| Thorin True     | blade      | Andrew     |        | Clangeddin S | Silverbeard    | Lawful Good      |
|-----------------|------------|------------|--------|--------------|----------------|------------------|
| NAME            |            | PLAYERNAME |        | DEITY        |                | ALIGNMENT        |
| CoC9            | 40000      | Dwarf      | Medium | 4' 3"        | 194 lbs.       | Darkvision (60') |
| CLASS           | EXPERIENCE | RACE       | SIZE   | HEIGHT       | WEIGHT         | VISION           |
| 9               | 45000      | 70         | Male   | Brown        | Brown, Braided | -1               |
| Character Level | NEXT LEVEL | AGE        | GENDER | EYES         | HAIR           | POINTS           |



|                     |                  |                       |          |                 |                     |             |                 |                                      |              |                     |       |  |                       |                   | WAR              | No.                        |            |
|---------------------|------------------|-----------------------|----------|-----------------|---------------------|-------------|-----------------|--------------------------------------|--------------|---------------------|-------|--|-----------------------|-------------------|------------------|----------------------------|------------|
| ABILITY NA          | ME BASE<br>SCORE | BASE<br>MOD           | ABILITY  | ABILITY<br>MOD  | TEMP<br>SCORE       | TEMP<br>MOD |                 |                                      | WOUNDS/CUF   | RRENT HP SU         | JBDU/ | AL DAMAGE D  | AMAGE REDUCTIO        | N                 |                  | SPEED                      |            |
| STR<br>Strength     | 24               | +7                    | 24       | +7              | 24                  | +7          | VP<br>Vitality  | 137                                  |              |                     |       | WP<br>Wound Points 20  |                       |                   | W                | /alk 60 f                  | ft.        |
| DEX<br>Dexterity    | 16               | +3                    | 16       | +3              | 16                  | +3          | AC<br>armor cla | 28 TOTAL                             | 28 :         | 17 = 10             |       | $\begin{bmatrix} 11 \\ ARMOR \end{bmatrix} + \begin{bmatrix} 0 \\ SHIELD \end{bmatrix} + \begin{bmatrix} 3 \\ STAT \end{bmatrix} + \begin{bmatrix} 0 \\ SIZE \end{bmatrix} + \begin{bmatrix} 0 \\ NATURAL \end{bmatrix}$ | + 6 NISC N            | ИISS              | 25<br>ARCANE     | -2                         | 0<br>SPELL |
| CON                 | 20               | +5                    | 20       | +5              | 20                  | +5          |                 | TOTAL                                | ILAI         | 100011              |       | BONUS BONUS  | CH                    | IANCE             | SPELL<br>FAILURE | CHECK                      | RESIST     |
| INT<br>Intelligence | 12               | +1                    | 12       | +1              | 12                  | +1          | INIT            | nodifier                             | OTAL D       | -3 + +4             |       | SKILL NAME   | SKILLS<br>KEY ABILITY | SKILL<br>MODIFIER | ABILIT'          | MAX RANKS<br>Y<br>ER RANKS | MISC       |
| WIS                 |                  |                       | 40       |                 | 4.0                 |             | DACE            | ATTACK                               | WOL          | OFFIER MODIFIER     | 1     | Appraise   | INT                   | 4                 | = 1              | + 3.0                      | +          |
| Wisdom              | 12               | +1                    | 12       | +1              | 12                  | +1          |                 | oonus                                | +9,          | /+4                 | 1     | Balance  | DEX                   | 1                 | = 3              | +                          | + -2       |
| CHA                 | 11               | +0                    | 11       | +0              | 11                  | +0          |                 |                                      |              |                     | 1     | Bluff  | CHA                   | 0                 | = 0              | +                          | +          |
| Charisma            |                  |                       | ш.       |                 |                     | 10          |                 |                                      |              |                     | 1     | Climb  | STR                   | 7                 | = 7              | + 2.0                      | + -2       |
| SAVII               | NG THRO          | WS                    | TOTAL    | BASE<br>SAVE    | ABIL                | LITY MA     | GIC MISC        | EPIC TEM                             | P condition  | nal modifiers       | 1     | Concentration  | CON                   | 5                 | = 5              | +                          | +          |
| FOF                 | RTITUI           | DE                    | +14      | = +8            |                     | 5 + +       | 1 + +0          | ) + +0 +                             | 7            |                     |       | Craft (Gemcutting)   | INT                   | 4                 | = 1              | + 3.0                      | +          |
|                     | constitution)    | ,                     |          |                 | = =                 |             |                 |                                      |              |                     | 1     | Craft (Untrained)  | INT                   | 1                 | = 1              | +                          | +          |
|                     | EFLE>            |                       | +6       | <sub>=</sub> +2 | + +                 | 3  +  +     | ·1  +  +C       | )  +  +0  +                          |              |                     | /     | Diplomacy  | CHA                   | 0                 | = 0              | +                          | +          |
|                     | WILL             |                       | +7       | = +5            | + +                 | 1           | 1 + +0          | ) + +0 +                             | 7            |                     | /     | Disguise   | CHA                   | 0                 | = 0              | +                          | +          |
|                     | (wisdom)         |                       | +1       | = +3            | +                   | 1 + +       | 1 + +           | , + +O +                             |              |                     | /     | Escape Artist  | DEX                   | 1                 | = 3              |                            | + -2       |
|                     |                  |                       | TOTA     | <b>AL</b>       |                     | BASE ATTA   | ACK BONUS       | STAT SIZE                            | MISC         | EPIC TEMP           | /     | Forgery  | INT                   | 1                 | = 1              | +                          | +          |
| ME                  | LEE              |                       | +16/+    | -11             | ]₌[                 | +9          | /+4             | + +7 + +0                            |              | +0+                 | /     | Gather Information   | CHA                   | 0                 | = 0              | +                          | +          |
| attac               | k bonus          | -                     |          |                 | ┤┝                  |             |                 |                                      | -            | HH                  | 1     | Heal   | WIS                   | 1                 | = 1              |                            | +          |
|                     | IGED<br>k bonus  |                       | +12/-    | +7              | ]=[_                | +9          | /+4             | + +3 + +0                            | + +0         | +0+                 | /     | Hide<br>Intimidate   | DEX<br>CHA            | 2<br>19           | = 3<br>= 0       | + 1.0                      | + -2       |
| GRA                 | PPLE             |                       | +16/+    | -11             | 1₋୮                 | +0          | /+4             | + +7 + +0                            | + +0         | +0+                 | 1     | Jump   | STR                   |                   | = 0<br>= 7       |                            | + 10       |
| attac               | k bonus          |                       |          |                 | J-L                 |             |                 | J+                                   |              |                     |       | Knowledge (Giants)   | INT                   |                   | = 1              | + 6.0                      |            |
| UI                  | NARM             | ED                    | ТО       | TAL AT          |                     | BONUS       | DAMA            |                                      |              | REACH               |       | Knowledge (Religion)   | INT                   | 4                 | = 1              | + 3.0                      | -          |
|                     |                  |                       |          | +16             | 5/+11               |             | 1d3             | +7 20/                               | X2           | 5 ft.               | 1     | Listen   | WIS                   | -                 | = 1              | + 12.0                     |            |
|                     | *Cla             | nae                   | ddin     | 's Fu           | rv                  |             | HAND            |                                      |              | AL REACH            | 1     | Move Silently  | DEX                   |                   | = 3              | + 1.0                      |            |
|                     |                  |                       |          |                 |                     |             | Both            | S M                                  | 17-20/x      |                     | 1     | Ride   | DEX                   | 5                 | = 3              | + 2.0                      | -          |
| 2H                  | - L'             | <b>To H</b><br>21/+21 |          |                 | <b>Dam</b><br>3d6+1 | _           | W-OH            | To Hit                               |              | Dam<br>N/A          | 1     | Search   | INT                   | 1                 | = 1              | +                          | +          |
|                     |                  |                       |          |                 |                     |             |                 | ) for 10 minutes.                    | (Ability dam |                     | 1     | Search (Unusual Stonework)   | INT                   | 3                 | = 1              | +                          | + 2        |
|                     |                  | lod                   | nus reco | operates        | s 1 poir            | nt per ho   | ur) True S      | eeing and Blinds<br>cate enemies. In | ight through | n Axes sight.       | 1     | Sense Motive   | WIS                   | 1                 | = 1              | +                          | +          |
|                     |                  |                       |          |                 |                     |             |                 | d range within D                     |              |                     | 1     | Spot   | WIS                   | 13                | = 1              | + 12.0                     | +          |
|                     |                  |                       |          |                 |                     |             |                 | sunder damage t<br>be disarmed., ta  |              |                     | 1     | Survival   | WIS                   | 1                 | = 1              | +                          | +          |
|                     |                  |                       |          |                 |                     |             | hit or be p     | paralyzed for 1 ro                   |              |                     | 1     | Swim   | STR                   | 2                 | = 7              | +                          | + -5       |
|                     |                  |                       |          |                 |                     |             | hardne          | SS                                   |              |                     | 1     | Use Rope   | DEX                   | 3                 | = 3              | +                          | +          |
|                     |                  | Dad                   | gger     | +2              |                     |             | HAND            |                                      |              | AL REACH            |       |  |                       |                   | =                |                            | +          |
|                     |                  | To H                  |          |                 | Davi                |             | Carrie          |                                      | 19-20/x      |                     |       | ✓: can be used untra   | ained Y: evel         | icivo ol          | =                | +                          | +          |
| 1H-P                |                  | +18/+                 |          |                 | <b>Dam</b><br>1d4+9 |             | ·P-(OH)         | To Hit<br>+12/+7                     |              | <b>Dam</b><br>1d4+9 |       | ✓ . Can be used unita  | amieu. 🖍. excil       | JOIVE SP          | IIIO             |                            |            |
| 1H-O                |                  | +14/-                 |          |                 | 1d4+                | ,           | -P-(OL)         | +14/+9                               |              | 1d4+9               |       |  |                       |                   |                  |                            |            |
| 2H                  |                  | +18/+                 |          |                 | 1d4+9               |             | W-OH            | +10                                  |              | 1d4+5               |       |  |                       |                   |                  |                            |            |
| TH                  | 10 ft.           |                       |          | 20 ft.          |                     | 30          | ft.             | 40 ft.                               |              | 50 ft.<br>46/41     |       |  |                       |                   |                  |                            |            |
|                     | T1/1/T           | u                     |          | 1 //1/          | 1                   |             |                 |                                      |              |                     |       |  |                       |                   |                  |                            |            |

+6/+1

| Daiii  | 104+9         | 104+9      |           | 104   | +9     |        | 104     | +9       |                  | 104+9 |            |  |
|--------|---------------|------------|-----------|-------|--------|--------|---------|----------|------------------|-------|------------|--|
| Specia | al Properties | •          |           |       |        |        |         |          |                  |       |            |  |
|        | *Arm          | or Spikes  |           |       | HAI    |        | TYPE    | SIZE     | CRITICA<br>20/x2 |       | ACH<br>ft. |  |
|        | То Н          | lit C      | am        |       | Ечин   | peu    | •       | o Hit    | 20/12            |       | im         |  |
| 1H-P   | +16/+         | ·11 1c     | 16+7      | 2W-I  | P-(OH) |        | +′      | 10/+5    |                  | 1d6   | 3+7        |  |
| 1H-O   | +12/-         | +7 1c      | 16+3      | 2W-   | P-(OL) |        | +′      | 12/+7    |                  | 1d6   | 3+7        |  |
| 2H     | +16/+         | -11 1c     | 16+7      | 2W    | /-OH   |        |         | +8       |                  | 1d6   | 3+3        |  |
| Specia | al Properties | deals exti | a piercii | ng da | mage   | on a s | uccessf | ul grapp | ole attack       |       |            |  |

+10/+5

+8/+3

+12/+7

+14/+9

\*: 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 an                  | d 15 hardness |     |        |       |               |
| *Blessed Boots of One Step            |               | +1  |        | +0    | 0             |
| *Ring of Protection +1                |               | +1  |        | +0    | 0             |

| EQUIPME   | NT       |     |              |                   |
|---|----------|-----|--------------|-------------------|
| ITEM  | LOCATION | QTY | WT           | COST              |
| Amulet of Proof against Detection and Location  | Equipped | 1   | 0.0          | 35000.0           |
| Backpack 27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 9 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)   |          | 1   | 2.0          | 2.0               |
| Bedroll   | Backpack | 1   | 5.0          | 0.1               |
| Blanket (Winter)  | Backpack | 1   | 3.0          | 0.5               |
| Blessed Boots of One Step   | Equipped | 1   | 1.0          | 112500.0          |
| Clangeddin's Fury  1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recooperates 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Bonded Weapon (Ex)+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed, target must made DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness | Equipped | 1   | 10.0         | 372000.0          |
| Dagger +2   | Carried  | 1   | 1.0          | 8302.0            |
| Flask of Wine Flask of Wine (Neverending), 25hp/inch and 8 hardness   | Carried  | 1   | 1.5          | 5000.0            |
| □<br>Flint and Steel  | Backpack | 1   | 0.0          | 1.0               |
| Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness  | Equipped | 1   | 35.0         | 14550.0           |
| Gloves of Arrow Snaring   | Equipped | 1   | 0.0          | 4000.0            |
| Grappling Hook  | Backpack | 1   | 4.0          | 1.0               |
| Holy Symbol (Silver)  | Backpack | 1   | 1.0          | 25.0              |
| Ink (1 Oz. Vial)  | Backpack | 1   | 0.0          | 8.0               |
| Inkpen  | Backpack | 1   | 0.0          | 0.1               |
| Oil (1 Pt. Flask)<br>□  | Backpack | 1   | 1.0          | 0.1               |
| Artisan's Outfit  | Equipped | 1   | 4.0          | 0.0               |
| Paper (Sheet)   | Backpack | 3   | 0.0 (0.0)    | 0.4 (1.2)         |
| Potion of Cure Moderate Wounds  | Backpack | 9   | 0.0 (0.0)    | 300.0<br>(2700.0) |
| Pouch (Belt) 0 lbs.   | Carried  | 1   | 0.5          | 1.0               |
| Pouch (Belt)  Olbs.   | Carried  | 1   | 0.5          | 1.0               |
| Rations (Trail/Per Day)<br>   | Backpack | 7   | 1.0 (7.0)    | 0.5 (3.5)         |
| Ring of Protection +1   | Equipped | 1   | 0.0          | 2000.0            |
| Armor Spikes deals extra piercing damage on a successful grapple attack   | Equipped | 1   | 0.0          | 0.0               |
| Ring of Readiness (Ring of Readyness)   | Equipped | 1   | 0.0          | 81000.0           |
| Rope (Silk/50 Ft.)  | Backpack | 1   | 5.0          | 10.0              |
| Sealing Wax   | Backpack | 1   | 1.0          | 1.0               |
| Signet Ring   | Backpack | 1   | 0.0          | 5.0               |
| TOTAL WEIGHT CARRIED/VA   | ALUE     |     | 49.5<br>lbs. | 637112.5<br>gp    |

|                | 1   | NEIGHT ALLO     | WANCE | <b>=</b>    |      |
|----------------|-----|-----------------|-------|-------------|------|
| Light          | 233 | Medium          | 466   | Heavy       | 700  |
| Lift over head | 700 | Lift off ground | 1400  | Push / Drag | 3500 |

#### **MONEY**

Thorin's Mine - Thorin's Cut

Silver Dagger

Total = 0.0 gp

#### **MAGIC**

Clangeddin's Fury Mithral Dwarven Full Plate +2 Blessed Boots of One Step Rings of Readiness Amulet against Detection Gloves of Arrow Snaring Ring of Protection Potion - Cure Moderate (9) [] [] [] [] [] [] [] []

| OTHER COMPANIONS                |
|---------------------------------|
| Tim - Jason of Hulberg (Mystra) |
| Jason -                         |
| Nick -                          |
| Donnamarie -                    |
| NPC - Killim Battlesmith        |

- +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 Courage (Su): Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.

Aura of Good (Ex) Strong

Blindsight 60 ft. (Ex)

Change Size (Sp)

Defensive Stance 3 times/day (10 rounds): Gain +2 Resistance bonus to all saves, +2 bonus to Strength, +4 bonus to Constitution, +4 Dodge bonus to AC

Divine Grace (Su): Charisma bonus to all saving throws.

Divine Health (Ex): Immunity to all diseases, including supernatural and magical.

Dodge AC Bonus (Ex): +2

Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)

Remove Disease (Sp) -2/week

Spell Points: <undefined>

Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.

Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth.

Trap Sense (Ex): +1 to Reflex saves and dodge bonus AC against traps Uncanny Dodge (Dex bonus to AC)

|                                    | FEATS  |
|------------------------------------|--|
| Axe Wind                           | One extra attack at full BAB; all attacks -3.  |
| Cleave                             | If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.   |
| Fleet of Foot                      | +10 feet bonus to ground speed   |
| Greater Weapon Focus<br>(Greataxe) | You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.   |
| Heavy Armor Optimization           | Heavy Armor; AC +1, reduce ACP by 1.   |
| Improved Critical (Greataxe)       | When using the weapon you selected, your threat range is doubled.  |
| Improved Initiative                | You get a +4 bonus on initiative checks.   |
| Power Attack                       | On your action, before making attack rolls for a round, you may choose to subtract up to 9 from all melee attack rolls and add the same number to all melee damage rolls.  |
| Speed Burst                        | Extra move action once per day per two levels  |
| Weapon Focus (Greataxe)            | You gain a +1 bonus on all attack rolls you make using the selected weapon.  |
| Weapon Specialization (Greataxe)   | You gain a +2 bonus on all damage rolls you make using the selected weapon.  |
| Armor Proficiency (Heavy)          | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.  |
| Armor Proficiency (Light)          | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.  |
| Armor Proficiency (Medium)         | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.  |
| Defensive Stance                   | +1 dodge bonus to AC against melee attacks   |
| Endurance                          | You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.   |
| Martial Weapon Proficiency         | Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.  |
| Shield Proficiency                 | You can use a shield and take only the standard penalties.   |
| Simple Weapon Proficiency          | You make attack rolls with simple weapons normally.  |
| Toughness                          | You gain +3 hit points.  |
| Tower Shield Proficiency           | You can use a tower shield and suffer only the standard penalties.   |
| Snatch Arrows                      | When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat. |
|                                    |  |

### **PROFICIENCIES**

#### LANGUAGES Common, Dwarven, Orc

## TEMPLATES

Truename

# Champion of Clangeddin Spells

| LEVEL   | 0 | 1 | 2 | 3 | 4 |
|---------|---|---|---|---|---|
| KNOWN   | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 0 | 2 | 0 | 0 | 0 |

|   |               |                                   |                       | LEVEL 1  |                                 |                     |   |  |                          |
|---|---------------|-----------------------------------|-----------------------|--|---------------------------------|---------------------|---|--|--------------------------|
| Name  | DC            | Saving Throw                      | Time                  | Duration   |                                 | Comp.               | Spell Resistance                        | School   | Source                   |
| Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage   | 12            | Will negates [object]             | 1 minute              | Instantaneous  | Touch  **Target: Flask of water | V,S,M<br>er touched | Yes [object]                            | Transmutation<br>[Lawful]<br>Caster Level: 3                       | SC: Pg.22                |
| ☐☐☐☐ Bless  | 12            | None                              | 1 standard action     | 1 minute/level   | Target: The caster ar           | nd all allies       | Yes (harmless) s within a 50-ft. burst, | Enchantment<br>(Compulsion)<br>[Mind-Affecting]<br>Caster Level: 3 | PHB: pg.205              |
| Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim   | 12            | Will negates<br>[harmless]        | 1 standard action     | 1 minute/level   | centered on the caste<br>50 ft. | er<br>V,S           | No                                      | Divination   | SC: Pg.31                |
| Effect:<br>+2 morale bonus on ranged attacks for your allies within the   |               |                                   |                       |  | Target: 50 ft. spread,          |                     | ·                                       | Caster Level: 3  |                          |
| Bless Water  Effect:  | 12            | Will negates (object)             | 1 minute              | Instantaneous  | Touch  Target: Flask of wate    | V,S,M<br>er touched | Yes (object)                            | Transmutation<br>[Good]<br>Caster Level: 3                         | PHB: pg.205              |
| Makes holy water.  DDDDDBless Weapon  | 12            | None                              | 1 standard            | 1 minute/level   | Touch                           | V,S                 | No                                      | Transmutation  | PHB: pg.205              |
| Effect: Weapon strikes true against evil foes.  |               |                                   |                       |  | Target: Weapon touc             |                     |   | Caster Level: 3  |                          |
| □□□□□ Bless Weapon, Swift  Effect:  | 12            | None                              | 1 swift action        | 1 round  | Touch  Target: Touched wea      | V                   | No                                      | Transmutation  Caster Level: 3                                     | SC: Pg.31                |
| As bless weapon.  Clear Mind  | 12            | N/A                               |                       | 10 minutes/level   | -                               | v,s,df              | N/A                                     | Abjuration   | SC: Pg.47                |
| Effect:  Gain +4 sacred bonus on saving throws against mind-affer   | otina a       | pollo and offacta                 | action                |  | Target: You                     |                     |   | Caster Level: 3  |                          |
| Create Water  |               | None                              | 1 standard action     | Instantaneous  | Close (30 ft.)                  | V,S                 | No                                      | Conjuration<br>(Creation) [Water]                                  | PHB: pg.215              |
| Effect: Creates 2 gallons/level of pure water.  |               | Melli - M. C.                     |                       | la de la companya de | Target: Up to 2 gallor          |                     |   | Caster Level: 3  | DUD S.T.                 |
| □□□□□□ Cure Light Wounds  Effect: Cures 1d8 +1/level [max +5] damage.   | 12            | Will half (harmless);<br>see text | 1 standard action     | Instantaneous  | Touch  Target: Creature touch   | V,S<br>ched         | Yes (harmless); see text                | Conjuration<br>(Healing)<br>Caster Level: 3                        | PHB: pg.215              |
| Cures 100 + 1/level (max +5) damage.  Deafening Clang  Effect:  | 12            | Fortitude partial; see text       | 1 swift action        | 1 round  | Touch  Target: Your weapon      | V,S,DF              | No                                      | Transmutation<br>[Sonic]<br>Caster Level: 3                        | SC: Pg.59                |
| Deal an extra 1d6 of sonic damage with each successful h  | it and<br>12  | causes deafeness for 1<br>None    | 1 standard            | ess creature saves.<br>Instantaneous   |                                 | V,S                 | No                                      | Divination   | PHB: pg.219              |
| Effect: Detects poison in one creature or small object.   |               |                                   | action                |  | Target: One creature            | , one obje          | ct, or a 5-ft. cube                     | Caster Level: 3  |                          |
| Detect Undead   | 12            | None                              | 1 standard action     | Concentration, up to 1 minutes/level [D]   | 60 ft.                          | V,S,M/DF            | No                                      | Divination   | PHB: pg.220              |
| Effect:<br>Reveals undead within 60 ft.   |               |                                   |                       |  | Target: Cone-shaped             |                     |   | Caster Level: 3  |                          |
| □□□□□ Divine Favor  Effect:   | 12            | None                              | 1 standard action     | 1 minute   |                                 | V,S, DF             | No                                      | Evocation  Caster Level: 3   | PHB: pg.224              |
| You gain +1 on attack and damage rolls. [Every three cast   |               | els, MAX +6]<br>None              | 1 standard            | 1 round/level  | Target: You Personal            | V,S                 | N/A                                     | Evocation  | SC: Pg.70                |
| Effect: First attack of the round deals an extra 5d6 of damage, a   | ınd yoı       | u take 10 points of dam           | action<br>age each ti | me you make such an attack, whether c  | Target: You                     |                     |   | Caster Level: 3  | Ü                        |
| not you hit Endure Elements Effect:   | 12            | Will negates<br>(harmless)        | 1 standard action     | 24 hours   | Touch  Target: Creature touch   | V,S                 | Yes (harmless)                          | Abjuration  Caster Level: 3  | PHB: pg.226              |
| Exist comfortably in hot or cold environments.  | 12            | None                              | 1 standard            | 1 round/level  | •                               | V,S,DF              | No                                      |  | SC: Pg.79                |
| Effect: Protects against on energy type [fire, cold, electricity, acid,   | or sor        |                                   |                       |  | Target: Touch                   |                     |   | text]<br>Caster Level: 3   |                          |
| □□□□□ Faith Healing  Effect:  | 12            | Will negates<br>[harmless]        | 1 standard action     | Instantaneous  | Touch  Target: Living creature  | V,S<br>re touched   | Yes [harmless]                          | Conjuration<br>(Healing)<br>Caster Level: 3                        | SC: Pg.87                |
| Heal 8 + caster level [max +5] hit points.  | 12            | None                              | 1 standard action     | 1 hour/level   | 10 miles + mile/level           | V,S,DF              | No                                      | Divination   | SC: Pg.91                |
| Effect: Sense nearest sanctuary of your deity.  |               |                                   |                       |  | Target: Circle centere          | •                   | -                                       | Caster Level: 3  |                          |
| Golden Barding  Effect:   | 12            | None                              | 1 standard action     | 1 hour/level   | Touch  Target: Special mour     | V,DF<br>nt touched  | No                                      | Conjuration<br>(Creation)<br>Caster Level: 3                       | SC: Pg.106               |
| Create Magical Barding type depends on level; see text.  Grave Strike  Effect:  | 12            | N/A                               | 1 swift action        | 1 round  |                                 | V,DF                | N/A                                     | Divination [Good]  Caster Level: 3                                 | SC: Pg.107               |
| Allows you to make sneak attacks against undead if you hare the state of the state | ave the       | e ability.<br>Will negates        | 1 swift               | 1 round  | Target: You Close (30 ft.)      | v                   | Yes [harmless]                          | Transmutation  | SC: Pg.115               |
| Effect:   |               | [harmless]                        | action                |  | Target: Your special            |                     |   | Caster Level: 3  | =                        |
| Mount's base land speed increase by 40 feet.  Greatest Enemy  | 12            | None                              | 1 standard            | Concentration, up to 1 round/level   | 60 ft.                          | V,DF                | Yes                                     | Divination   | SC: Pg.129               |
| Effect: Determine the relative power levels of tagets; see text.  |               |                                   |                       |  | Target: Cone-shaped             | d emanatio          | n                                       | Caster Level: 3  |                          |
| Lionheart  Effect:  | 12            | Will negates<br>[harmless]        | 1 standard action     | 1 round/level  | Touch  Target: Creature touch   | V,S,M<br>ched       | Yes [harmless]                          | Abjuration<br>[Mind-Affecting]<br>Caster Level: 3                  | SC: Pg.132               |
| Gain immunity to fear effects.  | 12            | Will negates                      | 1 standard            | 1 minute/level   | Touch                           | V,S, DF             | Yes (harmless, object)                  | Transmutation  | PHB: pg.251              |
| iviagic weapon  |               |                                   |                       |  |                                 | hed                 |   | Caster Level: 3  |                          |
| · ·   |               | (harmless, object)                |                       |  | Target: Weapon touc             |                     |   |  |                          |
| Effect:<br>Weapon gains +1 bonus.<br>□□□□□□Mantle of Good   | 12            | N/A                               | 1 standard action     | 10 minutes/level [D]   | Personal                        | V,S,M               | N/A                                     | Abjuration [Good]  | SC: Pg.137               |
| Effect: Weapon gains +1 bonus.  Mantle of Good  Effect: Gain SR 12 + your caster level against spells with the evil   | descri        | N/A                               | action                |  | Personal  Target: You           | V,S,M               |   | Caster Level: 3  | -                        |
| □□□□ Mantle of Good  Effect:  | descrij<br>12 | N/A                               | action                | 10 minutes/level [D] Instantaneous   | Personal  Target: You           | V,S,M<br>V,S,DF     | N/A<br>No                               |  | SC: Pg.137<br>SC: Pg.142 |

|  |   | Ch   | amp  | ion of Clangeddir  | n Spells   |   |  |   |  |
|--|---|--|--|--|--|---|--|---|--|
| One Mind, Lesser   | 12  | N/A  |  | 1 1 hour/level   | Personal   | V,S,DF  | N/A  | Divination  | SC: Pg.149   |
| Effect: +4 insight bonus to Spot and Listen, gain scent ability. Mu  |   |  | t.   |  | Target: You  |   |  | Caster Level: 3   |  |
| Protection from Chaos  | 12  | Will negates<br>(harmless)   | 1 standard action  | I 1 minute/level [D]   | Touch  Target: Creature to   |   | No; see text   | Abjuration [Lawful<br>Caster Level: 3   | ] PHB: pg.266  |
| +2 to AC and saves, counter mind control, hedge out elem   | mentals   | and outsiders. Will negates  | 1 standard   | I 1 minute/level [D]   | Touch  |   | No; see text   | Abjuration [Good]   | PHB: pg.266  |
| Effect:  |   | (harmless)   | action   | .,   | Target: Creature to  |   |  | Caster Level: 3   |  |
| +2 to AC and saves, counter mind control, hedge out elem   | nentals<br>12   | and outsiders. None  |  | I 10 minutes/level   | Personal   | V,S,F   | No   | Divination  | PHB: pg.269  |
| Effect:  |   |  | action   |  | Target: You  |   |  | Caster Level: 3   |  |
| Read scrolls and spellbooks.  Resistance   | 12  | Will negates   | 1 standard   | I 1 minute   | Touch  | V,S,M/DF  | Yes (harmless)   | Abjuration  | PHB: pg.272  |
| Effect: Subject gains +1 on saving throws.   |   | (harmless)   | action   |  | Target: Creature to  | uched   |  | Caster Level: 3   |  |
| Resist Planar Alignment  | 12  | Will negates<br>[harmless]   | 1 standard   | I 1 round/level  | Touch  | V,S,DF  | Yes [harmless]   | Abjuration  | SC: Pg.174   |
| Effect: Grants limited protection from a plane's alignment traits; s   | see tex   |  | action   |  | Target: Creature to  | uched   |  | Caster Level: 3   |  |
| Restoration, Lesser  | 12  | Will negates<br>(harmless)   | 3 rounds   | Instantaneous  | Touch  Target: Creature to   | V,S<br>uched  | Yes (harmless)   | Conjuration<br>(Healing)<br>Caster Level: 3   | PHB: pg.272  |
| Dispels magical ability penalty or repairs 1d4 ability damaged Parameters 1d4 ability damaged | ige.<br>12  | Will negates   | 1 standard   | I Instantaneous  | Touch  | V,S,DF  | Yes [harmless]   | Abjuration  | SC: Pg.174   |
| Effect:  |   | [harmless]   | action   |  | Target: Creature to  |   |  | Caster Level: 3   | •  |
| Allows one retry on a failed save against an ongoing spell Rhino's Rush  | I, spell-<br>12   | like ability, or supernatu<br>N/A  | 1 swift  | 1 round  | Personal   | V,S   | N/A  | Transmutation   | SC: Pg.176   |
| Effect:  | ale.  |  | action   |  | Target: You  |   |  | Caster Level: 3   |  |
| Subject's charge attack deals double damage of first attact  | 12  | Will negates<br>[harmless]   | 1 standard   | I Instantaneous & 1 hour/level; see text   | Touch  | V,S,DF  | Yes [harmless]   | Transmutation   | SC: Pg.182   |
| Effect: Removes fatique and povides +4 bonus on Con checks; s  | see tex   |  | doubli   |  | Target: Creature to  | uched   |  | Caster Level: 3   |  |
| Sense Heretic  | 12  | None   | 1 standard   | I 10 minutes/level   | Touch  | V,S,DF  | No   | Divination  | SC: Pg.182   |
| Effect: Any evil creature with the ability to cast divine spells cause   | es the  | object to glow a soft blu  |  | see text.  | Target: Object touc  | hed   |  | Caster Level: 3   |  |
| Silverbeard  | 12  | N/A  |  | I 1 minute/level   | Personal   | V,DF  | N/A  | Transmutation   | SC: Pg.190   |
| Effect: Grown beard that bestows +2 bonus to AC & +2 bonus to  |   |  | es.  |  | Target: You  |   |  | Caster Level: 3   |  |
| Sticky Saddle  | 12  | N/A  | 1<br>immediate<br>action   | 1 round/level [D]  | Personal   | V,S,DF  | N/A  | Transmutation   | SC: Pg.206   |
| Effect: It becomes impossible for you to fall or be thrown off your  |   |  | 4  | 4 annual flavor  | Target: You  | VDE   | NI/A   | Caster Level: 3   | CC: D= 240   |
| Strategic Charge   | 12  | N/A  | 1 swift action   | 1 round/level  | Personal  Target: You  | V,DF  | N/A  | Abjuration  Caster Level: 3   | SC: Pg.210   |
| Gain benefit of the Mobility feat.   | 12  | Will negates   | 1 standard   | I 1 hour/level   | Touch  | V,S   | Yes  | Transmutation   | SC: Pg.223   |
|  |   | TTIII TIOGULOO   | action   | · · · · · · · · · · · · · · · · · · ·  | 100011   | 1,0   | .00  | ranomatation  | 00.1 g.220   |
| Effect:  |   |  |  |  | Target: Animal or m  | nagical beas  | st touched   | Caster Level: 3   |  |
| Effect: +10 feet enhancement bonus to speed but cannot attack of   | during<br>12  | Fortitude negates  | 1 standard   | I 1 min.   | Target: Animal or m  | nagical beas  | et touched Yes (harmless)  | Caster Level: 3 Transmutation   | PHB: pg.298  |
| +10 feet enhancement bonus to speed but cannot attack o Virtue  Effect:  |   |  |  | i 1 min.   | -  | V,S, DF   |  |   | PHB: pg.298  |
| +10 feet enhancement bonus to speed but cannot attack o  |   | Fortitude negates  | 1 standard action  | I 1 min. I 1 minute or until discharged  | Touch  | V,S, DF   |  | Transmutation   | PHB: pg.298<br>SC: Pg.231  |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot be cannot attack on the cannot be cannot  | 12  | Fortitude negates (harmless)   | 1 standard action  |  | Touch  Target: Creature to   | V,S, DF<br>uched<br>V,S,DF  | Yes (harmless)   | Transmutation  Caster Level: 3  |  |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot attack on the cannot attack on the cannot be cannot attack on the cannot be cannot attack on the cannot attack on t | 12  | Fortitude negates (harmless)  None  ce].   | 1 standard action  1 standard action  1 immediate  | I 1 minute or until discharged   | Touch  Target: Creature to  Touch  | V,S, DF<br>uched<br>V,S,DF  | Yes (harmless)   | Transmutation  Caster Level: 3  Divination  |  |
| +10 feet enhancement bonus to speed but cannot attack on the control of the contr | 12<br>12<br>t's choi  | Fortitude negates (harmless)  None  ce].   | 1 standard<br>action  1 standard<br>action   | I 1 minute or until discharged   | Touch  Target: Creature to  Touch  Target: Creature to   | V,S, DF<br>uched<br>V,S,DF<br>uched<br>V  | Yes (harmless) Yes   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  | SC: Pg.231   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot be cannot attack on the cannot be cannot  | 12<br>12<br>t's choi  | Fortitude negates (harmless)  None  ce].   | 1 standard action  1 standard action  1 immediate  | I 1 minute or until discharged   | Touch Target: Creature to Touch Target: Creature to 30 ft.   | V,S, DF<br>uched<br>V,S,DF<br>uched<br>V  | Yes (harmless) Yes   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  | SC: Pg.231   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot be cannot attack on the cannot be cannot  | 12 12 12 13 12 10 10 10 10 10 10 10 10 10 10 10 10 10                 | Fortitude negates (harmless)  None  ce].  None  Saving Throw   | 1 standard action  1 standard action  1 immediate action   | 1 1 minute or until discharged Instantaneous  LEVEL 2 Duration   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  | V,S, DF uched V,S,DF uched V thin 30 ft.  | Yes (harmless)  Yes  No  Spell Resistance  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3   | SC: Pg.231 SC: Pg.236 Source   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot of the cannot be cann | 12<br>12<br>t's choi<br>12  | Fortitude negates (harmless)  None  ce].  None   | 1 standard action  1 standard action  1 immediate action   | I 1 minute or until discharged Instantaneous  LEVEL 2  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies with   | V,S, DF uched V,S,DF uched V thin 30 ft.  | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  | SC: Pg.231 SC: Pg.236 Source   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot of the cannot attack on the cannot be can | 12 12 15 choi 12  DC 13   | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates [harmless]  | 1 standard action  1 standard action  1 immediate action  Time 1 standard action   | Instantaneous  LEVEL 2  Duration I round/level   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies with Range Touch Target: Lawful good   | V,S, DF uched V,S,DF uched V thin 30 ft.  | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3   | SC: Pg.231 SC: Pg.236 Source SC: Pg.11   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot of  | 12 12 12 13 12 10 10 10 10 10 10 10 10 10 10 10 10 10                 | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates   | 1 standard action  1 standard action  1 immediate action  Time 1 standard 1 s | 1 1 minute or until discharged Instantaneous  LEVEL 2 Duration   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies with   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  | SC: Pg.231 SC: Pg.236 Source   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot be cannot attack on the cannot be cannot  | 12 12 12 12 12 DC 13  | Fortitude negates (harmless)  None  ce]. None  Saving Throw Will negates [harmless]  | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  1 standard action  | Instantaneous  LEVEL 2  Duration I round/level   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies with Range Touch Target: Lawful good   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)   | SC: Pg.231 SC: Pg.236 Source SC: Pg.11   |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot of the cannot be cannot attack on the cannot be can | 12 12 12 12 12 DC 13 13   | Fortitude negates (harmless)  None  ce]. None  Saving Throw Will negates [harmless]  None  ra of courage.  | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  1 swift action  1 standard action  | Instantaneous  LEVEL 2  Duration I round/level  Instantaneous  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies with Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch  | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion) [Fear, Good, Mind-Affecting]  | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot of  | 12 12 12 12 DC 13 13  | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates  | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  1 swift action  1 standard action  | Instantaneous  LEVEL 2  Duration I round/level  Instantaneous  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wite Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil cre   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion) [Fear, Good,  | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  |
| +10 feet enhancement bonus to speed but cannot attack or comment of the comment of the cannot attack or comment of the cannot attack or comment of the cannot attack or comment of the cannot of the cannot cannot be cannot be cannot cannot cannot be cannot | 12 12 12 12 DC 13 13  | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates  | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  1 standard action  1 standard action  1 swift action  and is stu   | Instantaneous  LEVEL 2  Duration I round/level  Instantaneous  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wite Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil cre   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF eature with I   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion) [Fear, Good, Mind-Affecting]  | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  |
| +10 feet enhancement bonus to speed but cannot attack on the control of the cannot attack on the cannot attack on the cannot attack on the cannot be cannot attack on the cannot be cannot | 12 12 12 12 12 12 13 13 13 13 13 13 13                                | Fortitude negates (harmless)  None  ce]. None  Saving Throw Will negates [harmless]  None  ra of courage. Will negates s of nonlethal damage Will negates (harmless)   | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  | Instantaneous  LEVEL 2  Duration Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil created Touch Target: Creature to   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF  U,S,M/DF uched   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  ntelligence 3+  Yes (harmless)  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3   | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21   |
| +10 feet enhancement bonus to speed but cannot attack or comment of the comment of the cannot attack or comment of the cannot be cannot attack or comment of the cannot be | 12 12 12 12 12 DC 13 13 13 13 19 points                               | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates  s of nonlethal damage  Will negates   | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  | Instantaneous  LEVEL 2  Duration In round/level  Instantaneous   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil creature Touch Target: Creature to Touch Target: Creature to  | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF eature with I V,S,M/DF uched V,S,DF   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  ntelligence 3+  Yes (harmless)  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3  Transmutation  Caster Level: 3  Evocation [Lawful  | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21   |
| +10 feet enhancement bonus to speed but cannot attack or comment of the cannot attack or comment of the cannot attack or comment of the cannot attack or cannot cannot be cannot attack or cannot cann | 12 12 12 12 12 13 13 13 13 13   | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates  will negates (harmless)  None  Will negates  Whose  Wh | 1 standard action  1 standard action  1 immediate action  Time 1 standard action  | Instantaneous  LEVEL 2  Duration 1 round/level Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minute/level In round/level [D]  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil cre id Touch Target: Creature to Touch Target: Melee weap   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF eature with I V,S,M/DF uched V,S,DF   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  ntelligence 3+  Yes (harmless)  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3   | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21   |
| +10 feet enhancement bonus to speed but cannot attack or comment of the comment of the cannot attack or cannot be  | 12 12 12 12 12 13 13 13 13 13   | Fortitude negates (harmless)  None  ce].  None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates  will negates (harmless)  None  Will negates  Whose  Wh | 1 standard action  1 standard action  1 immediate action  Time 1 standard action   | Instantaneous  LEVEL 2  Duration 1 round/level Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minute/level In round/level [D]  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: Creature to Touch Target: Creature to Touch Target: Melee weap ft 60 ft.   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF eature with I V,S,M/DF uched V,S,DF con touched V,S   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  Attention of the property of the pr | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion) [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3  Evocation [Lawfull  Caster Level: 3  Abjuration [Mind-Affecting]   | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21   |
| +10 feet enhancement bonus to speed but cannot attack or comment of the cannot attack or can | 12 12 12 12 12 13 13 13 13 13 13 13 13 13                             | Fortitude negates (harmless)  None  cel. None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates (harmless)  None  15th level] and is Lawfu  Will negates [harmless]   | 1 standard action  1 standard action  1 immediate action  Time 1 standard action   | Instantaneous  LEVEL 2  Duration In round/level  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In round/level Instantaneous  In round/level  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil created Touch Target: Creature to Touch Target: Melee weap ft   | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF eature with I V,S,M/DF uched V,S,DF con touched V,S   | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  ouched  No  Yes  Attention of the property of the pr | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3  Transmutation  Caster Level: 3  Abjuration [Lawful]  Caster Level: 3  | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21  PHB: pg.207  |
| +10 feet enhancement bonus to speed but cannot attack or comment of the comment o | 12  12  12  12  DC  13  13  13  13  13  13  13  13  13  1             | Fortitude negates (harmless)  None  ce]. None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates (harmless)  None  15th level] and is Lawfu  Will negates [harmless]  will negates [harmless]  ffects equal to your cas will negates [harmless, object]  xist.  Will negates   | 1 standard action  1 standard action  1 immediate action  1 standard action  | Instantaneous  LEVEL 2  Duration In round/level Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minute/level In round/level [D]  Illies gain +1 morale bonus vs. fear in 20 In ominutes/level In ominutes/level Instantaneous  | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: Creature to Touch Target: Creature to Touch Target: Melee weaf ft 60 ft. Target: 60-ftradius   | V,S,DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF uched V,S,M/DF uched V,S,DF uched V,S,DF seature with I  | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  Duched  No  Yes  Arthred  Yes (harmless)  No  Yes (harmless)   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3  Evocation [Lawful]  Caster Level: 3  Abjuration  [Mind-Affecting]  Caster Level: 3   | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21  PHB: pg.207  J SC: Pg.46  SC: Pg.47                            |
| +10 feet enhancement bonus to speed but cannot attack or comment of the comment o | 12 12 12 13 13 13 13 13 13 13 13 13 13 13 13 13                       | Fortitude negates (harmless)  None  cel. None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates (harmless)  None  15th level] and is Lawfu  Will negates [harmless]  Vill negates [harmless]  Soft nonlethal damage  Will negates [harmless]  Vill negates [harmless]  Iffects equal to your cas  Will negates [harmless, object]  xist.  Will negates (harmless)   | 1 standard action  1 standard action  1 immediate action  1 standard action  | Instantaneous  LEVEL 2  Duration Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minute/level   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: Creature to Touch Target: Melee weaf ft 60 ft. Target: 60-ftradius Close (30 ft.) Target: One color p Touch Target: Creature to  | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF uched V,S,M/DF uched V,S,DF con touched V,S,DF s emanation V,S s emanation V,S                            | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  buuched  No  Yes  ntelliigence 3+  Yes (harmless)  No  Yes [harmless]  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion) [Fear, Good, Mind-Affecting]  Caster Level: 3  Evocation [Lawful  Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3  Aliusion (Glamer) [Mind-Affecting] Caster Level: 3  | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21  PHB: pg.207  J SC: Pg.46  SC: Pg.47  SC: Pg.48                 |
| +10 feet enhancement bonus to speed but cannot attack or companies to the companies of the cannot attack or companies to the cannot cannot attack or cannot cannot be cannot attack or cannot cannot be carried to the cannot ca | 12 12 12 12 12 13 13 13 13 13 13 13 13 13 13 13 13 13                 | Fortitude negates (harmless)  None  ce]. None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates (harmless)  None  15th level] and is Lawfu  Will negates [harmless]  iffects equal to your cas Will negates [harmless, object]  xist.  Will negates (harmless)  tite, gain +2 divine bonuonus.  | 1 standard action  1 standard action  1 standard action  1 immediate action  1 standard action  | Instantaneous  LEVEL 2  Duration Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minute/level   | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: Creature to Touch Target: Melee weaf ft 60 ft. Target: 60-ftradius Close (30 ft.) Target: One color p Touch Target: Creature to  | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF uched V,S,M/DF uched V,S,DF con touched V,S,DF s emanation V,S s emanation V,S                            | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  buuched  No  Yes  ntelliigence 3+  Yes (harmless)  No  Yes [harmless]  | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Evocation [Lawfull  Caster Level: 3  Abjuration  [Mind-Affecting]  Caster Level: 3  Abjuration  [Mind-Affecting]  Caster Level: 3  Evocation [Camern)  [Mind-Affecting]  Caster Level: 3  Evocation  Caster Level: 3  Evocation  Caster Level: 3 | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21  PHB: pg.207  J SC: Pg.46  SC: Pg.47  SC: Pg.48                 |
| +10 feet enhancement bonus to speed but cannot attack or comment of the comment o | 12 12 12 12 13 13 13 13 13 13 13 13 14 fear € 13 13 er minn 17 a +8 l | Fortitude negates (harmless)  None  cel. None  Saving Throw  Will negates [harmless]  None  ra of courage.  Will negates (harmless)  None  15th level] and is Lawfu  Will negates [harmless]  Vill negates [harmless]  In the saving th | 1 standard action  1 standard action  1 standard action  1 immediate action  1 standard action  2 son dama   | Instantaneous  LEVEL 2  Duration In round/level Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minute/level In round/level [D]  It ound/level [D]  It ominutes/level In minutes/level In thour/level [D] It ominutes/level In minutes/level In thour/level [D] In minutes/level | Touch Target: Creature to Touch Target: Creature to 30 ft. Target: All allies wit  Range Touch Target: Lawful good Personal Target: 10-ft. radius Touch Target: One evil cred d  Touch Target: Melee weap ft 60 ft. Target: 60-ftradius Close (30 ft.) Target: One color p Touch Target: Creature to Touch Target: Creature to Touch Target: Creature to Touch Target: Creature to Touch | V,S, DF uched V,S,DF uched V thin 30 ft.  Comp. V,S,DF d creature to V,DF s spread V,S,DF uched V,S,M/DF uched V,S,DF s emanation V,S s emanation V,S s emanation V,S s emanation V,S,F uched V,S,F | Yes (harmless)  Yes  No  Spell Resistance Yes [harmless]  buched  No  Yes  ntelligence 3+  Yes (harmless)  No  Yes [harmless]  centered on you  No  Yes (harmless)   | Transmutation  Caster Level: 3  Divination  Caster Level: 3  Transmutation  [Sonic]  Caster Level: 3  School  Abjuration [Good]  Caster Level: 3  Transmutation  Caster Level: 3  Enchantment (Compulsion)  [Fear, Good, Mind-Affecting]  Caster Level: 3  Transmutation  Caster Level: 3  Evocation [Lawful]  Caster Level: 3  Abjuration  [Mind-Affecting]  Caster Level: 3  Evocation (Glamer)  [Mind-Affecting]  Caster Level: 3  Evocation  Caster Level: 3  Evocation  Caster Level: 3                | SC: Pg.231  SC: Pg.236  Source SC: Pg.11  SC: Pg.18  SC: Pg.21  PHB: pg.207  J SC: Pg.46  SC: Pg.47  SC: Pg.48  PHB II: pg.108 |

|  |           | Cł  | nampi                        | ion of Clangeddi  | n Spells                                  |                   |                        |  |                     |      |
|--|-----------|---|------------------------------|---|---|-------------------|------------------------|--|---------------------|------|
| Divine Insight   | 13        | N/A                                       | 1 standard action            | 1 hour/level or until discharged [D]  | Personal                                  | V,S,DF            | N/A                    | Divination   | SC: Pg.70           |      |
| Effect: Gain 5 + your caster level [max bonus of 15] to one skill of   | check o   | during the duration of the                | e spell.                     |   | Target: You                               |                   |                        | Caster Level: 3  |                     |      |
| Divine Protection  | 13        | Will negates<br>[harmless]                |                              | 1 minute/level  | Medium (130 ft.)  Target: Allies in a 2   | V,S,DF            | Yes [harmless] burst   | Enchantment<br>(Compulsion)<br>[Mind-Affecting]<br>Caster Level: 3 | SC: Pg.70           |      |
| +1 morale bonus to AC and saving throws.   | 13        | Will negates<br>(harmless)                | 1 standard action            | 1 minute/level  | Touch                                     | V,S,M/DF          | Yes                    | Transmutation  | PHB: pg.225         |      |
| Effect: Subject gains +4 to Cha for 1 minutes/level.   |           |   |                              |   | Target: Creature to                       |                   |                        | Caster Level: 3  |                     |      |
| □□□□□ Energized Shield  Effect: As lesser energized shield, except energy resistance is 1  | 13        | None                                      | 1 standard<br>action         | 1 round/level   | Touch  Target: Touch                      | V,S,DF            | No                     | Abjuration [See text] Caster Level: 3                              | SC: Pg.79           |      |
| Fell the Greatest Foe  | 13        | Fortitude negates<br>[harmless]           | 1 standard action            | 1 round/level   | Touch  Target: Creature to                | V,S,M             | Yes [harmless]         | Transmutation  Caster Level: 3                                     | SC: Pg.90           |      |
| Deal 1d6 damage per size category difference.  | 13        | None                                      | 1 standard                   | 1 round/lovel   | Touch                                     |                   | No                     |  | CC: Da 05           |      |
| ☐☐☐☐☐Flame of Faith  | 13        | None                                      | action                       | 1 round/level   |   | V,S,M             |                        | Evocation  | SC: Pg.95           |      |
| Normal or masterwork weapon becomes temporary +1 fla   | aming I   | burst weapon.<br>None                     | 1 minute                     | 1 minute/level  | Target: Nonmagica                         | V,S,DF            | No                     | Caster Level: 3  Evocation [See text]                              | SC: Pg.109          |      |
| Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.   |           |   |                              |   | Target: Creature to                       | uched             |                        | Caster Level: 3  |                     |      |
| Holy Mount   | 13        | None                                      | 1 standard action            | 1 round/level   | Touch  Target: Your specia                | V,S               | Yes [harmless]         | Transmutation  Caster Level: 3                                     | SC: Pg.115          |      |
| Special mount gains celestial template   | 13        | N/A                                       | 1 swift                      | Instantaneous   | - '                                       |                   | N/A                    |  | CC: Da 120          |      |
| Effect: Teleport and end up flanking an opponent.  | 13        | N/A                                       | action                       | Instantaneous   | 5 π./2 levels; see<br>text<br>Target: You | V,S,DF            | N/A                    | Transmutatin<br>(Teleportation)<br>Caster Level: 3                 | SC: Pg.129          |      |
| DDDDLoyal Vassal   | 13        | Will negates<br>[harmless]                | 1 standard action            | 10 minutes/level; see text  | Touch                                     | V,S,DF            | Yes [harmless]         | Abjuration [Lawful   | ] SC: Pg.134        |      |
| Effect: +3 sacred bonus against mind-affecting effect; see text.   |           | [manness]                                 | auton                        |   | Target: One willing                       | creature to       | uched/3 levels         | Caster Level: 3  |                     |      |
| □□□□ Mark of Doom  | 13        | None                                      | 1 standard action            | 1 round/level   | Medium (130 ft.)                          | V,S,DF            | No                     | Necromancy   | PHB II: pg.119      | )    |
| Effect: Subject marked takes 1d6 damage any time it continues  |           |   |                              |   | Target: One creatu                        |                   |                        | Caster Level: 3  |                     |      |
| One Mind   | 13        | N/A                                       | action                       | 1 hour/level  | Personal  Target: You                     | V,S,DF            | N/A                    | Divination  Caster Level: 3  | SC: Pg.149          |      |
| Both you and mount gain +2 bonus on attack rolls [while 10 ft. of mount. $$  |           |   |                              |   | nin                                       |                   |                        |  |                     |      |
| Owl's Wisdom  Effect:  | 13        | Will negates<br>(harmless)                | 1 standard action            | 1 minute/level  | Touch  Target: Creature to                | V,S,M/DF<br>uched | Yes                    | Transmutation  Caster Level: 3                                     | PHB: pg.259         |      |
| Subject gains +4 to Wis for 1 minutes/level.   | 13        | Will negates                              | 1 standard                   | 1 round   | Medium (130 ft.)                          |                   | Yes [harmless]         | Transmutation  | SC: Pg.164          |      |
| Effect:  |           | [harmless]                                | action                       | 1704114   | Target: Allies in a 2                     |                   |                        | Caster Level: 3  | 00.1 g.101          |      |
| Subjects base land speed increased by 30 feet.  Remove Paralysis   | 13        | Will negates                              | 1 standard                   | Instantaneous   | Close (30 ft.)                            | V,S               | Yes (harmless)         | Conjuration  | PHB: pg.271         |      |
| Effect: Frees one or more creatures from paralysis or slow effect  |           | (harmless)                                | action                       | danaanooo   |   | reatures, n       | o two of which can be  | (Healing) Caster Level: 3  | 1115. pg.21         |      |
| Resist Energy  | 13        | Fortitude negates<br>(harmless)           | 1 standard<br>action         | 10 minutes/level  | Touch                                     | V,S, DF           | Yes (harmless)         | Abjuration   | PHB: pg.272         |      |
| Effect: Ignores first 10 points of damage/attack from specified er   | nergy t   | ype.                                      |                              |   | Target: Creature to                       | uched             |                        | Caster Level: 3  |                     |      |
| Shield of Warding  | 13        | Will negates<br>[object,harmless]         | 1 standard action            | 1 minute/level  | Touch  Target: One shield                 | V,S               | No<br>ouched           | Abjuration [Good]  Caster Level: 3                                 | SC: Pg.188          |      |
| Grants +1 sacred bonus to Armor Class and Reflex Save  |           | er five caster levels [ma<br>Will negates |                              | 1 hour/level [D]  | Close (30 ft.)                            | V,S,F             |                        | Abjuration   | DHR: pg 279         |      |
|  | 13        | (harmless)                                | action                       | i nounever[D]   |   |                   | res (namiess)          | •  | PHB: pg.278         |      |
| Effect: You take half of subject's damage.   | 12        | NI/A                                      | 1 atondord                   | 1 hour/lovel  | Target: One creatu                        |                   | N/A                    | Caster Level: 3  | CC: Da 202          |      |
| Spiritual Chariot  Effect: Creates a special chariot behind the paladin's special mo   | 13<br>upt | N/A                                       | action                       | 1 hour/level  | Close (30 ft.)  Target: One specia        | V,S,DF<br>I mount | N/A                    | Conjuration<br>(Creation) [Force]<br>Caster Level: 3               | SC: Pg.202          |      |
| Creates a special change bening the paladin's special mo   | 13        | Will negates<br>[harmless]; see text      | 1 swift action               | Instantaneous   | See text                                  | V,S,DF            | Yes [harmless]         | Conjuration<br>(Healing)   | SC: Pg.204          |      |
| Effect: Spell designed for battle fields, heals all creatures for 1 h  | n to et   |   |                              | damage [Will pegates]   | Target: 50-ftradius                       | s burst cent      | ered on you            | Caster Level: 3  |                     |      |
| Spen designed for battle neids, hears an creatures for 1 in Strength of Stone  | 13        | N/A                                       | 1 swift<br>action            | oarnage [will negates]. 1 round   | Personal                                  | V,S,DF            | No                     | Transmutation  | SC: Pg.211          |      |
| +8 enhancement bonus to Strength.  | 40        | Will possess (all to a)                   | 1 04== 1                     | 24 hours  | Target: You                               | VC                | Von (ah:4)             | Caster Level: 3  | DUD: 00=            |      |
| Undetectable Alignment   | 13        | Will negates (object)                     | 1 standard action            | 24 HUUIS  | Close (30 ft.)                            | V,S               | Yes (object)           | Abjuration  Caster Level: 3  | PHB: pg.297         |      |
| Effect: Conceals alignment for 24 hours.   | 40        | N/A                                       | 1 coulft                     | 1 round/lovel   | Target: One creatu                        | •                 | N/A                    | Caster Level: 3  | SC: Da 044          |      |
| Effect:  | 13        | N/A                                       | 1 swift action               | 1 round/level   | Personal  Target: You                     | V,S               | N/A                    | Abjuration  Caster Level: 3  | SC: Pg.244          |      |
| Creates a divine shield to protect you as you close with a opportunity other than your chosen foe. You may move through the control of the co |           | nemies as if they were a                  | llies. See tex               |   |   | V,S, DF           | Yes                    | Enchantma-4  | DHB: 52 202         |      |
| Zone of Truth  | 13        | Will negates                              | action                       | i minute/ievei  | Close (30 ft.)                            |                   |                        | Enchantment<br>(Compulsion)<br>[Mind-Affecting]                    | PHB: pg.303         |      |
| Effect: Subjects within range cannot lie.  |           |   |                              |   | Target: 20-ftradius                       | o emanatior       |                        | Caster Level: 3  |                     |      |
|  |           |   |                              | LEVEL 3   |   |                   |                        |  |                     |      |
| Name Axiomatic Storm   | DC<br>14  | Saving Throw<br>None                      | Time<br>1 standard<br>action | Duration<br>1 round/level   | Range<br>N/A                              | Comp.<br>V,S,M,DF | Spell Resistance<br>No | School<br>Conjuration<br>(Creation) [Lawful                        | Source<br>SC: Pg.22 |      |
| Effect: Rain falls around you4 to Listen, Spot, Search and   | rangeo    | d attacks. Deals 2d6 da                   | amage to ch                  | aotic creature [Double to outsiders] a  | Target: Cylinder [20                      | O-ft. radius,     | 20 ft. high]           | Water]<br>Caster Level: 3  |                     |      |
| random chaotic outsider takes additional 5d6 acid.  Blessing of Bahamut  | 14        | N/A                                       |                              | 1 round/level   | Personal                                  | V,S,M             | N/A                    | Abjuration [Good]  | SC: Pa.31           |      |
| Effect:  | . •       |   | action                       |   | Target: You                               | ., 2,             |                        | Caster Level: 3  | · g.o ·             |      |
| Gain damage reduction 10/magic.  Cure Moderate Wounds  | 14        | Will half (harmless);                     |                              | Instantaneous   | Touch                                     | V,S               | Yes (harmless); see    | Conjuration  | PHB: pg.216         |      |
| Effect: Cures 2d8 +1/level [max +10] damage.   |           | see text                                  | action                       |   | Target: Creature to                       |                   | text                   | (Healing)<br>Caster Level: 3                                       | ·                   |      |
| Daylight   | 14        | None                                      | 1 standard                   | 10 minutes/level [D]  | Touch                                     | V,S               | No                     | Evocation [Light]  | PHB: pg.216         |      |
| May 14, 2007 11:14:29 PM<br>Created using PCGen  |           |   |                              | * =Domain/Speciality Spell  by Frugal, based on work by ROG, Arc o pagen@vahoogroups.com with "OS S |   |                   |                        |  |                     | Page |

|  |  | Cr   | ampi  | ori or olarigodali  | n Spells  |   |  |  |  |
|--|--|--|---|---|---|---|--|--|--|
| Effect:  |  |  | action  |   | Target: Object touch  | ned   |  | Caster Level: 3  |  |
| 60-ft. radius of bright light.  Diamondsteel   | 14   | Will negates [object]  | 1 standard  | 1 round/level   | Touch   | V,S,M   | Yes [object]   | Transmutation  | SC: Pg.64  |
| Effect:  |  |  | action  |   | Target: Suit of meta  |   |  | Caster Level: 3  | g  |
| Armor gains DR equal to half the armor bonus worn.   | 14   | Will negates   | 1 standard  | Concentration, up to 1 round/level  | -   |   | No   | Divination   | PHB: pg.221  |
| ffect:   | 1-7  | vviii riegates   | action  | Concentration, up to 1 roundiever   | ` ′   |   |  | Caster Level: 3  | 1 11b. pg.221  |
| Reveals deliberate falsehoods.   | 14   | None   | 1 standard  | Instantaneous   | than 30 ft. apart   | V,S   | No.  | Abjuration   | PHB: pg.223  |
| בובום Dispel Magic<br>#fect:   | 14   | None   | action  | instantaneous   | Target: One spellca   |   |  | Caster Level: 3  | FTID. pg.225   |
| Cancels magical spells and effects.  | 14   | N/A  | 1   | 1 round/level   | 20-ftradius burst   | V   | N/A  | Divination   | SC: Pg.91  |
| □□□□□ Find the Gap   | 14   | N/A  | action  | i Tourid/level  |   | v   | N/A  | Caster Level: 3  | 30. Fg.91  |
| Your first attack each round acts as a touch attack.   |  | Fig. 1   | 4   | A Long Marcol   | Target: You   | V 0 DE  | V.   |  | 00 0 400   |
| □□□□□Hand of the Faithful  | 14   | Fortitude negates  | 1 minute  | 1 nour/level  | 10 ft.  | V,S,DF  | Yes  | Abjuration [See text]  | SC: Pg.109   |
| ffect: Immobile zone of warding that is permeable to those of you  | our reli   | igion, all creature must   | wear the sar  | ne holy symbol or be of the same faith  |   | emanation   | centered on a point in   | Caster Level: 3  |  |
| nter or exit.  DDDD Healing Spirit   | 14   | Will half (harmless)   |   | 1 round/2 levels  | Close (30 ft.)  | V,S   | Yes (harmless)   | Conjuration  | PHB II: pg.114   |
| ffect:   |  |  | action  |   | Target: One conjure   | d healing s   | pirit  | (Healing)<br>Caster Level: 3   |  |
| Create a spirit that heals with positive energy 1d8 [undead  | d are de   | ealt damage] Flies at 30<br>Will negates   |   | Instantaneous   | Touch   | V,S   | Yes (harmless)   | Conjuration  | PHB: pg.239  |
| ffect:   |  | (harmless)   | action  |   | Target: Your mount  |   | •  | (Healing)<br>Caster Level: 3   |  |
| As heal on warhorse or other special mount.  | 14   | None   | 1 standard  | 1 round/level [D]   | 20 ft.  | V,S,M,DF  | No   | Conjuration  | SC: Pg.115   |
|  |  |  | action  | • •   |   |   |  | (Creation) [Good,<br>Water]  |  |
| ffect:<br>-4 penalty to Listen, Spot, and Search checks, -4 ranged a   | attacks  | . Evil creatures take 2d   | 6 damage ea   | ch round [double if outsiders].   | Target: Cylinder [20  | -ft. radius,  | 20 ft. high]   | Caster Level: 3  |  |
| □□□□ Magic Circle against Chaos  | 14   | Will negates<br>(harmless)   |   | 10 minutes/level  | Touch   | V,S,M/DF  | No; see text   | Abjuration [Lawful   | ] PHB: pg.249  |
| ffect:<br>+2 to AC and saves, counter mind control, hedge out elem   | nentals  |  |   | 0 minutes/level.  | Target: 10-ftradius   | emanation   | from touched creature  | Caster Level: 3  |  |
| ☐☐☐☐☐ Magic Circle against Evil  | 14   | Will negates<br>(harmless)   |   | 10 minutes/level  | Touch   | V,S,M/DF  | No; see text   | Abjuration [Good]  | PHB: pg.249  |
| ffect:<br>+2 to AC and saves, counter mind control, hedge out elem   | nentala  |  |   | ) minutes/level   | Target: 10-ftradius   | emanation   | from touched creature  | Caster Level: 3  |  |
| +2 to AC and saves, counter mind control, neage out elem<br>  Magic Weapon, Greater  | 14   | Will negates   |   | 1 hour/level  | Close (30 ft.)  | V,S,M/DF  | Yes (harmless, object)   | Transmutation  | PHB: pg.251  |
| iffect:<br>Weapon gains +1/4 levels [max +5] bonus.  |  | (harmless, object)   | action  |   | Target: One weapor<br>must be in contact v<br>casting]  |   | ojectiles [all of which<br>ther at the time of   | Caster Level: 3  |  |
| D□□□ Mantle of Law   | 14   | N/A  | 1 standard action   | 10 minutes/level [D]  | Personal  | V,S,M   | N/A  | Abjuration [Law]   | SC: Pg.138   |
| ffect: Gain SR 12 + your caster level against spells with the chac   | nos des  | scriptor.  |   |   | Target: You   |   |  | Caster Level: 3  |  |
| Oain SK 12 + your caster level against spells with the char  | 14   | N/A  | 1 standard action   | 1 hour/level  | Personal  | V,S,DF  | N/A  | Divination   | SC: Pg.149   |
| ffect:<br>Both you and mount gain +2 bonus on melee damage and   | d attac  | k rolle (while mounted)  |   | nue to Snot and Liston, gain scont shilit   | Target: You   |   |  | Caster Level: 3  |  |
| fust remain within 10 ft. of mount.  | 14   | None   | -   | 1 round/level   | •   | V,S, DF   | Yes  | Enchantment  | PHB: pg.264  |
| □□□□□ Prayer   | 14   | None   | action  | i Tourid/level  |   |   |  | (Compulsion)<br>[Mind-Affecting]   | rпв. pg.204  |
| iffect: Allies +1 bonus on most rolls, enemies -1 penalty.   |  |  |   |   | centered on you   |   | n a 40-ftradius burst  | Caster Level: 3  |  |
| Regal Procession   | 14   | None   | 1 round   | 2 hours/level [D]   |   | V,S,M   | No   | Conjuration<br>(Summoning)   | SC: Pg.172   |
| ffect:<br>As mount, only you summon multiple mounts and they are   |  |  |   |   | Target: One mount/  |   |  | Caster Level: 3  |  |
| Remove Blindness/Deafness  | 14   | Fortitude negates<br>(harmless)  | 1 standard action   | Instantaneous   | Touch   | V,S   | Yes (harmless)   | Conjuration<br>(Healing)   | PHB: pg.270  |
| ffect:   |  |  |   |   | Target: Creature tou  | ıched   |  | Caster Level: 3  |  |
| Cures normal or magical conditions.  |  |  |   |   |   |   | Yes (harmless)   | Abjuration   | PHB: pg.270  |
| Cures normal or magical conditions.  | 14   | Will negates<br>(harmless)   | 1 standard action   | Instantaneous   | Touch   | V,S   | res (narmiess)   | , injuration   |  |
| Cures normal or magical conditions.  Curse  Curse  | 14   |  |   | Instantaneous   | Touch  Target: Creature or  |   | , ,  | Caster Level: 3  |  |
| Cures normal or magical conditions.  Curse   | 14   | (harmless) Will negates  | action  | Instantaneous   | Target: Creature or   |   | , ,  | •  | SC: Pg.175   |
| Cures normal or magical conditions.  Curse flect: Frees object or person from curse.  Resurgence, Mass   | 14   | (harmless) Will negates [harmless]   | 1 standard action   | Instantaneous   | Target: Creature or Close (30 ft.)  Target: One creatur   | V,S,DF  | ed Yes [harmless]  | Caster Level: 3  | SC: Pg.175   |
| Cures normal or magical conditions.  | 14   | (harmless)  Will negates [harmless] s one retry on a failed  | 1 standard action save again  | Instantaneous<br>st an ongoing spell, spell-like ability,   | Target: Creature or  Close (30 ft.)  Target: One creatur ormore than 30 ft. apa   | V,S,DF<br>e/level, no   | Yes [harmless]<br>two of which can be  | Caster Level: 3 Abjuration Caster Level: 3   | -  |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Freet object or person from curse.  Cure of the current of the curse of th | 14<br>Allows   | (harmless) Will negates [harmless]   | 1 standard action save again  | Instantaneous   | Target: Creature or<br>Close (30 ft.)<br>Target: One creatur<br>ormore than 30 ft. apa<br>Personal  | V,S,DF  | ed Yes [harmless]  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation   | SC: Pg.175<br>SC: Pg.177   |
| Cures normal or magical conditions.  Remove Curse  Frees object or person from curse.  Resurgence, Mass  Frees as resurgence, except it affects multiple targets.  Premark ability.  Righteous Fury  Freetiffect:  Gain 5 temp HP/level [max 50], +4 enhancement bonus St  | 14<br>Allows<br>14<br>Str.   | (harmless)  Will negates [harmless] s one retry on a failed  | action  1 standard action  save again 1 standard action   | Instantaneous<br>st an ongoing spell, spell-like ability,<br>1 minute/level   | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You  | V,S,DF e/level, no ort  | yes [harmless]<br>two of which can be  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3   | SC: Pg.177   |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Cures normal or magical conditions.  Cures normal network cures.  Cures normal network cures.  Cures normal network cures.  Cures normal network cures.  Cures normal network cures it affects multiple targets.  Cures normal network cures network cures network cures network cures normal network.  Cures normal network cures network cures network cures network cures network network cures network n | 14<br>Allows   | (harmless)  Will negates [harmless] s one retry on a failed  | action  1 standard action  save again 1 standard action   | Instantaneous<br>st an ongoing spell, spell-like ability,   | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal   | V,S,DF<br>e/level, no   | Yes [harmless]<br>two of which can be  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing)   | ·  |
| Cures normal or magical conditions.  | 14<br>Allows<br>14<br>Str.<br>14   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A   | action  1 standard action  save again 1 standard action  1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You   | V,S,DF e/level, no int V,S,DF   | ed Yes [harmless] two of which can be N/A N/A  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3   | SC: Pg.177   |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Cures elifect: Frees object or person from curse.  Cures elifect: Same as resurgence, except it affects multiple targets.  Cure elifect: C | 14<br>Allows<br>14<br>Str.   | (harmless)  Will negates [harmless] s one retry on a failed  | action  1 standard action  save again 1 standard action  1 standard   | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch   | V,S,DF e/level, no int V,S,DF   | ed Yes [harmless] two of which can be N/A N/A Yes [harmless,object]  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation   | SC: Pg.177   |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Cures estimates   | 14 Allows 14 Str. 14 14 2 enhar  | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless,object] necement bonus and dear   | action  1 standard action save again 1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage.  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at  | V,S,DF e/level, no urt V,S,DF  V,DF  V,S,DF  ched or fifty the time of  | and Yes [harmless] two of which can be N/A N/A Yes [harmless,object] y projectiles [all of which casting]  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3   | SC: Pg.177 SC: Pg.182 SC: Pg.226   |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Crees object or person from curse.  Creed of the curse o | 14<br>Allows<br>14<br>Str.<br>14   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless,object]   | action  1 standard action save again 1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch  | V,S,DF e/level, no unit V,S,DF  V,S,DF  V,S,DF  ched or fifty the time of V,DF  | yes [harmless] two of which can be N/A N/A Yes [harmless,object] y projectiles [all of which   | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation   | SC: Pg.177   |
| Cures normal or magical conditions.  | 14 Allows 14 Str. 14 14 2 enhar 14   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless,object] nocement bonus and det Fortitude negates [harmless,object] ats and abilities. See tex   | action  1 standard action  1 save again  1 standard action  t.   | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level onus damage. 1 round/level   | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. ape Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch Target: Weapon tou   | v,s,DF e/level, no ut v,s,DF  v,s,DF  v,s,DF  v,s,DF  ched or fift the time of v,DF  ched   | Yes [harmless] two of which can be  N/A  N/A  Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object]   | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3   | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237  |
| Cures normal or magical conditions.  | 14 Allows 14 Str. 14 14 2 enhar  | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless, object] comment bonus and dear Fortitude negates [harmless, object]  | action  1 standard action  1 save again  1 standard action  t.   | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage.  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.)  | item touched V,S,DF e/level, no int V,S,DF V,S,DF V,S,DF ched or fifth the time of V,DF ched V,DF   | yes [harmless] two of which can be N/A N/A Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object] Yes  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration Caster Level: 3 Conjuration (Creation)  | SC: Pg.177 SC: Pg.182 SC: Pg.226   |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Cate the feet: Frees object or person from curse.  Frees:  | 14 Allows 14 14 14 14 14 14 14 14 14 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless,object] neement bonus and dea Fortitude negates [harmless,object] sts and abilities. See tex Reflex negates   | action  1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level onus damage. 1 round/level   | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. ape Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch Target: Weapon tou   | v,s,DF e/level, no int v,s,DF  v,s,DF  v,s,DF  v,s,DF  ched or fifty the time of v,DF  ched v,DF  n or smaller                                    | yes [harmless] two of which can be N/A N/A Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object] Yes  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration Caster Level: 3 Conjuration   | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237  |
| Cures normal or magical conditions.  | 14 Allows 14 14 14 14 14 14 14 14 14 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless,object] neement bonus and dea Fortitude negates [harmless,object] sts and abilities. See tex Reflex negates   | action  1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage. 1 round/level 1 round/level [D]  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Mediun   | v,s,DF e/level, no int v,s,DF  v,s,DF  v,s,DF  v,s,DF  ched or fifty the time of v,DF  ched v,DF  n or smaller                                    | yes [harmless] two of which can be N/A N/A Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object] Yes  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration Caster Level: 3 Conjuration (Creation)  | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237  |
| Cures normal or magical conditions.  | 14 Allows 14 14 14 2 enhar 14 accemen 14   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless,object] neement bonus and dea Fortitude negates [harmless,object] sts and abilities. See tex Reflex negates   | action  1 standard action  1 save again  1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level onus damage. 1 round/level   | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Mediun   | v,s,DF e/level, no int v,s,DF  v,s,DF  v,s,DF  v,s,DF  ched or fifty the time of v,DF  ched v,DF  n or smaller                                    | yes [harmless] two of which can be N/A N/A Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object] Yes  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration Caster Level: 3 Conjuration (Creation)  | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237  |
| Cures normal or magical conditions.  | 14 Allows 14 14 14 2 enhar 14 accemen 14   | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless, object] comment bonus and dea Fortitude negates [harmless, object] ats and abilities. See tex Reflex negates see text.   | action  1 standard action   | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage. 1 round/level 1 round/level [D]  | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Medium monstrous humanoi   | V,S,DF e/level, no int V,S,DF V,S,DF V,S,DF ched or fifth the time of V,DF ched or or smalled   | Yes [harmless] two of which can be  N/A  N/A  Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object]  Yes r humanoid or  | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration Caster Level: 3 Conjuration (Creation) Caster Level: 3                        | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237 SC: Pg.242 Source                                  |
| Cures normal or magical conditions.  | 14 Allows 14 14 14 14 14 14 14 14 14 15 15 15 15 15 15 15 15 15 15 15 15 15  | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  N/A  Will negates [harmless, object] neement bonus and dec Fortitude negates [harmless, object] ats and abilities. See tex Reflex negates see text.  Saving Throw  Will negates (harmless)                 | action  1 standard action   | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage. 1 round/level 1 round/level [D]  LEVEL 4  Duration 1 round/level                       | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Medium monstrous humanoi  Range 40 ft.   | item touche V,S,DF e/level, no int V,S,DF  V,S,DF  V,S,DF ched or fift the time of V,DF ched V,DF n or smaller d  Comp. V,S,DF                    | Yes [harmless] two of which can be  N/A  N/A  Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object] Yes r humanoid or   | Abjuration Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Creation) Caster Level: 3                                      | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237 SC: Pg.242 Source                                  |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Cures expected by the condition of the cure of the c | 14 Allows 14 14 14 14 14 14 14 14 14 15 15 15 15 15 15 15 15 15 15 15 15 15  | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  N/A  Will negates [harmless, object] neement bonus and dec Fortitude negates [harmless, object] ats and abilities. See tex Reflex negates see text.  Saving Throw  Will negates (harmless)                 | action  1 standard action  1 save again  1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage. 1 round/level 1 round/level [D]  LEVEL 4  Duration 1 round/level                       | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Medium monstrous humanoi  Range 40 ft. Target: All allies in a you Close (30 ft.)  | item touche V,S,DF e/level, no int V,S,DF  V,S,DF  V,S,DF  ched or fift the time of V,DF ched V,DF n or smaller d  Comp. V,S,DF a 40-ft,-radi V,S | Yes [harmless] two of which can be  N/A  N/A  Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object]  Yes humanoid or  Spell Resistance Yes (harmless) us burst centered on No | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Creation) Caster Level: 3 School Evocation [Good]                            | SC: Pg.177 SC: Pg.182 SC: Pg.226 SC: Pg.237 SC: Pg.242 Source                                  |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Ciffect: Frees object or person from curse.  Ciffect: Same as resurgence, except it affects multiple targets.  Upernatural ability.  Ciffect: Gain 5 temp HP/level [max 50], +4 enhancement bonus St.  Ciffect: Improves your turning ability to that of a cleric.  Ciffect: Cive weapon touched undead bane special ability; add +2  Ciffect: Cive weapon touched undead bane special ability; add +2  Ciffect: Cive weapon favored by your deity with special enhancement of Binding  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Name  Ciffect: Creates masterwork manacles that attempt to bind your tar  Ciffect: Creates masterwork manacles that attempt to bind your tar  Ciffect: Creates masterwork mana | 14 Allows 14 14 14 14 14 2 enhar 14 14 arget; s  | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless, object] necement bonus and det Fortitude negates [harmless, object] st and abilities. See text Reflex negates  Saving Throw  Will negates (harmless) holy damage, weapons See text | action  1 standard action  1 save again  1 standard action  | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage. 1 round/level [D]  LEVEL 4  Duration 1 round/level red good-aligned for overcoming DR. | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Medium monstrous humanoi  Range 40 ft. Target: All allies in a you Close (30 ft.) Target: Up to 1 creatither | v,s,DF  v,s,DF  v,s,DF  v,s,DF  v,s,DF  ched or fift the time of v,DF  ched v,DF  d 40-ftradi v,s  tture/level, i                                 | Yes [harmless] two of which can be  N/A  N/A  Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object]  Yes humanoid or  Spell Resistance Yes (harmless) us burst centered on No | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Creation) Caster Level: 3 School Evocation [Good] Caster Level: 3            | SC: Pg.177  SC: Pg.182  SC: Pg.226  SC: Pg.237  SC: Pg.242  Source PHB II: pg.104              |
| Cures normal or magical conditions.  Cures normal or magical conditions.  Crees object or person from curse.  Crees object or person from  | 14 Allows 14 Str. 14 14 2 enhara 14 14 14 14 14 15 15 16 15 15 16 16 15 16 16 16 16 16 16 16 16 16 16 16 16 16 | (harmless)  Will negates [harmless] s one retry on a failed N/A  N/A  Will negates [harmless, object] necement bonus and det Fortitude negates [harmless, object] st and abilities. See text Reflex negates  Saving Throw  Will negates (harmless) holy damage, weapons See text | action  1 standard action | Instantaneous st an ongoing spell, spell-like ability, 1 minute/level 1 hour/level 1 hour/level onus damage. 1 round/level [D]  LEVEL 4  Duration 1 round/level red good-aligned for overcoming DR. | Target: Creature or Close (30 ft.) Target: One creatur ormore than 30 ft. apa Personal Target: You Personal Target: You Touch Target: Weapon tou must be touching at Touch Target: Weapon tou Close (30 ft.) Target: One Medium monstrous humanoi  Range 40 ft. Target: All allies in a you Close (30 ft.) Target: Up to 1 creatither | item touche V,S,DF e/level, no int V,S,DF  V,S,DF  V,S,DF  ched or fift the time of V,DF ched V,DF n or smaller d  Comp. V,S,DF a 40-ft,-radi V,S | Yes [harmless] two of which can be  N/A  N/A  Yes [harmless,object] y projectiles [all of which casting] Yes [harmless,object]  Yes humanoid or  Spell Resistance Yes (harmless) us burst centered on No | Caster Level: 3 Abjuration Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Transmutation Caster Level: 3 Conjuration (Creation) Caster Level: 3 School Evocation [Good] Caster Level: 3 Abjuration | SC: Pg.177  SC: Pg.182  SC: Pg.226  SC: Pg.237  SC: Pg.242  Source PHB II: pg.104  PHB: pg.207 |

|   |                |                                    |                      | ion of Clangedd   | •                         | \/ C                 | V (1   | 0   | DUD C.C        |
|---|----------------|------------------------------------|----------------------|---|---------------------------|----------------------|--|---|----------------|
| □□□□□ Cure Serious Wounds  Effect:  | 15             | Will half (harmless);<br>see text  | 1 standard<br>action | Instantaneous   | Touch  Target: Creature t | V,S<br>touched       | Yes (harmless); see text                         | Conjuration<br>(Healing)<br>Caster Level: 3 | PHB: pg.216    |
| Cures 3d8 +1/level [max +15] damage.  | 15             | Will negates                       | 1 standard           | 1 minute/level  | Touch                     | V,S, DF              | Yes (harmless)                                   | Necromancy                                  | PHB: pg.217    |
| Effect:   |                | (harmless)                         | action               |   | Target: Living cre        |                      |  | Caster Level: 3                             |                |
| Grants immunity to death spells and negative energy effer Dispel Chaos  | cts.<br>15     | See text                           | 1 standard           | 1 round/level or until discharged,<br>whichever comes first | Touch                     | V,S, DF              | See text   | Abjuration [Lawful                          | ] PHB: pg.222  |
| Effect:<br>+4 bonus against attacks.  |                |                                    | action               | willchever comes first                                      |                           | you and an e         | notic creature from<br>enchantment or chaotic    | Caster Level: 3                             |                |
| □□□□ Dispel Evil  | 15             | See text                           | 1 standard           | 1 round/level or until discharged,<br>whichever comes first | Touch                     | V,S, DF              | See text   | Abjuration [Good]                           | PHB: pg.222    |
| Effect:<br>+4 bonus against attacks.  |                |                                    | dollori              | Wildlever comes inst  |                           | an enchantn          | creature from another<br>nent or evil spell on a | Caster Level: 3                             |                |
| Divine Retaliation  | 15             | None                               | 1 swift action       | 1 round   | 0 ft.                     | V,S,DF               | No   | Evocation [Force]                           | PHB II: pg.110 |
| Effect: Create divine weapon that mimics deity's favored weapo<br>came as base weapon + 1-1/2 Str or Wis modifier [your cho |                |                                    | vel + Str or \       |   | Target: Magic wes         | apon of force        |  | Caster Level: 3                             |                |
| Draconic Might  | 15             | Fortitude negates [harmless]       |                      | 1 minute/level [D]  | Touch  Target: Living cre | V,S<br>ature touched | Yes [harmless]                                   | Transmutation  Caster Level: 3              | SC: Pg.72      |
| Subject gains +4 bonus to Str, Dex, Con, Cha and Natura  Graph Favor of the Martyr  | al Armo        | or. Immune to Sleep & p<br>None    | 1 standard           | cts.<br>1 minute/level                                      | Medium (130 ft.)          |                      | Yes [harmless]                                   | Necromancy                                  | SC: Pg.89      |
| Effect:   | .late          | Manta and current of               | action               | C   | Target: One willin        | g creature           |  | Caster Level: 3                             |                |
| Become immune to nonlethal damage, charm and compu  | ulsion e<br>15 | effects and attacks that<br>None   |                      | fically by pain; see text<br>1 round/level                  | Touch                     | V,S                  | No   | Evocation [Good]                            | PHB: pg.242    |
| Effect: Weapon becomes +5, deals +2d6 damage against evil.  |                |                                    | acuon                |   | Target: Melee we          | apon touched         | i  | Caster Level: 3                             |                |
| Lawful Sword  | 15             | None                               | 1 standard action    | 1 round/level   | Touch                     | V,S                  | No   | Evocation                                   | SC: Pg.131     |
| Effect: Like holy sword; weapon acts as +5 axiomatic [+5 enh damage to chaotic]; see text                                   | ancem          | ent bonus on attack a              | nd damage            | roll, lawful-aligned, deals an extra 2d                     | Target: Weapon to 16 of   | ouched               |  | Caster Level: 3                             |                |
| □□□□ Mark of Justice  | 15             | None                               | 10 minutes           | Permanent;see text  | Touch                     | V,S, DF              | Yes  | Necromancy                                  | PHB: pg.252    |
| Effect:  Designates action that will trigger curse on subject.  | 45             | Name of Defley half                | 4                    | 4 annual annuall disabased                                  | Target: Creature t        |                      | Contest  | Caster Level: 3                             | DUD II 400     |
| □□□□ Meteoric Strike  Effect:   | 15             | None or Reflex half;<br>see text   | 1 swift action       | 1 round or until dischared                                  | 0 ft.  Target: Your mele  | V,S<br>ee weapon     | See text   | Transmutation<br>[Fire]<br>Caster Level: 3  | PHB II: pg.120 |
| Your next successful melee attack deal 1d6 + 1d6/4 cas<br>Reflex for half of that].   | ter lev        |                                    | acent creatur        | es take half the damage [SR applies                         |                           |                      |  |   |                |
| □□□□□ Neutralize Poison  Effect:  | 15             | Will negates<br>(harmless, object) | 1 standard action    | 10 minutes/level  | Touch  Target: Creature   |                      | Yes (harmless, object)                           | Conjuration<br>(Healing)<br>Caster Level: 3 | PHB: pg.257    |
| Immunizes subject against poison, detoxifies venom in or  | on su          | bject.<br>Will negates             | 3 rounds             | Instantaneous   | touched<br>Touch          | V,S,M                | Yes (harmless)                                   | Conjuration                                 | PHB: pg.272    |
| □□□□□ Restoration  Effect:  | .0             | (harmless)                         | 5.001103             |   | Target: Creature t        |                      | . 50 (1.0.111000)                                | (Healing)<br>Caster Level: 3                |                |
| Restores level and ability score drains.  | 15             | None; see text                     |                      | 1 minute/level  | Touch                     | V,S,DF               | Yes [harmless]                                   | Conjuration                                 | SC: Pg.175     |
| Effect:   |                |                                    | action               |   | Target: Dead ally         | touched              |  | (Healing)<br>Caster Level: 3                |                |
| Brings an ally back to life for duration of spell; see text.  Righteous Aura  | 15             | N/A                                | 1 standard           | 1 hour/level  | Personal                  | V,S,DF               | N/A  | Abjuration [Good,<br>Light]                 | SC: Pg.177     |
| Effect: Glow as if daylight, +4 sacred bonus to Cha; if you die all   | within         | 20 ft take 2d6 damage              |                      | 0d61: see text  | Target: You               |                      |  | Caster Level: 3                             |                |
| Glow as it daylight, +4 sacred bonds to cha, it you die all   | 15             | Will negates [harmless]            |                      | 1 minute/level  | 30 ft.                    | V,S,DF               | Yes [harmless]                                   | Abjuration [Good]                           | SC: Pg.178     |
| Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex   | even           |                                    |                      | ble creature.   | Target: You and a         | allies in a 30-1     | tradius burst centered                           | Caster Level: 3                             |                |
| ⊒□□□□Telepathic Aura  | 15             | None                               |                      | 10 minutes/level [D]  | 100 ft.                   | S,DF                 | No   | Divination                                  | SC: Pg.219     |
| Effect: You can mentally communicate with all allies in range.  |                |                                    |                      |   | Target: 100-ftrad         | dius emanatio        | on centered on you                               | Caster Level: 3                             |                |
| □□□□□ Visage of the Deity, Lesser   | 15             | N/A                                | 1 standard<br>action | 1 round/level   | Personal                  | V,S,DF               | N/A  | Transmutation                               | SC: Pg.231     |
| Effect: Your form becomes more like your deity's; see text  |                |                                    |                      |   | Target: You               |                      |  | Caster Level: 3                             |                |
| □□□□ Winged Mount   | 15             | Fortitude negates<br>[harmless]    | 1 standard action    | 10 minutes/level  | Touch                     | V,S,DF               | Yes [harmless]                                   | Transmutation                               | SC: Pg.240     |
| Effect:  Mount gains fly speed of 60 with maneurverability of good  |                |                                    |                      |   | Target: Your touc         | ned mount            |  | Caster Level: 3                             |                |

# Thorin Trueblade



| Dwarf  |
|--|
| RACE   |
| 70   |
| AGE  |
| Male   |
| GENDER   |
| Darkvision (60')   |
| VISION   |
| Lawful Good  |
| ALIGNMENT  |
| Right  |
| DOMINANT HAND  |
| 4' 3"  |
| HEIGHT   |
| 194 lbs.   |
| WEIGHT   |
| Brown  |
| EYE COLOUR   |
| Light-Earthen Tones  |
| SKIN COLOUR  |
| Brown, Braided   |
| HAIR   |
| None   |
| PHOBIAS  |
| Has Distinctive Possession, Even tempered PERSONALITY TRAITS |
|  |
| Gem Stones, Trade  |
| Normal, "Clangeddin's Fury, Clangeddin's Honor!"             |
| SPOKEN STYLE   |
| Dwarf Home   |
| RESIDENCE  |
| Faerun, Northern Hemisphere                                  |
| LOCATION   |
| None   |
| REGION   |
|  |

**Description:**Girded in Full Plate with Spikes, this dwarf has an impressive build.

# **Biography:**

See Thorin Background.

## **Notes:**

**Character Sheet Notes:** 

FAITH: 6