■	Earthquake	24	See text	1 standard	1 round	Long (760 ft.)	V,S, DF	No	Evocation [Earth]	PHB: pg.225
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.						<i>Target:</i> 80-ft.-radius spread [S]		<i>Caster Level:</i> 9		

* =Domain/Speciality Spell

Cleric Spells

Fire Storm <i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.	24	Reflex half	1 round	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.231
Heat Drain <i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.	24	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]SC: Pg.112	
Holy Aura <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.	24	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good]	PHB: pg.241
Inflict Critical Wounds, Mass <i>Effect:</i> Deals 4d8 +1/level [max +40] damage to many creatures.	24	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
Lion's Roar <i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.	24	Fortitude partial or Will negates [harmless]	1 standard action	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless]; see text	Evocation [Sonic]	SC: Pg.133
Planar Ally, Greater <i>Effect:</i> As lesser planar ally, but up to 18 HD.	24	None	10 minutes	Instantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
Planar Exchange, Greater <i>Effect:</i> Call a celestial creature see list; see text	24	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
Plane Shift, Greater <i>Effect:</i> As many as eight subjects travel to another plane.	24	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SC: Pg.159
Shield of Law <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.	24	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Lawful]	PHB: pg.278
Spell Immunity, Greater <i>Effect:</i> Subject is immune to 2 spells, up to 8th-level spells.	24	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Stormrage <i>Effect:</i> Launch lightning bolts 1d6 per level; see text.	24	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
Summon Monster VIII <i>Effect:</i> Calls extraplanar creature to fight for you.	24	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
Symbol of Death <i>Effect:</i> Triggered rune slays nearby creatures.	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.289
Symbol of Insanity <i>Effect:</i> Triggered rune renders nearby creatures insane.	24	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.290
Visions of the Future <i>Effect:</i> Gain +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class; discharging spell grants bigger bonus for a round.	24		10 minutes	1 hour/level or until discharged	Personal	V,S		Divination	PHB II: pg.128
Wall of Greater Dispel Magic <i>Effect:</i> As wall of dispel magic, but is like great dispel magic.	24	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	No	Abjuration	SC: Pg.234

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Astral Projection <i>Effect:</i> Projects you and companions onto Astral Plane.	25	None	30 minutes	See text	Touch	V,S,M	Yes	Necromancy	PHB: pg.201
Awaken Construct <i>Effect:</i> You awaken a humanoid-shaped construct to humanlike sentience. [3d6 for Int, Wis & Cha].	25	Will negates [harmless]	8 hours	Instantaneous	Touch	V,S,M,XP	Yes [harmless]	Transmutation	SC: Pg.21
Call Marut <i>Effect:</i> You recieve the aid of a Marut inevitable in performing one task that cannot exceed 1 hour.	25	None	10 minutes	Instantaneous	Close (45 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
Energy Drain <i>Effect:</i> Subject gains 2d4 negative levels.	25	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.226
Etherealness <i>Effect:</i> Travel to Ethereal Plane with companions.	25	None	1 standard action	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
Gate <i>Effect:</i> Connects two planes for travel or summoning.	25	None	1 standard action	Instantaneous or concentration 0; see text	Medium (190 ft.)	V,S, XP; see text	No	Conjuration (Calling, Creation)	PHB: pg.234
Heal, Mass <i>Effect:</i> As heal, but with several subjects.	25	Will negates (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
Heavenly Host <i>Effect:</i> Summons multiple creatures; see text	25	None	10 minutes	10 minutes/level	Medium (200 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.113
Implosion <i>Effect:</i> Kills one creature/round.	25	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (45 ft.)	V,S	Yes	Evocation	PHB: pg.243
Miracle <i>Effect:</i> Requests a deity's intercession.	25	See text	1 standard action	See text	See text	V,S, XP; see text	Yes	Evocation	PHB: pg.254
Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	25	Will negates	1 standard action	Permanent	Close (45 ft.)	V,S,F	No	Necromancy	PHB: pg.281
Storm of Vengeance <i>Effect:</i> Storm rains acid, lightning, and hail.	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (760 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Summon Elemental Monolith	25	None	1 round	Concentration, up to 1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Summoning) [see text] <i>Caster Level:</i> 9	SC: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith				
☐☐☐☐☐ Summon Golem	25	None	1 round	1 minute/level	Close (45 ft.)	V,S,F	No	Conjuration (Summoning) <i>Caster Level:</i> 9	PHB II: pg.126
<i>Effect:</i> Summon a flesh, clay, stone or iron golem. Golem acts on your next turn.					<i>Target:</i> One summoned golem				
☐☐☐☐☐ Summon Monster IX	25	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning) <i>Caster Level:</i> 9	PHB: pg.288
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ True Resurrection	25	None; see text	10 minutes	Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 9	PHB: pg.296
<i>Effect:</i> As resurrection, plus remains aren't needed.					<i>Target:</i> Dead creature touched				
☐☐☐☐☐ Undeath's Eternal Foe	25	None	1 standard action	1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good] <i>Caster Level:</i> 10	SC: Pg.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels				
☐☐☐☐☐ Visage of the Deity, Greater	25	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation <i>Caster Level:</i> 9	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text					<i>Target:</i> You				
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes:

FAITH: _____

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35