

Fiona Battlebrace

DM-NPC

NAME
Clr8
CLASS
8
Character Level

PLAYERNAME
Dwarf
RACE
64
AGE

Moradin
DEITY
4' 2"
HEIGHT
Brown
EYES

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

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

| | | | | | | | | | | | | | | | |
|--------------------------------------|-------|-------------------|-------|----------------------------------|----------------|--------------|------|----------------------------------|---------|------------------|-------------|----------------------|----------------------|--------------|--|
| VP <i>Vitality</i> | 76 | WOUNDS/CURRENT HP | | | SUBDUAL DAMAGE | | | WP <i>Wound Points</i> | 17 | DAMAGE REDUCTION | | | SPEED Walk 20 ft. | | |
| AC <i>armor class</i> | 28 | 28 | 13 | 10 | 11 | 4 | 0 | 0 | 0 | 3 | 55 | -7 | 0 | | |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST | |
| INITIATIVE <i>modifier</i> | +5 | +1 | +4 | TOTAL DEX MODIFIER MISC MODIFIER | | | | | | | | | | | |
| BASE ATTACK <i>bonus</i> | +6/+1 | | | | | | | | | | | | | | |

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

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

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

| *Mace +1 (Heavy) | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|------------------|--------|-------|-----------|---------|-------|------|----------|-------|
| | | | | Primary | B | M | 20/x2 | 5 ft. |
| | To Hit | Dam | | To Hit | Dam | | | |
| 1H-P | +8/+3 | 1d8+2 | 2W-P-(OH) | +2/-3 | 1d8+2 | | | |
| 1H-O | +4/-1 | 1d8+1 | 2W-P-(OL) | +4/-1 | 1d8+2 | | | |
| 2H | +8/+3 | 1d8+2 | 2W-OH | -2 | 1d8+1 | | | |

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

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|--------------------------|-------|-----|--------|-------|---------------|
| *Half-Plate +4 | Heavy | +11 | +0 | -6 | 40 |
| *Shield +2 (Heavy/Metal) | Heavy | +4 | | -1 | 15 |
| *Ring of Protection +1 | | +1 | | +0 | 0 |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 11/5.5 | MISC MODIFIER |
|----------------------------------|-------------|----------------|------------------|-----------|--------|---------------|
| ✓ Appraise | INT | 3 | = 3 | + | + | |
| ✓ Balance | DEX | -6 | = 1 | + | -7 | |
| ✓ Bluff | CHA | 3 | = 3 | + | + | |
| ✓ Climb | STR | -6 | = 1 | + | -7 | |
| ✓ Concentration | CON | 14 | = 3 | + | 11.0 | + |
| Concentration (Cast defensively) | CON | 18 | = 3 | + | 11.0 | 4 |
| ✓ Craft (Untrained) | INT | 3 | = 3 | + | + | |
| ✓ Diplomacy | CHA | 5 | = 3 | + | 2.0 | + |
| ✓ Disguise | CHA | 3 | = 3 | + | + | |
| ✓ Escape Artist | DEX | -6 | = 1 | + | -7 | |
| ✓ Forgery | INT | 3 | = 3 | + | + | |
| ✓ Gather Information | CHA | 3 | = 3 | + | + | |
| Handle Animal | CHA | 4 | = 3 | + | 1.0 | + |
| ✓ Heal | WIS | 11 | = 5 | + | 6.0 | + |
| ✓ Hide | DEX | -6 | = 1 | + | -7 | |
| ✓ Intimidate | CHA | 4 | = 3 | + | 1.0 | + |
| ✓ Jump | STR | -12 | = 1 | + | -13 | |
| Knowledge (Dungeoneering) | INT | 4 | = 3 | + | 1.0 | + |
| Knowledge (Geography) | INT | 4 | = 3 | + | 1.0 | + |
| Knowledge (Literature) | INT | 4 | = 3 | + | 1.0 | + |
| Knowledge (Local) | INT | 4 | = 3 | + | 1.0 | + |
| Knowledge (Religion) | INT | 11 | = 3 | + | 8.0 | + |
| Knowledge (The Planes) | INT | 6 | = 3 | + | 3.0 | + |
| Knowledge (Undead) | INT | 7 | = 3 | + | 4.0 | + |
| ✓ Listen | WIS | 10 | = 5 | + | 5.0 | + |
| ✓ Move Silently | DEX | -6 | = 1 | + | -7 | |
| Profession (Apothecary) | WIS | 6 | = 5 | + | 1.0 | + |
| ✓ Ride | DEX | 2 | = 1 | + | 1.0 | + |
| ✓ Search | INT | 5 | = 3 | + | 2.0 | + |
| ✓ X Search (Unusual Stonework) | INT | 7 | = 3 | + | 2.0 | 2 |
| ✓ Sense Motive | WIS | 5 | = 5 | + | + | |
| Spellcraft | INT | 8 | = 3 | + | 5.0 | + |
| ✓ Spot | WIS | 10 | = 5 | + | 5.0 | + |
| ✓ Survival | WIS | 6 | = 5 | + | 1.0 | + |
| ✓ Swim | STR | -13 | = 1 | + | -14 | |
| ✓ Use Rope | DEX | 1 | = 1 | + | + | |
| | | | = | + | + | |
| | | | = | + | + | |

✓: can be used untrained. X: exclusive skills

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

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

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

| EQUIPMENT | | | | | |
|---|--------------|-----|--------------|----------------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Backpack | Equipped | 1 | 2.0 | 2.0 | |
| 13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle | | | | | |
| Bedroll | Backpack | 1 | 5.0 | 0.1 | |
| Candle | Backpack | 1 | 0.0 | 0.01 | |
| ☐ | | | | | |
| Chalk (1 piece) | Pouch (Belt) | 1 | 0.0 | 0.01 | |
| Flask (Empty) | Backpack | 1 | 1.5 | 0.03 | |
| 0 lbs. | | | | | |
| Flint and Steel | Pouch (Belt) | 1 | 0.0 | 1.0 | |
| Half-Plate +4 | Equipped | 1 | 50.0 | 16750.0 | |
| Healer's Kit | Backpack | 1 | 1.0 | 50.0 | |
| ☐☐☐☐☐ ☐☐☐☐☐ | | | | | |
| Helmet (WIS +1) | Equipped | 1 | 0.0 | 1000.0 | |
| Enhancement bonus to ability WIS +1 | | | | | |
| Holy Symbol (Silver) | Equipped | 1 | 1.0 | 25.0 | |
| Holy Water (Flask) | Pouch (Belt) | 3 | 1.0 (3.0) | 25.0 (75.0) | |
| ☐☐☐ | | | | | |
| Ink (1 Oz. Vial) | Backpack | 1 | 0.0 | 8.0 | |
| Inkpen | Backpack | 1 | 0.0 | 0.1 | |
| Mace +1 (Heavy) | Equipped | 1 | 8.0 | 2312.0 | |
| Moradin's Faithful | Equipped | 1 | 0.0 | 152500.0 | |
| (Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2 | | | | | |
| Paper (Sheet) | Backpack | 3 | 0.0 (0.0) | 0.4 (1.2) | |
| Pouch (Belt) | Equipped | 1 | 0.5 | 1.0 | |
| 3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask) | | | | | |
| Rations (Trail/Per Day) | Backpack | 2 | 1.0 (2.0) | 0.5 (1.0) | |
| ☐☐ | | | | | |
| Ring of Protection +1 | Equipped | 1 | 0.0 | 2000.0 | |
| Sewing Needle | Backpack | 1 | 0.0 | 0.5 | |
| Shield +2 (Heavy/Metal) | Equipped | 1 | 15.0 | 4170.0 | |
| Cleric's Vestments | Equipped | 1 | 6.0 | 5.0 | |
| Wand (Protection from Evil/Cleric/5th) | Equipped | 1 | 0.0 | 1500.0 | |
| ☐☐☐ | | | | | |

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

| SPECIAL ABILITIES | |
|---|--|
| +1 racial bonus on attack rolls against orcs and goblinoids | |
| +2 racial bonus on Appraise and Craft checks that are related to stone or metal. | |
| +2 racial bonus on saving throws against poison. | |
| +2 racial bonus on saving throws against spells and spell-like effects. | |
| +4 Dodge bonus to Armor Class against monsters of the giant type. | |
| Aura of Good (Ex): Strong | |
| Aura of Law (Ex): Strong | |
| Literacy: Character is able to read & write in any language he can speak. | |
| Rebuke Earth (Su) 6/day (turn level 9) (turn damage 2d6+12) | |
| Spontaneous casting - Can spontaneously cast Cure spells | |
| Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. | |
| Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth. | |
| Turn Air (Su) 6/day (turn level 9) (turn damage 2d6+12) | |
| Turn Undead (Su) 6/day (turn level 9) (turn damage 2d6+12) | |

| FEATS | |
|----------------------------|---|
| Combat Casting | You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned. |
| Divine Spell Power | Spend turn/rebuke attempts to increase your caster level |
| Improved Initiative | You get a +4 bonus on initiative checks. |
| Improved Turning | You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability. |
| Modify Spell | Laden spell has additional power |
| Spellcasting Prodigy | Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond] |
| Armor Proficiency (Heavy) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Armor Proficiency (Light) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Armor Proficiency (Medium) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Shield Proficiency | You can use a shield and take only the standard penalties. |
| Simple Weapon Proficiency | You make attack rolls with simple weapons normally. |

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

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

| LANGUAGES |
|---|
| Celestial, Common, Dwarven, Giant, Terran |

| TEMPLATES |
|-----------|
| Truename |

Cleric Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---------------------------------|-------------------|--|--|----------|--------------------------|--------------------------------|-------------|
| □□□□□Amanuesis | 16 | Will negates [object] | 1 standard action | 10 minute/level | Close (45 ft.) | V,S | Yes [object] | Transmutation | SC: Pg.9 |
| <i>Effect:</i> Copies 250 words per minute. | | | | | <i>Target:</i> Object or objects with writing | | | <i>Caster Level:</i> 8 | |
| □□□□□Create Water | 16 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Conjuration (Creation) [Water] | PHB: pg.215 |
| <i>Effect:</i> Creates 2 gallons/level of pure water. | | | | | <i>Target:</i> Up to 2 gallons/level of water | | | <i>Caster Level:</i> 8 | |
| □□□□□Cure Minor Wounds | 16 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 1 point of damage. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Detect Magic | 16 | None | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination | PHB: pg.219 |
| <i>Effect:</i> Detects spells and magic items within 60 ft. | | | | | <i>Target:</i> Cone-shaped emanation | | | <i>Caster Level:</i> 8 | |
| □□□□□Detect Poison | 16 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S | No | Divination | PHB: pg.219 |
| <i>Effect:</i> Detects poison in one creature or small object. | | | | | <i>Target:</i> One creature, one object, or a 5-ft. cube | | | <i>Caster Level:</i> 8 | |
| □□□□□Guidance | 16 | Will negates (harmless) | 1 standard action | 1 minute or until discharged | Touch | V,S | Yes | Divination | PHB: pg.238 |
| <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Inflict Minor Wounds | 16 | Will negates | 1 standard action | Instantaneous | Touch | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Touch attack, 1 point of damage. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Light | 16 | None | 1 standard action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] | PHB: pg.248 |
| <i>Effect:</i> Object shines like a torch. | | | | | <i>Target:</i> Object touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Mending | 16 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (harmless, object) | Transmutation | PHB: pg.253 |
| <i>Effect:</i> Makes minor repairs on an object. | | | | | <i>Target:</i> One object of up to 1 lb. | | | <i>Caster Level:</i> 8 | |
| □□□□□Purify Food and Drink | 16 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (object) | Transmutation | PHB: pg.267 |
| <i>Effect:</i> Purifies 1 cu. ft./level of food or water. | | | | | <i>Target:</i> 1 cu. ft./level. of contaminated food and water | | | <i>Caster Level:</i> 8 | |
| □□□□□Read Magic | 16 | None | 1 standard action | 10 minutes/level | Personal | V,S,F | No | Divination | PHB: pg.269 |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| □□□□□Resistance | 16 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration | PHB: pg.272 |
| <i>Effect:</i> Subject gains +1 on saving throws. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Virtue | 16 | Fortitude negates (harmless) | 1 standard action | 1 min. | Touch | V,S, DF | Yes (harmless) | Transmutation | PHB: pg.298 |
| <i>Effect:</i> Subject gains 1 temporary hp. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-----------------------------|-------------------|--|--|----------|------------------|---|----------------|
| □□□□□Axiomatic Water | 17 | Will negates [object] | 1 minute | Instantaneous | Touch | V,S,M | Yes [object] | Transmutation [Lawful] | SC: Pg.22 |
| <i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage. | | | | | <i>Target:</i> Flask of water touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Bane | 17 | Will negates | 1 standard action | 1 minute/level | 50 ft. | V,S, DF | Yes | Enchantment (Compulsion) [Fear, Mind-Affecting] | PHB: pg.203 |
| <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear. | | | | | <i>Target:</i> All enemies within 50 ft. | | | <i>Caster Level:</i> 8 | |
| □□□□□Blade of Blood | 17 | None | 1 swift action | 1 round/level or until discharged | Touch | V,S | No | Necromancy | PHB II: pg.103 |
| <i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. | | | | | <i>Target:</i> Weapon touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Bless | 17 | None | 1 standard action | 1 minute/level | 50 ft. | V,S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.205 |
| <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear. | | | | | <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster | | | <i>Caster Level:</i> 8 | |
| □□□□□Blessed Aim | 17 | Will negates [harmless] | 1 standard action | 1 minute/level | 50 ft. | V,S | No | Divination | SC: Pg.31 |
| <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread. | | | | | <i>Target:</i> 50 ft. spread, centered on you | | | <i>Caster Level:</i> 8 | |
| □□□□□Bless Water | 17 | Will negates (object) | 1 minute | Instantaneous | Touch | V,S,M | Yes (object) | Transmutation [Good] | PHB: pg.205 |
| <i>Effect:</i> Makes holy water. | | | | | <i>Target:</i> Flask of water touched | | | <i>Caster Level:</i> 9 | |
| □□□□□Blood Wind | 17 | Will negates [harmless] | 1 swift action | 1 round | Close (45 ft.) | V,S | Yes [harmless] | Evocation | SC: Pg.33 |
| <i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text | | | | | <i>Target:</i> A single creature with Intelligence 4 or higher | | | <i>Caster Level:</i> 8 | |
| □□□□□Cause Fear | 17 | Will partial | 1 standard action | 1d4 rounds or 1 round; see text | Close (45 ft.) | V,S | Yes | Necromancy [Fear, Mind-Affecting] | PHB: pg.208 |
| <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. | | | | | <i>Target:</i> One living creature with 5 or fewer HD | | | <i>Caster Level:</i> 8 | |
| □□□□□Cold Fire | 17 | No [fire] or Fortitude half | 1 standard action | 1 minute/level [fire source] or Instantaneous [creature] | Close (45 ft.) | V,S,DF | Yes [creature] | Transmutation [Cold] | SC: Pg.50 |
| <i>Effect:</i> Flames deal cold damage; see text | | | | | <i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text | | | <i>Caster Level:</i> 8 | |
| □□□□□Command | 17 | Will negates | 1 standard action | 1 round | Close (45 ft.) | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] | PHB: pg.211 |
| <i>Effect:</i> One subject obeys selected command for 1 round. | | | | | <i>Target:</i> One living creature | | | <i>Caster Level:</i> 8 | |
| □□□□□Comprehend Languages | 17 | None | 1 standard action | 10 minutes/level | Personal | V,S,M/DF | No | Divination | PHB: pg.212 |
| <i>Effect:</i> You understand all spoken and written languages. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| □□□□□Conviction | 17 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes [harmless] | Abjuration | SC: Pg.52 |
| <i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |

* =Domain/Speciality Spell

Cleric Spells

| | | | | | | | | | |
|---|----|-----------------------------------|------------|--|------------------|----------|--------------------------|--|----------------|
| ☐☐☐☐☐ Cure Light Wounds | 17 | Will half (harmless); see text | 1 standard | Instantaneous action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) Caster Level: 8 | PHB: pg.215 |
| <i>Effect:</i> Cures 1d8 +1/level [max +5] damage. | | | | | | | | | |
| ☐☐☐☐☐ Delay Disease | 17 | Will negates [harmless] | 1 standard | 24 hours action | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) Caster Level: 8 | SC: Pg.63 |
| <i>Effect:</i> Halts any nonmagical disease for the duration of the spell. | | | | | | | | | |
| ☐☐☐☐☐ Detect Chaos | 17 | None | 1 standard | Concentration, up to 10 minutes/level [D] 60 ft. | | V,S, DF | No | Divination Caster Level: 8 | PHB: pg.218 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | | | | | |
| ☐☐☐☐☐ Detect Evil | 17 | None | 1 standard | Concentration, up to 10 minutes/level [D] 60 ft. | | V,S, DF | No | Divination Caster Level: 0 | PHB: pg.218 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | | | | | |
| ☐☐☐☐☐ Detect Good | 17 | None | 1 standard | Concentration, up to 10 minutes/level [D] 60 ft. | | V,S, DF | No | Divination Caster Level: 8 | PHB: pg.219 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | | | | | |
| ☐☐☐☐☐ Detect Law | 17 | None | 1 standard | Concentration, up to 10 minutes/level [D] 60 ft. | | V,S, DF | No | Divination Caster Level: 8 | PHB: pg.219 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | | | | | |
| ☐☐☐☐☐ Detect Undead | 17 | None | 1 standard | Concentration, up to 1 minutes/level [D] 60 ft. | | V,S,M/DF | No | Divination Caster Level: 8 | PHB: pg.220 |
| <i>Effect:</i> Reveals undead within 60 ft. | | | | | | | | | |
| ☐☐☐☐☐ Dispel Ward | 17 | None | 1 standard | Instantaneous action | Medium (180 ft.) | V,S | No | Abjuration Caster Level: 8 | SC: Pg.67 |
| <i>Effect:</i> Functions like dispel magic; see text | | | | | | | | | |
| ☐☐☐☐☐ Divine Favor | 17 | None | 1 standard | 1 minute action | Personal | V,S, DF | No | Evocation Caster Level: 8 | PHB: pg.224 |
| <i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6] | | | | | | | | | |
| ☐☐☐☐☐ Doom | 17 | Will negates | 1 standard | 1 minute/level action | Medium (180 ft.) | V,S, DF | Yes | Necromancy [Fear, Mind-Affecting] Caster Level: 8 | PHB: pg.225 |
| <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. | | | | | | | | | |
| ☐☐☐☐☐ Ebon Eyes | 17 | None | 1 standard | 10 minutes/level action | Touch | V,S,M | Yes [harmless] | Transmutation Caster Level: 8 | SC: Pg.77 |
| <i>Effect:</i> See normally in darkness both magical and natural. | | | | | | | | | |
| ☐☐☐☐☐ Endure Elements | 17 | Will negates (harmless) | 1 standard | 24 hours action | Touch | V,S | Yes (harmless) | Abjuration Caster Level: 8 | PHB: pg.226 |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | | | | | | |
| ☐☐☐☐☐ Entropic Shield | 17 | None | 1 standard | 1 minute/level [D] action | Personal | V,S | No | Abjuration Caster Level: 8 | PHB: pg.227 |
| <i>Effect:</i> Ranged attacks against you have 20% miss chance. | | | | | | | | | |
| ☐☐☐☐☐ Faith Healing | 17 | Will negates [harmless] | 1 standard | Instantaneous action | Touch | V,S | Yes [harmless] | Conjuration (Healing) Caster Level: 8 | SC: Pg.87 |
| <i>Effect:</i> Heal 8 + caster level [max +5] hit points. | | | | | | | | | |
| ☐☐☐☐☐ Foundation of Stone | 17 | None | 1 standard | 1 round/level action | Close (45 ft.) | V,M | Yes [harmless] | Transmutation [Earth] Caster Level: 8 | SC: Pg.99 |
| <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. | | | | | | | | | |
| ☐☐☐☐☐ Grave Strike | 17 | N/A | 1 swift | 1 round action | Personal | V,DF | N/A | Divination [Good] Caster Level: 9 | SC: Pg.107 |
| <i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability. | | | | | | | | | |
| ☐☐☐☐☐ Guiding Light | 17 | None | 1 standard | 1 minute/level [D] action | Long (720 ft.) | V,S | Yes | Evocation Caster Level: 8 | SC: Pg.108 |
| <i>Effect:</i> +2 on ranged attacks | | | | | | | | | |
| ☐☐☐☐☐ Healthful Rest | 17 | Will negates [harmless] | 10 minutes | 24 hours | Close (45 ft.) | V,S | Yes [harmless] | Conjuration (Healing) Caster Level: 8 | SC: Pg.111 |
| <i>Effect:</i> Doubles the natural healing rate. | | | | | | | | | |
| ☐☐☐☐☐ Hide from Undead | 17 | Will negates (harmless); see text | 1 standard | 10 minutes/level [D] action | Touch | V,S, DF | Yes | Abjuration Caster Level: 8 | PHB: pg.241 |
| <i>Effect:</i> Undead can't perceive 1 subject/level. | | | | | | | | | |
| ☐☐☐☐☐ Ice Gauntlet | 17 | N/A | 1 standard | 1 minute/level [D] action | Personal | V,DF | N/A | Evocation [Cold] Caster Level: 8 | SC: Pg.119 |
| <i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage. | | | | | | | | | |
| ☐☐☐☐☐ Incite | 17 | Will negates | 1 swift | 1 minute/level action | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 | SC: Pg.121 |
| <i>Effect:</i> Forces creature to act, it cannot delay or ready an action. | | | | | | | | | |
| ☐☐☐☐☐ Inflict Light Wounds | 17 | Will half | 1 standard | Instantaneous action | Touch | V,S | Yes | Necromancy Caster Level: 8 | PHB: pg.244 |
| <i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage. | | | | | | | | | |
| ☐☐☐☐☐ Inhibit | 17 | Will negates | 1 standard | Instantaneous action | Medium (180 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 | SC: Pg.123 |
| <i>Effect:</i> Subject is forced to delay; see text. | | | | | | | | | |
| ☐☐☐☐☐ Invest Light Protection | 17 | Will half (harmless); see text | 1 standard | Instantaneous; see text action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) Caster Level: 8 | PHB II: pg.115 |
| <i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good. | | | | | | | | | |
| ☐☐☐☐☐ Ironguts | 17 | Will negates | 1 standard | 10 minutes/level action | Touch | V,S,M | Yes | Abjuration Caster Level: 8 | SC: Pg.126 |
| <i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons. | | | | | | | | | |
| ☐☐☐☐☐ Light of Lunia | 17 | None | 1 standard | 10 minutes/level [D] action | Medium (190 ft.) | V,S | Yes; see text | Evocation [Good, Light] Caster Level: 9 | SC: Pg.132 |
| <i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text | | | | | | | | | |
| ☐☐☐☐☐ **Magic Stone | 17 | Will negates (harmless, object) | 1 standard | 30 minutes or until discharged action | Touch | V,S, DF | Yes (harmless, object) | Transmutation Caster Level: 8 | PHB: pg.251 |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | | | | | |
| ☐☐☐☐☐ Magic Stone | 17 | Will negates (harmless, object) | 1 standard | 30 minutes or until discharged action | Touch | V,S, DF | Yes (harmless, object) | Transmutation Caster Level: 8 | PHB: pg.251 |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | | | | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|---------------------------------|-------------------|--|---|----------|------------------------|---|-----------------------------------|
| ☐☐☐☐☐ Magic Weapon | 17 | Will negates (harmless, object) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: pg.251 |
| <i>Effect:</i> Weapon gains +1 bonus. | | | | | <i>Target:</i> Weapon touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Moon Lust | 17 | Will negates [harmless] | 1 standard action | 1 round/level | Medium (180 ft.) | V,S,F | Yes | Illusion (Pattern) [Mind-Affecting] | SC: Pg.143 |
| <i>Effect:</i> Creature becomes fascinated for the duration of the spell. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Nightshield | 17 | N/A | 1 standard action | 1 minute/level [D] | Personal | V,S | N/A | Abjuration | SC: Pg.148 |
| <i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Nimbus of Light | 17 | N/A | 1 standard action | 1 minute/level or until discharged [D] | Personal | V,S,DF | N/A | Evocation [Light] | SC: Pg.148 |
| <i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level]. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Obscuring Mist | 17 | None | 1 standard action | 1 minute/level | 20 ft. | V,S | No | Conjuration (Creation) | PHB: pg.258 |
| <i>Effect:</i> Fog surrounds you. | | | | | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Portal Beacon | 17 | None | 1 standard action | 1 hour/level | Close (45 ft.) | V,S | No | Transmutation | SC: Pg.161 |
| <i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon. | | | | | <i>Target:</i> One interplanar gate or portal | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Protection from Chaos | 17 | Will negates (harmless) | 1 standard action | 1 minute/level [D] | Touch | V,S,M/DF | No; see text | Abjuration [Lawful] | PHB: pg.266 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ **Protection from Evil | 17 | Will negates (harmless) | 1 standard action | 1 minute/level [D] | Touch | V,S,M/DF | No; see text | Abjuration [Good] | PHB: pg.266 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Protection from Evil | 17 | Will negates (harmless) | 1 standard action | 1 minute/level [D] | Touch | V,S,M/DF | No; see text | Abjuration [Good] | PHB: pg.266 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Purifying Flame | 17 | Will negates | 1 standard action | 1 round/level [max 10 rounds] | Touch | V,S | No | Conjuration | PH.P: pg.37 |
| <i>Effect:</i> Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text. | | | | | <i>Target:</i> One object or character | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Remove Fear | 17 | Will negates (harmless) | 1 standard action | 10 minutes; see text | Close (45 ft.) | V,S | Yes (harmless) | Abjuration | PHB: pg.271 |
| <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels. | | | | | <i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Resist Planar Alignment | 17 | Will negates [harmless] | 1 standard action | 1 round/level | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Resurgence | 17 | Will negates [harmless] | 1 standard action | Instantaneous | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Sanctuary | 17 | Will negates | 1 standard action | 1 round/level | Touch | V,S, DF | No | Abjuration | PHB: pg.274 |
| <i>Effect:</i> Opponents can't attack you, and you can't attack. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Scholar's Touch | 17 | None | 1 standard action | Concentration, up to 8 rounds | Personal | V,S,M,F | No | Divination | Is This : Races of Destiny Pg.167 |
| <i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language. | | | | | <i>Target:</i> One book/round | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Shield of Faith | 17 | Will negates (harmless) | 1 standard action | 1 minute/level | Touch | V,S,M | Yes (harmless) | Abjuration | PHB: pg.278 |
| <i>Effect:</i> Aura grants +3 deflection bonus. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Sign | 17 | N/A | 1 standard action | 10 minutes/level or until discharged | Personal | V,S,M | N/A | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.189 |
| <i>Effect:</i> +4 bonus on your next initiative check. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Snowshoes | 17 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.194 |
| <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Spell Flower | 17 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Transmutation | SC: Pg.198 |
| <i>Effect:</i> Hold the charge of one touch spell per arm; see text. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Summon Monster I | 17 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.285 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One summoned creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Updraft | 17 | N/A | 1 swift action | Instantaneous | Personal | V,S,M | N/A | Conjuration (Creation) [Air] | SC: Pg.228 |
| <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Vigor, Lesser | 17 | Will negates [harmless] | 1 standard action | 10 rounds + 1 round/level [max 15] | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Vision of Glory | 17 | None | 1 standard action | 1 minute or until discharged | Touch | V,S,DF | Yes | Divination | SC: Pg.231 |
| <i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice]. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Wings of the Sea | 17 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | S,M | Yes [harmless] | Transmutation | SC: Pg.240 |
| <i>Effect:</i> Increases creatures swim speed by 30 ft. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|-------------------|----------------|---|---------|------------------------|---|-------------|
| ☐☐☐☐☐ **Aid | 18 | None | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.196 |
| <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Aid | 18 | None | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.196 |
| <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Align Weapon | 18 | Will negates (harmless, object) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: pg.197 |
| <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic. | | | | | <i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] | | <i>Caster Level:</i> 8 | | |

* =Domain/Specialty Spell

Cleric Spells

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|---|----|---|--|--|-----------|------------------------------|---|----------------|
| ☐☐☐☐☐ Animalistic Power | 18 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: pg.101 |
| <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Augury | 18 | None | 1 minute Instantaneous | Personal | V,S,M,F | No | Divination | PHB: pg.202 |
| <i>Effect:</i> Learns whether an action will be good or bad. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Aura Against Flame | 18 | N/A | 1 standard 1 round/level action | Personal | V,S | N/A | Abjuration | SC: Pg.18 |
| <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Avoid Planar Effects | 18 | None | 1 immediate 1 minute/level action | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.19 |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane. | | | | <i>Target:</i> One creature/level in a 20-ft. radius burst centered on you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Balor Nimbus | 18 | N/A | 1 standard 1 round/level action | Personal | V,S,M/DF | N/A | Transmutation | SC: Pg.24 |
| <i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Bear's Endurance | 18 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S, DF | Yes | Transmutation | PHB: pg.203 |
| <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Black Karma Curse | 18 | Will negates | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB II: pg.103 |
| <i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Blade Brothers | 18 | Will negates (harmless) | 1 standard 1 minute/level or until discharged action | Touch | V,S | Yes (harmless) | Abjuration | PHB II: pg.103 |
| <i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell. | | | | <i>Target:</i> Two willing creatures | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Body Blades | 18 | N/A | 1 standard 1 minute/level action | Personal | V,S | N/A | Transmutation | SC: Pg.35 |
| <i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Brambles | 18 | None | 1 standard 1 round/level action | Touch | V,S,M | No | Trasmutation | SC: Pg.38 |
| <i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. | | | | <i>Target:</i> Wooden weapon touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Bull's Strength | 18 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: pg.207 |
| <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Calm Emotions | 18 | Will negates | 1 standard Concentration, up to 1 round/level [D] action | Medium (180 ft.) | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.207 |
| <i>Effect:</i> Calms creatures, negating emotion effects. | | | | <i>Target:</i> Creatures in a 20-ft.-radius spread | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Close Wounds | 18 | Will half [harmless]; see text | 1 immediate Instantaneous action | Close (45 ft.) | V | Yes [harmless] | Conjuration (Healing) | SC: Pg.48 |
| <i>Effect:</i> Cure 1d4 +1/level [max +5]. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Cloud of Knives | 18 | | 1 standard 1 round/level action | Personal | V,S,M | | Conjuration | PHB II: pg.107 |
| <i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Consecrate | 18 | None | 1 standard 2 hours/level action | Close (45 ft.) | V,S,M, DF | No | Evocation [Good] | PHB: pg.212 |
| <i>Effect:</i> Fills area with positive energy, making undead weaker. | | | | <i>Target:</i> 20-ft.-radius emanation | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Cure Moderate Wounds | 18 | Will half (harmless); see text | 1 standard Instantaneous action | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 2d8 +1/level [max +10] damage. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Curse of Ill Fortune | 18 | Will negates | 1 standard 1 minute/level action | Medium (180 ft.) | V,S,DF | Yes | Necromancy | SC: Pg.56 |
| <i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks. | | | | <i>Target:</i> One living creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Darkness | 18 | None | 1 standard 10 minutes/level [D] action | Touch | V, M/DF | No | Evocation [Darkness] | PHB: pg.216 |
| <i>Effect:</i> 20-ft. radius of supernatural shadow. | | | | <i>Target:</i> Object touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Dark Way | 18 | None | 1 standard 1 round/level action | Close (45 ft.) | V,S,DF | Yes | Illusion (Shadow) | SC: Pg.58 |
| <i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge. | | | | <i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Deific Vegeance | 18 | Will half | 1 standard Instantaneous action | Close (45 ft.) | V,S,DF | Yes | Conjuration (Summoning) | SC: Pg.62 |
| <i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6]. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Delay Poison | 18 | Fortitude negates (harmless) | 1 standard 1 hour/level action | Touch | V,S, DF | Yes (harmless) | Conjuration (Healing) | PHB: pg.217 |
| <i>Effect:</i> Stops poison from harming subject for 1 hour/level. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Divine Insight | 18 | N/A | 1 standard 1 hour/level or until discharged [D] action | Personal | V,S,DF | N/A | Divination | SC: Pg.70 |
| <i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Divine Interdiction | 18 | Will negates or None [object]; see text | 1 standard 1 round/level action | Close (45 ft.) | V | Yes or No [object]; see text | Abjuration | SC: Pg.70 |
| <i>Effect:</i> Temp loss of turning power & domain powers. | | | | <i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Divine Protection | 18 | Will negates [harmless] | 1 standard 1 minute/level action | Medium (180 ft.) | V,S,DF | Yes [harmless] | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.70 |
| <i>Effect:</i> +1 morale bonus to AC and saving throws. | | | | <i>Target:</i> Allies in a 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Eagle's Splendor | 18 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M/DF | Yes | Transmutation | PHB: pg.225 |
| <i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Energized Shield, Lesser | 18 | None | 1 standard 1 round/level action | Touch | V,S,DF | No | Abjuration [See text] | SC: Pg.79 |
| <i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text | | | | <i>Target:</i> Touch | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Enthrall | 18 | Will negates; see text | 1 round 1 hour or less | Medium (180 ft.) | V,S | Yes | Enchantment (Charm) | PHB: pg.227 |
| <i>Effect:</i> Captivates all within 100 ft. +10 ft./level | | | | <i>Target:</i> Any number of creatures | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Extend Tentacles | 18 | N/A | 1 standard Instantaneous action | Personal | V | N/A | Transmutation | SC: Pg.86 |
| <i>Effect:</i> Extends your tentacles by 5 ft. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| * =Domain/Specialty Spell | | | | | | | | |

Cleric Spells

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|---|----|--|--|---|----------|------------------------|---|----------------|
| Find Traps | 18 | None | 1 standard 1 minute/level action | Personal | V,S | No | Divination | PHB: pg.230 |
| <i>Effect:</i> Notice traps as a rogue does. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| Frost Breath | 18 | Reflex half | 1 standard Instantaneous action | 30 ft. | V,S,M | Yes | Evocation [Cold] | SC: Pg.100 |
| <i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save. | | | | <i>Target:</i> Cone-shaped burst | | <i>Caster Level:</i> 8 | | |
| Fuse Arms | 18 | Fortitude negates [harmless] | 1 standard 10 minutes/level action | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.100 |
| <i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb. | | | | <i>Target:</i> Creature with at least two arms or tentacles touched | | <i>Caster Level:</i> 8 | | |
| Gentle Repose | 18 | Will negates (object) | 1 standard 1 day/level action | Touch | V,S,M/DF | Yes (object) | Necromancy | PHB: pg.235 |
| <i>Effect:</i> Preserves one corpse. | | | | <i>Target:</i> Corpse touched | | <i>Caster Level:</i> 8 | | |
| Ghost Touch Armor | 18 | Will negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.102 |
| <i>Effect:</i> Armor gains Ghost Touch property. | | | | <i>Target:</i> Armor of creature touched | | <i>Caster Level:</i> 8 | | |
| Hand of Divinity | 18 | None | 1 minute 1 minute/level | Touch | V,S,DF | No | Evocation [See text] | SC: Pg.109 |
| <i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Healing Lorecall | 18 | N/A | 1 standard 10 minutes/level action | Personal | V,S,M | N/A | Divination | SC: Pg.110 |
| <i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| Hold Person | 18 | Will negates; see text | 1 standard 1 round/level [D]; see text action | Medium (180 ft.) | V,S,F/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.241 |
| <i>Effect:</i> Paralyzes one humanoid for 1 round/level. | | | | <i>Target:</i> One humanoid creature | | <i>Caster Level:</i> 8 | | |
| Inflict Moderate Wounds | 18 | Will half | 1 standard Instantaneous action | Touch | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Inky Cloud | 18 | None | 1 standard 10 minutes/level action | 30 ft. | V,S,M | No | Conjuraction (Creation) | SC: Pg.123 |
| <i>Effect:</i> Inky cloud that works under water. | | | | <i>Target:</i> 30-ft.-radius spread centered on you | | <i>Caster Level:</i> 8 | | |
| Insight of Good Fortune | 18 | Will negates (harmless) | 1 standard 1 minute/level or until discharged action | Close (45 ft.) | V,S,M | Yes (harmless) | Divination | PHB II: pg.115 |
| <i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| Iron Silence | 18 | Will negates [harmless,object] | 1 standard 1 hour/level [D] action | Touch | V,S,DF | Yes [harmless,object] | Transmutation | SC: Pg.125 |
| <i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell. | | | | <i>Target:</i> One suit of armor touched/3 levels | | <i>Caster Level:</i> 8 | | |
| Light of Mercuria | 18 | None | 1 standard 10 minutes/level [D] action | Medium (190 ft.) | V,S | Yes; see text | Evocation [Good, Light] | SC: Pg.132 |
| <i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders. | | | | <i>Target:</i> You and up to two rays; see text | | <i>Caster Level:</i> 9 | | |
| Living Undeath | 18 | Fortitude negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,DF | Yes [harmless] | Necromancy | SC: Pg.134 |
| <i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Make Whole | 18 | Will negates (harmless, object) | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes (harmless, object) | Transmutation | PHB: pg.252 |
| <i>Effect:</i> Repairs an object. | | | | <i>Target:</i> One object of up to 10 cu. ft./level | | <i>Caster Level:</i> 8 | | |
| Mark of Judgement | 18 | Will negates | 1 standard 1 round/level action | Medium (180 ft.) | V,S,DF | Yes | Necromancy | PHB II: pg.119 |
| <i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage. | | | | <i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| Mark of the Outcast | 18 | Will negates | 1 standard Permanent action | Close (45 ft.) | V,S,DF | Yes | Necromancy | SC: Pg.138 |
| <i>Effect:</i> Creates an indelible mark on the subjects face; see text. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| Master's Touch | 18 | Will negates (harmless) | 1 immediate Instantaneous action | Close (45 ft.) | V | Yes (harmless) | Divination | PHB II: pg.119 |
| <i>Effect:</i> Subject gains +4 insight bonus to one skill check. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| Owl's Wisdom | 18 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M/DF | Yes | Transmutation | PHB: pg.259 |
| <i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Protection from Negative Energy | 18 | Will negates [harmless] | 1 standard 10 minutes/level action | Touch | V,S | Yes [harmless] | Abjuration | SC: Pg.163 |
| <i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Protection from Positive Energy | 18 | Will negates [harmless] | 1 standard 10 minutes/level action | Touch | V,S | Yes [harmless] | Abjuration | SC: Pg.163 |
| <i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Quick March | 18 | Will negates [harmless] | 1 standard 1 round action | Medium (180 ft.) | V,S,DF | Yes [harmless] | Transmutation | SC: Pg.164 |
| <i>Effect:</i> Subjects base land speed increased by 30 feet. | | | | <i>Target:</i> Allies in a 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| Remove Paralysis | 18 | Will negates (harmless) | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes (harmless) | Conjuraction (Healing) | PHB: pg.271 |
| <i>Effect:</i> Frees one or more creatures from paralysis or slow effect. | | | | <i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| Resist Energy | 18 | Fortitude negates (harmless) | 1 standard 10 minutes/level action | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.272 |
| <i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Restoration, Lesser | 18 | Will negates (harmless) | 3 rounds Instantaneous | Touch | V,S | Yes (harmless) | Conjuraction (Healing) | PHB: pg.272 |
| <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| Share Talents | 18 | Will negates (harmless) | 1 round 10 minutes/level | Touch | V,S,M | Yes (harmless) | Transmutation | PHB II: pg.124 |
| <i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill. | | | | <i>Target:</i> Two willing creatures touched | | <i>Caster Level:</i> 8 | | |
| Shatter | 18 | Will negates (object); Will negates (object) or Fortitude half; see text | 1 standard Instantaneous action | Close (45 ft.) | V,S,M/DF | Yes (object) | Evocation [Sonic] | PHB: pg.278 |
| <i>Effect:</i> Sonic vibration damages objects or crystalline creatures. | | | | <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature | | <i>Caster Level:</i> 8 | | |
| Shield Other | 18 | Will negates (harmless) | 1 standard 1 hour/level [D] action | Close (45 ft.) | V,S,F | Yes (harmless) | Abjuration | PHB: pg.278 |
| <i>Effect:</i> You take half of subject's damage. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |

* =Domain/Specialty Spell

Cleric Spells

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|---|----|---|--------------------|----------------------|--|----------|------------------------------|---|----------------|
| ☐☐☐☐☐ Shroud of Undeath | 18 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V,S,M | N/A | Necromancy | SC: Pg.189 |
| <i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Silence | 18 | Will negates; see text or none (object) | 1 standard action | 1 minute/level [D] | Long (720 ft.) | V,S | Yes; see text or no (object) | Illusion (Glamer) | PHB: pg.279 |
| <i>Effect:</i> Negates sound in 15-ft. radius. | | | | | <i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ *Soften Earth and Stone | 18 | None | 1 standard action | Instantaneous | Close (45 ft.) | V,S, DF | No | Transmutation [Earth] | PHB: pg.280 |
| <i>Effect:</i> Turns stone to clay or dirt to sand or mud. | | | | | <i>Target:</i> 10 ft./level square; see text | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Sound Burst | 18 | Fortitude partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S,F,DF | Yes | Evocation [Sonic] | PHB: pg.281 |
| <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them. | | | | | <i>Target:</i> 10-ft.-radius spread | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Spawn Screen | 18 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,S,DF | Yes [harmless] | Necromancy | SC: Pg.197 |
| <i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn. | | | | | <i>Target:</i> One creature/level | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Spell Immunity, Lesser | 18 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S | Yes [harmless] | Abjuration | SC: Pg.199 |
| <i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Spiritual Weapon | 18 | None | 1 standard action | 1 round/level [D] | Medium (180 ft.) | V,S, DF | Yes | Evocation [Force] | PHB: pg.283 |
| <i>Effect:</i> Magical weapon attacks on its own. | | | | | <i>Target:</i> Magic weapon of force | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Stabilize | 18 | Will negates [harmless]; see text | 1 swift action | Instantaneous | See text | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.204 |
| <i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates]. | | | | | <i>Target:</i> 50-ft.-radius burst centered on you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Status | 18 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,S | Yes [harmless] | Divination | PHB: pg.284 |
| <i>Effect:</i> Monitors condition, position of allies. | | | | | <i>Target:</i> One/per 3 levels living creatures touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Stay the Hand | 18 | Will negates | 1 immediate action | Instantaneous | Medium (180 ft.) | V | Yes | Enchantment (Charm) [Mind-Affecting] | PHB II: pg.126 |
| <i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round. | | | | | <i>Target:</i> One humanoid | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Stone Bones | 18 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,F | Yes [harmless] | Transmutation | SC: Pg.208 |
| <i>Effect:</i> Target gains natural armor AC bonus of +3. | | | | | <i>Target:</i> Corporeal undead creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Stretch Weapon | 18 | Will negates (harmless, object) | 1 swift action | One attack | 0 ft. | V | Yes (harmless, object) | Transmutation | PHB II: pg.126 |
| <i>Effect:</i> Adds 5 feet of reach for one attack. | | | | | <i>Target:</i> Melee weapon wielded | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Summon Elysian Thrush | 18 | None | 10 minutes | 8 hours | Close (45 ft.) | V,S,DF | No | Conjuration (Summoning) [Good] | SC: Pg.214 |
| <i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text | | | | | <i>Target:</i> One summoned Elysian thrush | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Summon Monster II | 18 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F,DF | No | Conjuration (Summoning) | PHB: pg.286 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Undetectable Alignment | 18 | Will negates (object) | 1 standard action | 24 hours | Close (45 ft.) | V,S | Yes (object) | Abjuration | PHB: pg.297 |
| <i>Effect:</i> Conceals alignment for 24 hours. | | | | | <i>Target:</i> One creature or object | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Unstoppable | 18 | None | 1 standard action | 10 minutes/level | Personal or touch | V,S | No | Abjuration | CoD.P: pg.58 |
| <i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round. | | | | | <i>Target:</i> You or creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Veil of Shadow | 18 | N/A | 1 standard action | 1 minute/level | Personal | V,S | N/A | Evocation [Darkness] | SC: Pg.228 |
| <i>Effect:</i> Grants you a 20% miss chance from concealment. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Zone of Truth | 18 | Will negates | 1 standard action | 1 minute/level | Close (45 ft.) | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.303 |
| <i>Effect:</i> Subjects within range cannot lie. | | | | | <i>Target:</i> 20-ft.-radius emanation | | <i>Caster Level:</i> 8 | | |

LEVEL 3

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

* =Domain/Specialty Spell

Cleric Spells

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|--|----|-------------------------------------|-------------------|--------------------------------------|---|---------|--------------------------|-------------------------------------|----------------|
| Bestow Curse | 19 | Will negates | 1 standard action | Permanent | Touch | V,S | Yes | Necromancy | PHB: pg.203 |
| Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| Blade of Pain and Fear | 19 | Will partial | 1 standard action | 1 minute/level [D] | 0 ft. | V,S,DF | Yes | Evocation | SC: Pg.30 |
| Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds. | | | | | Target: Swordlike column of gnashing teeth | | Caster Level: 8 | | |
| Blindness/Deafness | 19 | Fortitude negates | 1 standard action | Permanent [D] | Medium (180 ft.) | V | Yes | Necromancy | PHB: pg.206 |
| Effect: Makes subject blinded or deafened. | | | | | Target: One living creature | | Caster Level: 8 | | |
| Chain of Eyes | 19 | Will negates | 1 standard action | 1 hour/level | Touch | V,S | Yes | Divination | SC: Pg.45 |
| Effect: Scrying sensor passed along by touch. | | | | | Target: Living creature touched | | Caster Level: 8 | | |
| Channeled Divine Shield | 19 | | See text | 1 round/level | Personal | V,S | | Abjuration | PHB II: pg.106 |
| Effect: Gain DR based upon casting time; See text. | | | | | Target: You | | Caster Level: 8 | | |
| Checkmate's Light | 19 | None | 1 standard action | 1 round/level [D] | Touch | V,S,DF | No | Evocation [Lawful] | SC: Pg.46 |
| Effect: Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light. | | | | | Target: Melee weapon touched | | Caster Level: 8 | | |
| Circle Dance | 19 | N/A | 1 minute | Instantaneous | Personal | V,S | N/A | Divination | SC: Pg.46 |
| Effect: Get direction and general status of a known target. | | | | | Target: You | | Caster Level: 8 | | |
| Cloak of Bravery | 19 | Will negates [harmless] | 1 standard action | 10 minutes/level | 60 ft. | V,S | Yes [harmless] | Abjuration [Mind-Affecting] | SC: Pg.47 |
| Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10]. | | | | | Target: 60-ft.-radius emanation centered on you | | Caster Level: 8 | | |
| Cloak Pool | 19 | Will negates [harmless,object] | 1 standard action | 1 hour/level [D] | Close (45 ft.) | V,S | No | Illusion (Glamour) [Mind-Affecting] | SC: Pg.48 |
| Effect: Causes a color pool on the Astral Plane to seemingly cease to exist. | | | | | Target: One color pool | | Caster Level: 8 | | |
| Continual Flame | 19 | None | 1 standard action | Permanent | Touch | V,S,M | No | Evocation [Light] | PHB: pg.213 |
| Effect: Makes a permanent, heatless torch. | | | | | Target: Object touched | | Magical, heatless flame | | |
| Conviction, Mass | 19 | Will negates [harmless] | 1 standard action | 10 minutes/level | Medium (180 ft.) | V,S,M | Yes [harmless] | Abjuration | SC: Pg.52 |
| Effect: Same as conviction, except it affects multiple allies at a distance. | | | | | Target: Allies in a 20-ft.-radius burst | | Caster Level: 8 | | |
| Corona of Cold | 19 | Fortitude negates | 1 standard action | 1 round/level [D] | 10 ft. | V,S,DF | Yes | Evocation [Cold] | SC: Pg.52 |
| Effect: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area. | | | | | Target: 20-ft.-radius spread | | Caster Level: 8 | | |
| Create Food and Water | 19 | None | 10 minutes | 24 hours; see text | Close (45 ft.) | V,S | No | Conjuration (Creation) | PHB: pg.214 |
| Effect: Feeds 3 humans or 1 horses/level. | | | | | Target: Food and water to sustain 3 humans/level or one horse/level for 24 hours | | Caster Level: 8 | | |
| Crown of Grave | 19 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,M,F | Yes (harmless) | Necromancy | PHB II: pg.108 |
| Effect: Wearer can compel undead with a one-word command once per minute. See text. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| Crown of Might | 19 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,F | Yes (harmless) | Transmutation | PHB II: pg.108 |
| Effect: +2 Strength enhancement or discharge for +8 Strength for one round. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| Crown of Protection | 19 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,F | Yes (harmless) | Transmutation | PHB II: pg.108 |
| Effect: +1 deflection bonus to AC and +1 resistance bonus on all saves. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| Crown of Smiting | 19 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,F | Yes (harmless) | Evocation | PHB II: pg.108 |
| Effect: Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| Cure Serious Wounds | 19 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.216 |
| Effect: Cures 3d8 +1/level [max +15] damage. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| Curse of Arrow Attraction | 19 | Will negates | 1 standard action | 1 round/level | Medium (180 ft.) | V,S,M | Yes | Transmutation | PHB II: pg.109 |
| Effect: Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed. | | | | | Target: One creature | | Caster Level: 8 | | |
| Darkfire | 19 | None | 1 standard action | 1 round/level [D] | 0 ft. | V,S | Yes | Evocation [Fire] | SC: Pg.59 |
| Effect: Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6]. | | | | | Target: Flame in your palm | | Caster Level: 8 | | |
| Daylight | 19 | None | 1 standard action | 10 minutes/level [D] | Touch | V,S | No | Evocation [Light] | PHB: pg.216 |
| Effect: 60-ft. radius of bright light. | | | | | Target: Object touched | | Caster Level: 8 | | |
| Deeper Darkness | 19 | None | 1 standard action | 1 day/level [D] | Touch | V, M/DF | No | Evocation [Darkness] | PHB: pg.217 |
| Effect: Object sheds supernatural shadow in 60-ft. radius. | | | | | Target: Object touched | | Caster Level: 8 | | |
| Demon Dirge | 19 | NWill half | 1 standard action | 1d6 rounds; see text | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.63 |
| Effect: Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves. | | | | | Target: Living creature | | Caster Level: 8 | | |
| Devil Blight | 19 | None or Fortitude partial; see text | 1 standard action | 1d6 rounds | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.64 |
| Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned.. | | | | | Target: Living creature | | Caster Level: 8 | | |
| Dispel Magic | 19 | None | 1 standard action | Instantaneous | Medium (180 ft.) | V,S | No | Abjuration | PHB: pg.223 |
| Effect: Cancels magical spells and effects. | | | | | Target: One spellcaster, creature, or object; or 20-ft.-radius burst | | Caster Level: 8 | | |
| Divine Retaliation | 19 | 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 weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you. | | | | | Target: Magic weapon of force | | Caster Level: 8 | | |
| Downdraft | 19 | Reflex partial; see text | 1 standard action | Instantaneous | Long (720 ft.) | V,S,M | Yes | Evocation [Air] | SC: Pg.72 |
| Effect: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.]. | | | | | Target: Cylinder [20-ft. radius, 100 ft. high] | | Caster Level: 8 | | |
| Energized Shield | 19 | None | 1 standard action | 1 round/level | Touch | V,S,DF | No | Abjuration [See text] | SC: Pg.79 |
| Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6 | | | | | Target: Touch | | Caster Level: 8 | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|--------------------------------|---|-----------------------------|--|----------|-------------------------------|---|----------------|
| Energy Aegis | 19 | Will negates (harmless) | 1 immediate action | 1 round | Close (45 ft.) | V,DF | Yes (harmless) | Abjuration | PHB II: pg.111 |
| <i>Effect:</i> Gain resistance 20 against one energy type for one attack. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| Energy Vortex | 19 | Reflex half | 1 standard action | Instantaneous | 20 ft. | V,S | Yes | Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] | SC: Pg.81 |
| <i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well. | | | | | <i>Target:</i> All creatures within a 20-ft.-radius burst centered on you | | | <i>Caster Level:</i> 8 | |
| Energy Vulnerability | 19 | Will negates | 1 standard action | 1 round/level | Medium (180 ft.) | V,S,M/DF | Yes | Abjuration | PHB II: pg.112 |
| <i>Effect:</i> You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type. | | | | | <i>Target:</i> One or more creatures within a 10-ft.-radius burst | | | <i>Caster Level:</i> 8 | |
| Favorable Sacrifice | 19 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,S,M | Yes [harmless] | Abjuration | SC: Pg.89 |
| <i>Effect:</i> Gain benefit from deity; see text. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Fell the Greatest Foe | 19 | Fortitude negates [harmless] | 1 standard action | 1 round/level | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.90 |
| <i>Effect:</i> Deal 1d6 damage per size category difference. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Flame of Faith | 19 | None | 1 standard action | 1 round/level | Touch | V,S,M | No | Evocation | SC: Pg.95 |
| <i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon. | | | | | <i>Target:</i> Nonmagical weapon touched | | | <i>Caster Level:</i> 8 | |
| Ghost Touch Weapon | 19 | Will negates [harmless,object] | 1 standard action | 1 minute/level | Close (45 ft.) | V,S | Yes [harmless,object] | Transmutation | SC: Pg.102 |
| <i>Effect:</i> Hit incorporeal normally. | | | | | <i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting] | | | <i>Caster Level:</i> 8 | |
| Girallon's Blessing | 19 | Fortitude negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.106 |
| <i>Effect:</i> Gain an additional pair of arms; see text | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Glyph of Warding | 19 | See text | 10 minutes Permanent until discharged [D] | | Touch | V,S,M | No (object) and Yes; see text | Abjuration | PHB: pg.236 |
| <i>Effect:</i> Inscription harms those who pass it. | | | | | <i>Target:</i> Object touched or up to 5 sq. ft./level | | | <i>Caster Level:</i> 8 | |
| Grace | 19 | N/A | 1 swift action | 1 round/level | Personal | V | N/A | Transmutation [Good] | SC: Pg.107 |
| <i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 9 | |
| Hamatula Barbs | 19 | Fortitude negates | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes [harmless] | Transmutation | SC: Pg.109 |
| <i>Effect:</i> Any creature hitting the subject takes 1d8 damage. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Helping Hand | 19 | None | 1 standard action | 1 hour/level | 5 miles | V,S, DF | No | Evocation | PHB: pg.239 |
| <i>Effect:</i> Ghostly hand leads subject to you. | | | | | <i>Target:</i> Ghostly hand | | | <i>Caster Level:</i> 8 | |
| Hesitate | 19 | Will negates; see text | 1 immediate action | 1 round/level [D]; see text | Close (45 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB II: pg.114 |
| <i>Effect:</i> Creature can only take move action on it's turn; retry save each round [swift action]. | | | | | <i>Target:</i> One living creature | | | <i>Caster Level:</i> 8 | |
| Holy Meditation | 19 | | 1 minute | 2 hours | Personal | V,S,M | | Evocation | F.H.P: pg.36 |
| <i>Effect:</i> Upon completion of the ritual the character enjoys the benefits of a full eight hours rest. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| Holy Storm | 19 | None | 1 standard action | 1 round/level [D] | 20 ft. | V,S,M,DF | No | Conjuration (Creation) [Good, Water] | SC: Pg.115 |
| <i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders]. | | | | | <i>Target:</i> Cylinder [20-ft. radius, 20 ft. high] | | | <i>Caster Level:</i> 9 | |
| Ice Axe | 19 | None | 1 standard action | 1 round/level [D] | 0 ft. | V,S,M | Yes | Evocation [Cold] | SC: Pg.118 |
| <i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10]. | | | | | <i>Target:</i> Battleaxe-shaped weapon of swirling ice | | | <i>Caster Level:</i> 8 | |
| Inflict Serious Wounds | 19 | Will half | 1 standard action | Instantaneous | Touch | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Interplanar Message | 19 | Will negates [harmless] | 1 standard action | 24 hours/level | One creature | V,S | Yes [harmless] | Evocation [Language-Dependent] | SC: Pg.124 |
| <i>Effect:</i> Send 25 words or less to the targeted creature; see text. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| Invest Moderate Protection | 19 | Will half (harmless); see text | 1 standard action | Instantaneous; see text | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB II: pg.115 |
| <i>Effect:</i> Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Invisibility Purge | 19 | None | 1 standard action | 1 minute/level [D] | Personal | V,S | No | Evocation | PHB: pg.245 |
| <i>Effect:</i> Dispels invisibility within 5 ft./level | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| Knight's Move | 19 | N/A | 1 swift action | Instantaneous | 5 ft./2 levels; see text | V,S,DF | N/A | Transmutatin (Teleportation) | SC: Pg.129 |
| <i>Effect:</i> Teleport and end up flanking an opponent. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| Know Opponent | 19 | Will negates | 1 standard action | Instantaneous | Close (45 ft.) | S,DF | Yes | Divination | SC: Pg.129 |
| <i>Effect:</i> Learn strengths or weaknesses of opponent; see text. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| Know Vulnerabilities | 19 | Will negates | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Divination | SC: Pg.129 |
| <i>Effect:</i> Learn any vulnerabilities and resistances the target has. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| Light of Venya | 19 | None | 1 standard action | 10 minutes/level [D] | Medium (190 ft.) | V,S | Yes; see text | Evocation [Good, Light] | SC: Pg.132 |
| <i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text | | | | | <i>Target:</i> You and up to two rays; see text | | | <i>Caster Level:</i> 9 | |
| Locate Object | 19 | None | 1 standard action | 1 minute/level | Long (720 ft.) | V,S,F/DF | No | Divination | PHB: pg.249 |
| <i>Effect:</i> Senses direction toward object [specific or type]. | | | | | <i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level | | | <i>Caster Level:</i> 8 | |
| Magic Circle against Chaos | 19 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Lawful] | PHB: pg.249 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | <i>Caster Level:</i> 8 | |
| **Magic Circle against Evil | 19 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Good] | PHB: pg.249 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | <i>Caster Level:</i> 9 | |
| Magic Circle against Evil | 19 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Good] | PHB: pg.249 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | | <i>Caster Level:</i> 9 | |

=Domain/Speciality Spell

* =Domain/Speciality Spell

Cleric Spells

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|--|----|---------------------------------|--|--|----------|------------------------|---|----------------|
| ☐☐☐☐☐ Magic Vestment | 19 | Will negates (harmless, object) | 1 standard 1 hour/level action | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: pg.251 |
| <i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement | | | | <i>Target:</i> Armor or shield touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Mantle of Chaos | 19 | N/A | 1 standard 10 minutes/level [D] action | Personal | V,S,M | N/A | Abjuration [Chaos] SC: | Pg.137 |
| <i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Mantle of Law | 19 | N/A | 1 standard 10 minutes/level [D] action | Personal | V,S,M | N/A | Abjuration [Law] SC: | Pg.138 |
| <i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Mark of Doom | 19 | None | 1 standard 1 round/level action | Medium (180 ft.) | V,S,DF | No | Necromancy | PHB II: pg.119 |
| <i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Meld into Stone | 19 | None | 1 standard 10 minutes/level action | Personal | V,S, DF | No | Transmutation [Earth] | PHB: pg.252 |
| <i>Effect:</i> You and your gear merge with stone. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Nauseating Breath | 19 | Fortitude negates | 1 standard Instantaneous action | 30 ft. | V,S,M | No | Conjuration (Creation) | SC: Pg.146 |
| <i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds. | | | | <i>Target:</i> Cone-shaped burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Obscure Object | 19 | Will negates (object) | 1 standard 8 hours [D] action | Touch | V,S,M/DF | Yes (object) | Abjuration | PHB: pg.258 |
| <i>Effect:</i> Masks object against scrying. | | | | <i>Target:</i> One object touched of up to 100 lbs/level | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Prayer | 19 | None | 1 standard 1 round/level action | 40 ft. | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.264 |
| <i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty. | | | | <i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Protection from Energy | 19 | Fortitude negates (harmless) | 1 standard 10 minutes/level or until discharged action | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.266 |
| <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Remove Blindness/Deafness | 19 | Fortitude negates (harmless) | 1 standard Instantaneous action | Touch | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.270 |
| <i>Effect:</i> Cures normal or magical conditions. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Remove Curse | 19 | Will negates (harmless) | 1 standard Instantaneous action | Touch | V,S | Yes (harmless) | Abjuration | PHB: pg.270 |
| <i>Effect:</i> Frees object or person from curse. | | | | <i>Target:</i> Creature or item touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Remove Disease | 19 | Fortitude negates (harmless) | 1 standard Instantaneous action | Touch | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.271 |
| <i>Effect:</i> Cures all diseases affecting subject. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Resist Energy, Mass | 19 | Fortitude negates [harmless] | 1 standard 10 minutes/level action | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> As resist energy, except that it affects all targeted creatures. | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Resurgence, Mass | 19 | Will negates [harmless] | 1 standard Instantaneous action | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.175 |
| <i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Ring of Blades | 19 | N/A | 1 standard 1 minute/level action | Personal | V,S,M | N/A | Conjuration (Creation) | SC: Pg.177 |
| <i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Safety | 19 | None or Will negates [harmless] | 1 standard 10 minutes/level action | Touch | V,S | No or Yes [harmless] | Abjuration | SC: Pg.179 |
| <i>Effect:</i> Subject can find the shortest, most direct route to safety; see text. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Searing Light | 19 | None | 1 standard Instantaneous action | Medium (180 ft.) | V,S | Yes | Evocation | PHB: pg.275 |
| <i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 8 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage. | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Sheltered Vitality | 19 | Fortitude negates [harmless] | 1 standard 1 minute/level action | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.188 |
| <i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain. | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Shield of Warding | 19 | Will negates [object,harmless] | 1 standard 1 minute/level action | Touch | V,S | No | Abjuration [Good] | SC: Pg.188 |
| <i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5]. | | | | <i>Target:</i> One shield or buckler touched | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Sink | 19 | Will negates | 1 standard 1 round action | Close (45 ft.) | V,S,DF | Yes | Transmutation | SC: Pg.190 |
| <i>Effect:</i> Affect creatures sink 100 ft./round; see text. | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Skull Watch | 19 | See text | 1 standard Permanent action | Touch | V,S,F | No | Necromancy | SC: Pg.191 |
| <i>Effect:</i> Alarm affect; see text | | | | <i>Target:</i> One humanoid skull | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Slashing Darkness | 19 | None | 1 standard Instantaneous action | Medium (180 ft.) | V,S | Yes | Evocation | SC: Pg.191 |
| <i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage. | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Snowshoes, Mass | 19 | Will negates [harmless] | 1 standard 1 hour/level [D] action | Close (45 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.194 |
| <i>Effect:</i> Same as Snowshoes, except as noted. | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Sonorous Hum | 19 | N/A | 1 standard 1 minute/level [D] action | Personal | V,S | N/A | Evocation [Sonic] SC: | Pg.196 |
| <i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Soul Burn | 19 | Fortitude half | 1 standard 1 round; see text action | Medium (180 ft.) | V,S,DF | No | Evocation | FH.P: pg.37 |
| <i>Effect:</i> Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled. | | | | <i>Target:</i> One character | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Spark of Life | 19 | Will negates | 1 standard 1 round/level action | Touch | V,S | Yes | Necromancy | SC: Pg.196 |
| <i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead. | | | | <i>Target:</i> Undead creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Speak with Dead | 19 | Will negates; see text | 10 minutes 1 minute/level | 10 ft. | V,S, DF | No | Necromancy [Language-Dependent] | PHB: pg.281 |
| <i>Effect:</i> Corpse answers one question/2 levels. | | | | <i>Target:</i> One dead creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Spikes | 19 | None | 1 standard 1 hour/level action | Touch | V,S,M | No | Transmutation | SC: Pg.202 |
| <i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. | | | | <i>Target:</i> Wooden weapon touched | | <i>Caster Level:</i> 8 | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|-------------------------------------|--|--|----------|-----------------------|--------------------------|-------------|
| ☐☐☐☐☐ **Stone Shape | 19 | None | 1 standard Instantaneous action | Touch | V,S,M/DF | No | Transmutation [Earth] | PHB: pg.284 |
| <i>Effect:</i> Sculpts stone into any shape. | | | | <i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level | | | Caster Level: 8 | |
| ☐☐☐☐☐ Stone Shape | 19 | None | 1 standard Instantaneous action | Touch | V,S,M/DF | No | Transmutation [Earth] | PHB: pg.284 |
| <i>Effect:</i> Sculpts stone into any shape. | | | | <i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level | | | Caster Level: 8 | |
| ☐☐☐☐☐ Summon Monster III | 19 | None | 1 round 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.286 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | | Caster Level: 8 | |
| ☐☐☐☐☐ Suppress Glyph | 19 | Will negates [object] | 1 standard 1 minute/level action | 100 ft. | V,S | Yes [object] | Abjuration | SC: Pg.216 |
| <i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text. | | | | <i>Target:</i> 100-ft.-radius emanation centered on you | | | Caster Level: 8 | |
| ☐☐☐☐☐ Tremor | 19 | See text | 1 standard 1 round/3 levels action | Medium (180 ft.) | V,S,DF | No | Evocation [Earth] | SC: Pg.223 |
| <i>Effect:</i> Disrupts concentration; see text. | | | | <i>Target:</i> 40-ft.-radius spread | | | Caster Level: 8 | |
| ☐☐☐☐☐ Vigor | 19 | Will negates [harmless] | 1 standard 10 rounds + 1 round/level [max 25] action | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round. | | | | <i>Target:</i> Living creature touched | | | Caster Level: 8 | |
| ☐☐☐☐☐ Vigor, Mass Lesser | 19 | Will negates [harmless] | 1 standard 10 rounds + 1 round/level [max 25] action | 20 ft. | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| <i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round. | | | | <i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart | | | Caster Level: 8 | |
| ☐☐☐☐☐ Visage of the Deity, Lesser | 19 | N/A | 1 standard 1 round/level action | Personal | V,S,DF | N/A | Transmutation | SC: Pg.231 |
| <i>Effect:</i> Your form becomes more like your deity's; see text | | | | <i>Target:</i> You | | | Caster Level: 8 | |
| ☐☐☐☐☐ Wall of Light | 19 | None | 1 standard 1 minute/level [D] action | Close (45 ft.) | V,S,M | Yes; see text | Evocation [Light] | SC: Pg.234 |
| <i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text. | | | | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels | | | Caster Level: 8 | |
| ☐☐☐☐☐ Water Breathing | 19 | Will negates [harmless] | 1 standard 2 hours/level; see text action | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: pg.300 |
| <i>Effect:</i> Subjects can breathe underwater. | | | | <i>Target:</i> Living creatures touched | | | Caster Level: 8 | |
| ☐☐☐☐☐ Water Walk | 19 | Will negates [harmless] | 1 standard 10 minutes/level [D] action | Touch | V,S, DF | Yes (harmless) | Transmutation [Water] | PHB: pg.300 |
| <i>Effect:</i> Subject treads on water as if solid. | | | | <i>Target:</i> One touched creature/level | | | Caster Level: 8 | |
| ☐☐☐☐☐ Weapon of Energy | 19 | Fortitude negates [harmless,object] | 1 standard 1 round/level action | Touch | V,S | Yes [harmless,object] | Transmutation [See text] | SC: Pg.236 |
| <i>Effect:</i> Adds additional damage; see text. | | | | <i>Target:</i> One weapon | | | Caster Level: 8 | |
| ☐☐☐☐☐ ☐ Weapon of Impact | 19 | Will negates [harmless,object] | 1 standard 10 minutes/level action | Touch | V,S | Yes [harmless,object] | Transmutation | SC: Pg.237 |
| <i>Effect:</i> Double threat range of weapon. | | | | <i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching] | | | Caster Level: 8 | |
| ☐☐☐☐☐ Weapon of the Deity | 19 | Fortitude negates [harmless,object] | 1 standard 1 round/level action | Touch | V,DF | Yes [harmless,object] | Transmutation | SC: Pg.237 |
| <i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text. | | | | <i>Target:</i> Weapon touched | | | Caster Level: 8 | |
| ☐☐☐☐☐ Wind Wall | 19 | None; see text | 1 standard 1 round/level action | Medium (180 ft.) | V,S,M/DF | Yes | Evocation [Air] | PHB: pg.302 |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | <i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S] | | | Caster Level: 8 | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------------------------|-------------------|------------------------------------|--|----------|--------------------------|-----------------------------|----------------|
| □□□□□Air Walk | 20 | None | 1 standard action | 10 minutes/level | Touch | V,S, DF | Yes (harmless) | Transmutation [Air] | PHB: pg.196 |
| <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle]. | | | | | <i>Target:</i> Creature [Gargantuan or smaller] touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Assay Spell Resistance | 20 | N/A | 1 swift action | 1 round/level | Personal | V,S | N/A | Divination | SC: Pg.17 |
| <i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| □□□□□Astral Hospice | 20 | N/A | 1 standard action | 24 hours/level | Close (45 ft.) | V,S,M | N/A | Conjuration (Teleportation) | SC: Pg.17 |
| <i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. | | | | | <i>Target:</i> See text | | | <i>Caster Level:</i> 8 | |
| □□□□□Blessing of the Righteous | 20 | Will negates (harmless) | 1 standard action | 1 round/level | 40 ft. | V,S,DF | Yes (harmless) | Evocation [Good] | PHB II: pg.104 |
| <i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR. | | | | | <i>Target:</i> All allies in a 40-ft.-radius burst centered on you | | | <i>Caster Level:</i> 9 | |
| □□□□□Blindsight, Greater | 20 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S | Yes [harmless] | Transmutation | SC: Pg.32 |
| <i>Effect:</i> Grant blindsight to 30 ft. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Castigate | 20 | Fortitude half | 1 standard action | Instantaneous | 10 ft. | V | Yes | Evocation [Sonic] | SC: Pg.44 |
| <i>Effect:</i> Deafen or damage foes, depending on their alignment. | | | | | <i>Target:</i> 10-ft. radius burst centered on you | | | <i>Caster Level:</i> 8 | |
| □□□□□Channeled Divine Health | 20 | Will negates (harmless) | See text | Instantaneous | See text | V,S | Yes (harmless) | Conjuration (Healing) | PHB II: pg.106 |
| <i>Effect:</i> Ranged healing; See text. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 8 | |
| □□□□□Contingent Energy Resistance | 20 | N/A | 1 minute | 1 hour/level [D] | Personal | V,S,M | N/A | Abjuration | SC: Pg.52 |
| <i>Effect:</i> Same as Contingency, except it is more limited. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| □□□□□Control Water | 20 | None; see text | 1 standard action | 10 minutes/level [D] | Long (720 ft.) | V,S,M/DF | No | Transmutation [Water] | PHB: pg.214 |
| <i>Effect:</i> Raises or lowers bodies of water. | | | | | <i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S] | | | <i>Caster Level:</i> 8 | |
| □□□□□Cure Critical Wounds | 20 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: pg.215 |
| <i>Effect:</i> Cures 4d8 +1/level [max +20] damage. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Death Ward | 20 | Will negates (harmless) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Necromancy | PHB: pg.217 |
| <i>Effect:</i> Grants immunity to death spells and negative energy effects. | | | | | <i>Target:</i> Living creature touched | | | <i>Caster Level:</i> 8 | |
| □□□□□Dimensional Anchor | 20 | None | 1 standard action | 1 minute/level | Medium (180 ft.) | V,S | Yes (object) | Abjuration | PHB: pg.221 |
| <i>Effect:</i> Bars extradimensional movement. | | | | | <i>Target:</i> Ray | | | <i>Caster Level:</i> 8 | |
| □□□□□Discern Lies | 20 | Will negates | 1 standard action | Concentration, up to 1 round/level | Close (45 ft.) | V,S, DF | No | Divination | PHB: pg.221 |
| <i>Effect:</i> Reveals deliberate falsehoods. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | | <i>Caster Level:</i> 8 | |
| * =Domain/Speciality Spell | | | | | | | | | |

Cleric Spells

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|---|----|--|--------------------|-----------------------------------|-------------------|-------------|------------------------|----------------------------------|----------------|
| ☐☐☐☐☐ Dismissal | 20 | Will negates; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S, DF | Yes | Abjuration | PHB: pg.222 |
| <i>Effect:</i> Forces a creature to return to native plane. | | | | | | | | | |
| ☐☐☐☐☐ Divination | 20 | None | 10 minutes | Instantaneous | Personal | V,S,M | No | Divination | PHB: pg.224 |
| <i>Effect:</i> Provides useful advice for specific proposed actions. | | | | | | | | | |
| ☐☐☐☐☐ Divine Power | 20 | None | 1 standard action | 1 round/level | Personal | V,S, DF | No | Evocation | PHB: pg.224 |
| <i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level. | | | | | | | | | |
| ☐☐☐☐☐ Divine Warding | 20 | None | 1 full round | Until used [max 1 hour/level] | Personal | V,S | No | Abjuration | FH.P: pg.36 |
| <i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end, Any damage that would end the spell by exceeding the limit is still affected fully. | | | | | | | | | |
| ☐☐☐☐☐ Freedom of Movement | 20 | Will negates (harmless) | 1 standard action | 10 minutes/level | Personal or touch | V,S,M, DF | Yes (harmless) | Abjuration | PHB: pg.233 |
| <i>Effect:</i> Subject moves normally despite impediments. | | | | | | | | | |
| ☐☐☐☐☐ Giant Vermin | 20 | None | 1 standard action | 1 minute/level | Close (45 ft.) | V,S, DF | Yes | Transmutation | PHB: pg.235 |
| <i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin. | | | | | | | | | |
| ☐☐☐☐☐ Glowing Orb | 20 | None | 1 standard action | Permanent | Touch | V,S,F | No | Evocation [Light] | SC: Pg.106 |
| <i>Effect:</i> Makes a light source in a globe; see text | | | | | | | | | |
| ☐☐☐☐☐ Hand of the Faithful | 20 | Fortitude negates | 1 minute | 1 hour/level | 10 ft. | V,S,DF | Yes | Abjuration [See text] | SC: Pg.109 |
| <i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace | | | | | | | | | |
| ☐☐☐☐☐ Healing Spirit | 20 | Will half (harmless) | 1 standard action | 1 round/2 levels | Close (45 ft.) | V,S | Yes (harmless) | Conjuration (Healing) | PHB II: pg.114 |
| <i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text. | | | | | | | | | |
| ☐☐☐☐☐ Holy Smite | 20 | Will partial; see text | 1 standard action | Instantaneous [1 round]; see text | Medium (190 ft.) | V,S | Yes | Evocation [Good] | PHB: pg.241 |
| <i>Effect:</i> Damages and blinds evil creatures. | | | | | | | | | |
| ☐☐☐☐☐ Holy Transformation, Lesser | 20 | N/A | 1 standard action | 1 round/level [D] | Personal | V,S,DF | N/A | Transmutation [Good] | SC: Pg.116 |
| <i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66]. | | | | | | | | | |
| ☐☐☐☐☐ Hypothermia | 20 | Fortitude partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Evocation [Cold] | SC: Pg.118 |
| <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue. | | | | | | | | | |
| ☐☐☐☐☐ Imbue with Spell Ability | 20 | Will negates (harmless) | 10 minutes | Permanent until discharged [D] | Touch | V,S, DF | Yes (harmless) | Evocation | PHB: pg.243 |
| <i>Effect:</i> Transfer spells to subject. | | | | | | | | | |
| ☐☐☐☐☐ Inflict Critical Wounds | 20 | Will half | 1 standard action | Instantaneous | Touch | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage | | | | | | | | | |
| ☐☐☐☐☐ Iron Bones | 20 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,F | Yes [harmless] | Transmutation | SC: Pg.125 |
| <i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC. | | | | | | | | | |
| ☐☐☐☐☐ Lifebolt | 20 | Will negates | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes | Abjuration | SC: Pg.131 |
| <i>Effect:</i> Subject becomes immune to the effects of positive energy; See text. | | | | | | | | | |
| ☐☐☐☐☐ Magic Weapon, Greater | 20 | Will negates (harmless, object) | 1 standard action | 1 hour/level | Close (45 ft.) | V,S,M/DF | Yes (harmless, object) | Transmutation | PHB: pg.251 |
| <i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus. | | | | | | | | | |
| ☐☐☐☐☐ Make Manifest | 20 | Will negates | 1 standard action | 1 round/level | Close (45 ft.) | V,S,M | Yes | Transmutation | SC: Pg.137 |
| <i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text. | | | | | | | | | |
| ☐☐☐☐☐ Moon Bolt | 20 | Fortitude half[living] Will negates[undead] | 1 standard action | Instantaneous | Long (720 ft.) | V,S | Yes | Evocation | SC: Pg.143 |
| <i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text. | | | | | | | | | |
| ☐☐☐☐☐ Mystic Aegis | 20 | | 1 immediate action | Instantaneous | Personal | V,DF | | Abjuration | PHB II: pg.120 |
| <i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level. | | | | | | | | | |
| ☐☐☐☐☐ Negative Energy Aura | 20 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Necromancy | SC: Pg.146 |
| <i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round. | | | | | | | | | |
| ☐☐☐☐☐ Neutralize Poison | 20 | Will negates (harmless, object) | 1 standard action | 10 minutes/level | Touch | V,S,M/DF | Yes (harmless, object) | Conjuration (Healing) | PHB: pg.257 |
| <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject. | | | | | | | | | |
| ☐☐☐☐☐ Panacea | 20 | Will half [harmless]; see text | 1 standard action | Instantaneous | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.152 |
| <i>Effect:</i> Removes most conditions; see text. | | | | | | | | | |
| ☐☐☐☐☐ Planar Ally, Lesser | 20 | None | 10 minutes | Instantaneous | Close (45 ft.) | V,S, DF, XP | No | Conjuration (Calling) [See Text] | PHB: pg.261 |
| <i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less. | | | | | | | | | |
| ☐☐☐☐☐ Planar Exchange, Lesser | 20 | None | 1 round | 1 round/level [D] | 0 ft. | V,S,DF | No | Conjuration (Calling) | SC: Pg.159 |
| <i>Effect:</i> Call a celestial creature see list; see text | | | | | | | | | |
| ☐☐☐☐☐ Planar Tolerance | 20 | None | 1 immediate action | 1 hour/level | 20 ft. | V | Yes [harmless] | Abjuration | SC: Pg.159 |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane. | | | | | | | | | |
| ☐☐☐☐☐ Poison | 20 | Fortitude negates; see text | 1 standard action | Instantaneous; see text | Touch | V,S, DF | Yes | Necromancy | PHB: pg.262 |
| <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute. | | | | | | | | | |
| ☐☐☐☐☐ Positive Energy Aura | 20 | None | 1 standard action | 1 round/level | Personal | V,S | No | Conjuration (Healing) | SC: Pg.161 |
| <i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage. | | | | | | | | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Cleric Spells

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|---|----|--------------------------------|--------------------|--|------------------|----------|----------------|--|----------------|
| 000000 Recitation | 20 | None | 1 standard action | 1 round/level | 60 ft. | V,S,DF | Yes | Conjuration (Creation) | SC: Pg.170 |
| <i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2. | | | | | | | | | |
| 000000 Renewed Vigor | 20 | Fortitude negates (harmless) | 1 standard action | Instantaneous; see text | 30 ft. | V,S | Yes (harmless) | Transmutation | PHB II: pg.123 |
| <i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level. | | | | | | | | | |
| 000000 Repel Vermin | 20 | None or Will negates; see text | 1 standard action | 10 minutes/level [D] | 10 ft. | V,S, DF | Yes | Abjuration | PHB: pg.271 |
| <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away. | | | | | | | | | |
| 000000 Resistance, Greater | 20 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V,S,M/DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus. | | | | | | | | | |
| 000000 Restoration | 20 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V,S,M | Yes (harmless) | Conjuration (Healing) | PHB: pg.272 |
| <i>Effect:</i> Restores level and ability score drains. | | | | | | | | | |
| 000000 Revenance | 20 | None; see text | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.175 |
| <i>Effect:</i> Brings an ally back to life for duration of spell; see text. | | | | | | | | | |
| 000000 Sending | 20 | None | 10 minutes | 1 round/level; see text | See text | V,S,M/DF | No | Evocation | PHB: pg.275 |
| <i>Effect:</i> Delivers short message anywhere, instantly. | | | | | | | | | |
| 000000 Shadowblast | 20 | Fort negates | 1 standard action | Instant | Long (720 ft.) | V,S,M | Yes | Evocation [Light] | SC: Pg.186 |
| <i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text. | | | | | | | | | |
| 000000 Shield of Faith, Mass | 20 | Will negates (harmless) | 1 standard action | 1 minute/level | Close (45 ft.) | V,S,M | Yes [harmless] | Abjuration | SC: Pg.188 |
| <i>Effect:</i> As shield of faith, except it affects multiple creatures. | | | | | | | | | |
| 000000 Sound Lance | 20 | Fortitude half | 1 standard action | Instantaneous | Medium (180 ft.) | V,S | Yes | Evocation [Sonic] | SC: Pg.196 |
| <i>Effect:</i> Deals 1d8 per caster level [max 10d8]. | | | | | | | | | |
| 000000 Spell Immunity | 20 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.282 |
| <i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells. | | | | | | | | | |
| 000000 Spell Vulnerability | 20 | Fortitude negates | 1 round | 1 minute/level | Close (45 ft.) | V,S | No | Transmutation | SC: Pg.200 |
| <i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0. | | | | | | | | | |
| 000000 Spike Stones | 20 | Reflex partial | 1 standard action | 1 hour/level [D] | Medium (180 ft.) | V,S, DF | Yes | Transmutation [Earth] | PHB: pg.283 |
| <i>Effect:</i> Creatures in area take 1d8 damage, may be slowed. | | | | | | | | | |
| 000000 Stifle Spell | 20 | See text | 1 immediate action | Instantaneous | Close (45 ft.) | V | Yes | Abjuration | PHB II: pg.126 |
| <i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast. | | | | | | | | | |
| 000000 Summon Hound Archon | 20 | None | 1 round | Concentration, up to 1 round/level + 1 round | Close (45 ft.) | V,S,DF | No | Conjuration (Summoning) [Good, Lawful] | SC: Pg.214 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side. | | | | | | | | | |
| 000000 Summon Monster IV | 20 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.286 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | | | | | |
| 000000 Tongues | 20 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V, M/DF | No | Divination | PHB: pg.294 |
| <i>Effect:</i> Speak any language. | | | | | | | | | |
| 000000 Wall of Good | 20 | See text | 1 standard action | 10 minutes/level | Close (45 ft.) | V,S,M/DF | Yes | Abjuration [Good] | SC: Pg.233 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side. | | | | | | | | | |
| 000000 Wall of Law | 20 | See text | 1 standard action | 10 minutes/level | Close (45 ft.) | V,S,M/DF | Yes | Abjuration [Law] | SC: Pg.234 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated hostile side. | | | | | | | | | |
| 000000 Wall of Sand | 20 | None | 1 standard action | Concentration +1 round/level | Medium (180 ft.) | V,S,M/DF | No | Conjuration (Creation) [Earth] | SC: Pg.235 |
| <i>Effect:</i> Creates a churning wall of sand. | | | | | | | | | |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------------------------------|-------------------|----------------|----------------|------------------|------------------|---|-------------|
| 000000 Atonement | 21 | None | 1 hour | Instantaneous | Touch | V,S,M,F, DF, XP | Yes | Abjuration | PHB: pg.201 |
| <i>Effect:</i> Removes burden of misdeeds from subject. | | | | | | | | | |
| 000000 Aura of Evasion | 21 | No | 1 standard action | 1 minute/level | 10 ft. | V,S,M,DF | No | Abjuration | SC: Pg.18 |
| <i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons. | | | | | | | | | |
| 000000 Blistering Radiance | 21 | None and Fortitude partial; see text | 1 standard action | 1 round/level | Long (720 ft.) | V,S,M | Yes | Evocation [Fire, Light] | SC: Pg.33 |
| <i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round. | | | | | | | | | |
| 000000 Break Enchantment | 21 | See text | 1 minute | Instantaneous | Close (45 ft.) | V,S | No | Abjuration | PHB: pg.207 |
| <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification. | | | | | | | | | |
| 000000 Call Zelekhut | 21 | None | 10 minutes | Instantaneous | Close (45 ft.) | V,S,DF,XP | No | Conjuration (Calling) [Lawful] | SC: Pg.42 |
| <i>Effect:</i> You recieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour. | | | | | | | | | |
| 000000 Command, Greater | 21 | Will negates | 1 standard action | 1 round/level | Close (45 ft.) | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] | PHB: pg.211 |
| <i>Effect:</i> As command, but affects 1 subject/level. | | | | | | | | | |
| 000000 Commune | 21 | None | 10 minutes | 1 round/level | Personal | V,S,M, DF, No XP | | Divination | PHB: pg.211 |
| <i>Effect:</i> Deity answers one yes-or-no question/level. | | | | | | | | | |

* =Domain/Speciality Spell

Cleric Spells

| | | | | | | | | | |
|--|----|---|-------------------|--|--|-----------|---------------------------------|-----------------------------|----------------|
| ☐☐☐☐☐ Condemnation | 21 | Will negates | 1 standard action | 1 round | Close (45 ft.) | V | Yes | Abjuration | PHB II: pg.107 |
| <i>Effect:</i> Stun target outsider for one round and reduce spell resistance by 10. | | | | | <i>Target:</i> One outsider | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Crawling Darkness | 21 | N/A | 1 round | 1 minute/level [D] | Personal | V,S,DF | N/A | Conjuration (Creation) | SC: Pg.55 |
| <i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Cure Light Wounds, Mass | 21 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) or Yes; see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Curse of Ill Fortune, Mass | 21 | Will negates | 1 standard action | 1 minute/level | Medium (180 ft.) | V,S,DF | Yes | Necromancy | SC: Pg.56 |
| <i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures. | | | | | <i>Target:</i> Enemies in a 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Death Throes | 21 | None | 1 standard action | 1 hour/level or until you are killed within 30 ft. | Personal | V,S | No | Necromancy [Force] | SC: Pg.60 |
| <i>Effect:</i> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Dispel Chaos | 21 | See text | 1 standard action | 1 round/level or until discharged, whichever comes first | Touch | V,S, DF | See text | Abjuration [Lawful] | PHB: pg.222 |
| <i>Effect:</i> +4 bonus against attacks. | | | | | <i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Dispel Evil | 21 | See text | 1 standard action | 1 round/level or until discharged, whichever comes first | Touch | V,S, DF | See text | Abjuration [Good] | PHB: pg.222 |
| <i>Effect:</i> +4 bonus against attacks. | | | | | <i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Disrupting Weapon | 21 | Will negates (harmless, object); see text | 1 standard action | 1 round/level | Touch | V,S | Yes (harmless, object) | Transmutation | PHB: pg.223 |
| <i>Effect:</i> Melee weapon destroys undead. | | | | | <i>Target:</i> One melee weapon | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Divine Agility | 21 | Will negates [harmless] | 1 standard action | 1 round/level | Touch | V,S | No | Transmutation | SC: Pg.69 |
| <i>Effect:</i> Grants +10 enhancement to Dex. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Doomtide | 21 | Will negates | 1 standard action | 1 round/level | 80 ft. | V,S,DF | Yes | Illusion (Pattern) | SC: Pg.70 |
| <i>Effect:</i> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft. | | | | | <i>Target:</i> Eight 10-ft. cubes extending straight from you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Dragonbreath | 21 | See text | 1 standard action | 1 round/level | Personal | V,S,M/DF | No | Evocation | SC: Pg.72 |
| <i>Effect:</i> Gain a true dragons breath weapon attack; see text | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Earth Reaver | 21 | Reflex partial | 1 standard action | Instantaneous | Medium (180 ft.) | V,S | Yes | Transmutation [Fire] | SC: Pg.75 |
| <i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone. | | | | | <i>Target:</i> 20-ft.-radius spread | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Etherealness, Swift | 21 | Will negates | 1 swift action | 1 round | Close (45 ft.) | V,S | Yes | Transmutation | PHB II: pg.113 |
| <i>Effect:</i> Subject becomes ethereal until the end of it's next turn. | | | | | <i>Target:</i> One willing creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Flame Strike | 21 | Reflex half | 1 standard action | Instantaneous | Medium (180 ft.) | V,S, DF | Yes | Evocation [Fire] | PHB: pg.231 |
| <i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage. | | | | | <i>Target:</i> Cylinder 10 | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Hallow | 21 | See text | 24 hours | Instantaneous | Touch | V,S,M, DF | See text | Evocation [Good] | PHB: pg.238 |
| <i>Effect:</i> Designates location as holy. | | | | | <i>Target:</i> 40-ft. radius emanating from the touched point | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Incorporeal Nova | 21 | Will negates | 1 standard action | Instantaneous | Medium (180 ft.) | V,S | Yes | Necromancy [Death] | SC: Pg.121 |
| <i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures. | | | | | <i>Target:</i> 50-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Inflict Light Wounds, Mass | 21 | Will half | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Deals 1d8 +1/level damage to many creatures. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Insect Plague | 21 | None | 1 round | 1 minute/level | Long (720 ft.) | V,S, DF | No | Conjuration (Summoning) | PHB: pg.244 |
| <i>Effect:</i> Locust swarms attack creatures. | | | | | <i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Invest Heavy Protection | 21 | Will half (harmless); see text | 1 standard action | Instantaneous; see text | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB II: pg.115 |
| <i>Effect:</i> Living creature healed 5d4 +1 per two caster levels [max +12] and gains DR:5/evil for 1 minute. On failed save undead take an extra 5 points of damage from a weapon that overcomes DR/good. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Life's Grace | 21 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.131 |
| <i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Magic Convalescence | 21 | None | 1 standard action | 1 round/level | 20 ft. | V,S,M | No | Conjuration (Healing) | PHB II: pg.118 |
| <i>Effect:</i> Whenever a creature, including you casts a spell cast within the area of this spell, you heal 1 hit point per level of the spell cast. | | | | | <i>Target:</i> 20-ft.-radius emanation centered on you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Mana Flux | 21 | None | 1 standard action | 1 round/level | Medium (180 ft.) | V,S | No | Abjuration | PHB II: pg.119 |
| <i>Effect:</i> 20% spell failure for any creature trying to cast a spell, use a spell-like ability, activate a supernatural ability or manifest a psionic power, as space do spell completion items such scrolls. | | | | | <i>Target:</i> 20-ft.-radius emanation centered on a point in space | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Mark of Justice | 21 | None | 10 minutes | Permanent;see text | Touch | V,S, DF | Yes | Necromancy | PHB: pg.252 |
| <i>Effect:</i> Designates action that will trigger curse on subject. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Meteoric Strike | 21 | None or Reflex half; see text | 1 swift action | 1 round or until discharged | 0 ft. | V,S | See text | Transmutation [Fire] | PHB II: pg.120 |
| <i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage ; all adjacent creatures take half the damage [SR applies and Reflex for half of that]. | | | | | <i>Target:</i> Your melee weapon | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Plane Shift | 21 | Will negates | 1 standard action | Instantaneous | Touch | V,S,F | Yes | Conjuration (Teleportation) | PHB: pg.262 |
| <i>Effect:</i> As many as eight subjects travel to another plane. | | | | | <i>Target:</i> Creature touched, or up to eight willing creatures joining hands | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Radiance | 21 | None | 1 standard action | 1 round/level [D]; see text | 60 ft. | V,S,DF | No | Evocation [Good, Light] | PHB II: pg.122 |
| <i>Effect:</i> Undead are dazzled by illumination for the duration they are in the area and 1d6 rounds after they leave. Illuminate as daylight spell. | | | | | <i>Target:</i> 60-ft.-radius emanation centered on you | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐ Raise Dead | 21 | None; see text | 1 minute | Instantaneous | Touch | V,S,M, DF | Yes (harmless) | Conjuration (Healing) | PHB: pg.268 |
| <i>Effect:</i> Restores life to subject who died as long as 1 day/level ago. | | | | | <i>Target:</i> Dead creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐ Revivify | 21 | None; see text | 1 standard action | Instantaneous | Touch | V,S,M | Yes [harmless] | Conjuration (Healing) | SC: Pg.176 |
| <i>Effect:</i> If cast within one round of death, this spell restores the subject to -1 HP. | | | | | <i>Target:</i> Dead creature touched | | <i>Caster Level:</i> 8 | | |
| * =Domain/Specialty Spell | | | | | | | | | |

Cleric Spells

| | | | | | | | | | |
|---|----|--------------------------|--|-------------------|--|-------------|----------------|---|------------------|
| Righteous Might | 21 | None | 1 standard 1 round/level [D] | | Personal | V,S, DF | No | Transmutation | PHB: pg.273 |
| Effect: Your size increases, and you gain combat bonuses. | | | | | Target: You | | | Caster Level: 8 | |
| Righteous Wrath of the Faithful | 21 | None | 1 standard 1 round/level action | | 30 ft. | V,S,DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.177 |
| Effect: Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. morale bonus to attack and damage. | | | | | Target: All allies within 30-ft.-radius burst centered on +3you | | | Caster Level: 8 | |
| Sanctuary, Mass | 21 | Will negates [harmless] | 1 standard 1 round/level action | | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.179 |
| Effect: Opponents can't attack you, and you can't attack; see text. | | | | | Target: One creature/level, no two of which are more than 30 ft. apart | | | Caster Level: 8 | |
| Scrying | 21 | Will negates | 1 hour | 1 minute/level | See text | V,S,M/DF, F | Yes | Divination (Scrying) | PHB: pg.274 |
| Effect: Spies on subject from a distance. | | | | | Target: Magical sensor | | | Caster Level: 8 | |
| Slay Living | 21 | Fortitude partial | 1 standard Instantaneous action | | Touch | V,S | Yes | Necromancy [Death] | PHB: pg.280 |
| Effect: Touch attack kills subject. | | | | | Target: Living creature touched | | | Caster Level: 8 | |
| Spell Resistance | 21 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.282 |
| Effect: Subject gains SR 12 +1/level. | | | | | Target: Creature touched | | | Caster Level: 8 | |
| Stalwart Pact | 21 | Will negates (harmless) | 10 minutes Permanent until triggered, then 8 rounds | | Touch | V,S,DF,XP | Yes (harmless) | Evocation | Race Sto: Pg.168 |
| Effect: Upon losing half HP, gain 40 hp, DR 5/magic and +4 luck bonus on saving throws. Cost:250 XP. | | | | | Target: Willing living creature touched | | | Caster Level: 8 | |
| Stone Shape, Greater | 21 | None | 1 standard Instantaneous action | | Touch | V,S,M/DF | No | Transmutation [Earth] | SC: Pg.208 |
| Effect: Sculpts stone into any shape. | | | | | Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level | | | Caster Level: 8 | |
| Subvert Planar Essence | 21 | Fortitude negates | 1 standard 1 round/level action | | Medium (180 ft.) | V,S,M/DF | Yes | Transmutation | SC: Pg.211 |
| Effect: Outsiders that fail their save have their damage reduction and spell resistance reduced by 10. | | | | | Target: 20-ft.-radius emanation centered on a point in space | | | Caster Level: 8 | |
| Summon Monster V | 21 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.286 |
| Effect: Calls extraplanar creature to fight for you. | | | | | Target: One or more summoned creatures, no two of which can be more than 30 ft. apart | | | Caster Level: 8 | |
| Symbol of Sleep | 21 | Will negates | 10 minutes See text | | 0 ft.; see text | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.291 |
| Effect: Triggered rune puts nearby creatures into catatonic slumber. | | | | | Target: One symbol | | | Caster Level: 8 | |
| Symbol of Spell Loss | 21 | Will negates | 10 minutes See text | | 0 ft.; see text | V,S | No | Universal | SC: Pg.218 |
| Effect: Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels. | | | | | Target: One symbol | | | Caster Level: 8 | |
| TriadsPELL | 21 | N/A | 1 standard Instantaneous action | | Personal | V,S | N/A | Transmutation | SC: Pg.224 |
| Effect: Cast one 3rd or lower spell an additional two times. | | | | | Target: You | | | Caster Level: 8 | |
| True Seeing | 21 | Will negates (harmless) | 1 standard 1 minute/level action | | Touch | V,S,M | Yes (harmless) | Divination | PHB: pg.296 |
| Effect: Lets you see all things as they really are. | | | | | Target: Creature touched | | | Caster Level: 8 | |
| Vigor, Greater | 21 | Will negates [harmless] | 1 standard 10 rounds + 1 round/level [max 35] action | | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round. | | | | | Target: Living creature touched | | | Caster Level: 8 | |
| Vulnerability | 21 | Will negates | 1 standard 1 round/level action | | Touch | V,S | Yes | Transmutation | SC: Pg.232 |
| Effect: Lowers subject's damage reduction by 5 [to a minimum 5]. | | | | | Target: Creature touched | | | Caster Level: 8 | |
| Wall of Dispel Magic | 21 | None | 1 standard 1 minute/level action | | Close (45 ft.) | V,S,DF | No | Abjuration | SC: Pg.233 |
| Effect: Anyone crossing is subject to dispel magic; see text. | | | | | Target: A straight wall whose area is up to one 10-ft square/level | | | Caster Level: 8 | |
| Wall of Limbs | 21 | Reflex negates; see text | 1 round | 1 round/level [D] | Medium (180 ft.) | V,S | Yes | Evocation | SC: Pg.234 |
| Effect: A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text. | | | | | Target: A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels | | | Caster Level: 8 | |
| Wall of Stone | 21 | See text | 1 standard Instantaneous action | | Medium (180 ft.) | V,S,M/DF | No | Conjuration (Creation) [Earth] | PHB: pg.299 |
| Effect: Creates a stone wall that can be shaped. | | | | | Target: Stone wall whose area is up to one 5-ft. square/level [S] | | | Caster Level: 8 | |
| Zone of Respite | 21 | None | 2 rounds | 1 minute/level | 20 ft. | V,S,M | Yes | Abjuration | SC: Pg.244 |
| Effect: Creates a region that is temporarily protected from interplanar intrusion; see text. | | | | | Target: 20-ft.-radius emanation centered on you | | | Caster Level: 8 | |
| Zone of Revelation | 21 | None | 1 standard 1 minute/level action | | Close (45 ft.) | V,S,M/DF | Yes | Divination | SC: Pg.244 |
| Effect: All creatures and objects with a zone of revelation are made visible; see text. | | | | | Target: 5-ft.-radius/level emanation centered on a point in space | | | Caster Level: 8 | |

| LEVEL 6 | | | | | | | | | | |
|---------|----|--------------|------|----------|-------|-------|------------------|--------|--------|--|
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source | |

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|--|--|
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animate Objects</div> </div> <div> <div>22</div> <div>None</div> <div>1 standard 1 round/level action</div> </div> <div> <div>Medium (180 ft.)</div> <div>V,S</div> <div>No</div> </div> <div> <div>Transmutation</div> <div>PHB: pg.199</div> </div> | |
| <div> <div> <div>Effect:</div> <div>Objects attack your foes.</div> </div> </div> | <div> <div>Target: One Small object/level; see text</div> <div>Caster Level: 8</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Antilife Shell</div> </div> <div> <div>22</div> <div>None</div> <div>1 round 10 minutes/level [D]</div> </div> <div> <div>10 ft.</div> <div>V,S, DF</div> <div>Yes</div> </div> <div> <div>Abjuration</div> <div>PHB: pg.199</div> </div> | |
| <div> <div> <div>Effect:</div> <div>10-ft. field hedges out living creatures.</div> </div> </div> | <div> <div>Target: 10-ft.-radius emanation, centered on you</div> <div>Caster Level: 8</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Banishment</div> </div> <div> <div>22</div> <div>Will negates</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S,F</div> <div>Yes</div> </div> <div> <div>Abjuration</div> <div>PHB: pg.203</div> </div> | |
| <div> <div> <div>Effect:</div> <div>Banishes 2 HD/level of extraplanar creatures.</div> </div> </div> | <div> <div>Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 8</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Bear's Endurance, Mass</div> </div> <div> <div>22</div> <div>Will negates (harmless)</div> <div>1 standard 1 minute/level action</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S, DF</div> <div>Yes</div> </div> <div> <div>Transmutation</div> <div>PHB: pg.203</div> </div> | |
| <div> <div> <div>Effect:</div> <div>As bear's endurance, affects 1 subject/level.</div> </div> </div> | <div> <div>Target: 1 creature/level, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 8</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Blade Barrier</div> </div> <div> <div>22</div> <div>Reflex half or Reflex negates; see text</div> <div>1 standard 1 minute/level [D] action</div> </div> <div> <div>Medium (180 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Evocation [Force]</div> <div>PHB: pg.205</div> </div> | |
| <div> <div> <div>Effect:</div> <div>Wall of blades deals 1d6/level [max 15d6] damage.</div> </div> </div> | <div> <div>Target: Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 20 ft.; either form 20 ft. high</div> <div>Caster Level: 8</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Bolt of Glory</div> </div> <div> <div>22</div> <div>None</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S,DF</div> <div>Yes</div> </div> <div> <div>Evocation [Good]</div> <div>SC: Pg.35</div> </div> | |
| <div> <div> <div>Effect:</div> <div>Ranged touch attack with the ray deals positive energy damage. 1d12/caster level to undead [max 15d12], 1d12/2 caster levels [max 7d12].</div> </div> </div> | <div> <div>Target: Ray</div> <div>Caster Level: 9</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Bull's Strength, Mass</div> </div> <div> <div>22</div> <div>Will negates (harmless)</div> <div>1 standard 1 minute/level action</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S,M/DF</div> <div>Yes (harmless)</div> </div> <div> <div>Transmutation</div> <div>PHB: pg.207</div> </div> | |
| <div> <div> <div>Effect:</div> <div>As bull's strength, affects one subject/ level.</div> </div> </div> | <div> <div>Target: 1 creature/level, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 8</div> </div> |
| * =Domain/Specialty Spell | |

Cleric Spells

| | | | | | | | | |
|--|----|---|--|--|-------------|-------------------------------|---|----------------|
| ☐☐☐☐☐Chasing Perfection | 22 | Will negates (harmless) | 1 standard 1 minute/level action | Touch | V,S,M | Yes (harmless) | Transmutation | PHB II: pg.106 |
| <i>Effect:</i> Subject improves in all ways, +4 enhancement bonus to all ability scores. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Cold Snap | 22 | None | 1 minute 2d4 hours | 1 mile | V,S | No | Transmutation [Cold] | SC: Pg.50 |
| <i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees] | | | | <i>Target:</i> 1-mile-radius circle centered on you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Cometfall | 22 | Reflex half | 1 standard Instantaneous action | Medium (180 ft.) | V,S,DF | No | Conjuration (Creation) | SC: Pg.50 |
| <i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text | | | | <i>Target:</i> 400-pound ball of rock and ice | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Cure Moderate Wounds, Mass | 22 | Will half (harmless) or Will half; see text | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes (harmless) or see text | Conjuration (Healing) | PHB: pg.216 |
| <i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures. | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Dispel Magic, Greater | 22 | None | 1 standard Instantaneous action | Medium (180 ft.) | V,S | No | Abjuration | PHB: pg.223 |
| <i>Effect:</i> As dispel magic, but +20 on check. | | | | <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Eagle's Splendor, Mass | 22 | Will negates (harmless) | 1 standard 1 minute/level action | Close (45 ft.) | V,S,M/DF | Yes | Transmutation | PHB: pg.225 |
| <i>Effect:</i> As eagle's splendor, affects 1 subject/level. | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Energy Immunity | 22 | None | 1 standard 24 hours action | Touch | V,S | Yes [harmless] | Abjuration | SC: Pg.80 |
| <i>Effect:</i> Become immune to one energy type. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Find the Path | 22 | None or Will negates (harmless) | 3 rounds 10 minutes/level | Personal or touch | V,S,F | No or Yes (harmless) | Divination | PHB: pg.230 |
| <i>Effect:</i> Shows most direct way to a location. | | | | <i>Target:</i> You or creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Forbiddance | 22 | See text | 6 rounds Permanent | Medium (180 ft.) | V,S,M, DF | Yes | Abjuration | PHB: pg.232 |
| <i>Effect:</i> Blocks planar travel, damages creatures of different alignment. | | | | <i>Target:</i> 60-ft. cubes/level [S] | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Geas/Quest | 22 | None | 10 minutes 1 day/level or until discharged [D] | Close (45 ft.) | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] | PHB: pg.234 |
| <i>Effect:</i> As lesser geas, plus it affects any creature. | | | | <i>Target:</i> One living creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Ghost Trap | 22 | None | 1 standard 1 minute/level [D] action | 5 ft./level | V,S | No | Abjuration | SC: Pg.103 |
| <i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius. | | | | <i>Target:</i> 5 ft./level-radius emanation centered on you | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Glyph of Warding, Greater | 22 | See text | 10 minutes Permanent until discharged [D] | Touch | V,S,M | No (object) and Yes; see text | Abjuration | PHB: pg.237 |
| <i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell. | | | | <i>Target:</i> Object touched or up to 5 sq. ft/level | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Harm | 22 | Will half; see text | 1 standard Instantaneous action | Touch | V,S | Yes | Necromancy | PHB: pg.239 |
| <i>Effect:</i> Deals 10 points damage/level to target. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Heal | 22 | Will negates (harmless) | 1 standard Instantaneous action | Touch | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.239 |
| <i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Heroes' Feast | 22 | None | 10 minutes 1 hour plus 12 hours; see text | Close (45 ft.) | V,S, DF | No | Conjuration (Creation) [Creation] | PHB: pg.240 |
| <i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses. | | | | <i>Target:</i> Feast for 1 creature/level | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Hide the Path | 22 | None | 10 minutes 24 hours [D] | Anywhere in the area to be warded | V,S,F | No | Abjuration | SC: Pg.114 |
| <i>Effect:</i> Protects area against divinations; see text | | | | <i>Target:</i> Up to 200 sq.ft./level [S] | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Ice Flowers | 22 | Reflex half | 1 standard Instantaneous action | Long (720 ft.) | V,S | No | Transmutation [Cold] | SC: Pg.119 |
| <i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone. | | | | <i>Target:</i> 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Inflict Moderate Wounds, Mass | 22 | Will half | 1 standard Instantaneous action | Close (45 ft.) | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures. | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Lucent Lance | 22 | None | 1 standard Instantaneous action | Close (45 ft.) | V,S,F | Yes; see text | Transmutation [Light] | SC: Pg.134 |
| <i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text. | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Make Manifest, Mass | 22 | N/A | 1 standard 1 round/level action | Close (45 ft.) | V,S,M | N/A | Transmutation | SC: Pg.137 |
| <i>Effect:</i> As make manifest, except all creatures and unattended object appear. | | | | <i>Target:</i> 25-ft.-radius emanation centered on a point in space | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Mantle of the Icy Soul | 22 | Will negates | 1 standard 1 hour/level action | Touch | V,S,M | Yes | Transmutation [Cold] | SC: Pg.138 |
| <i>Effect:</i> Grants Cold Subtype to target. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Opalescent Glare | 22 | Will partial; see text | 1 standard Instantaneous action | Personal | V,S,DF | Yes | Necromancy [Death, Good] | SC: Pg.150 |
| <i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear. | | | | <i>Target:</i> You | | <i>Caster Level:</i> 9 | | |
| ☐☐☐☐☐Owl's Wisdom, Mass | 22 | Will negates (harmless) | 1 standard 1 minute/level action | Close (45 ft.) | V,S,M/DF | Yes | Transmutation | PHB: pg.259 |
| <i>Effect:</i> As owl's wisdom, affects one subject/level. | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Planar Ally | 22 | None | 10 minutes Instantaneous | Close (45 ft.) | V,S, DF, XP | No | Conjuration (Calling) [See Text] | PHB: pg.261 |
| <i>Effect:</i> As lesser planar ally, but up to 12 HD. | | | | <i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Planar Exchange | 22 | None | 1 round 1 round/level [D] | 0 ft. | V,S,DF | No | Conjuration (Calling) | SC: Pg.159 |
| <i>Effect:</i> Call a celestial creature see list; see text | | | | <i>Target:</i> One called creature | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Rejection | 22 | Fortitude negates | 1 standard Instantaneous action | 60 ft. | V,S | Yes | Abjuration | SC: Pg.172 |
| <i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level. | | | | <i>Target:</i> Cone-shaped burst | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Resistance, Superior | 22 | Will negates [harmless] | 1 standard 24 hours action | Touch | V,S,M/DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ☐☐☐☐☐Revive Outsider | 22 | None; see text | 1 minute Instantaneous | Touch | V,S,M,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.175 |
| <i>Effect:</i> As raise dead, except it affects an outsider. | | | | <i>Target:</i> Touch | | <i>Caster Level:</i> 8 | | |
| * =Domain/Specialty Spell | | | | | | | | |

Cleric Spells

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|---|----|---|-------------------|---|--|-----------|------------------------------|--|-------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Sarcophagus of Stone | 22 | Reflex negates | 1 standard action | 1 round/level? | Touch | V,S,M | No | Conjuration (Creation) | SC: Pg.180 |
| Effect: Airtight coffin; see text. | | | | | Target: Creature touched? | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spider Plague | 22 | None | 1 round | 1 round/level | Close (45 ft.) | V,S | No | Conjuration (Summoning) [See text] | SC: Pg.201 |
| Effect: Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text. | | | | | Target: Five summoned spiders | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Stone Body | 22 | N/A | 1 standard action | 1 minute/level [D] | Personal | V,S,M | N/A | Transmutation | SC: Pg.207 |
| Effect: Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text | | | | | Target: You | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Summon Monster VI | 22 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.287 |
| Effect: Calls extraplanar creature to fight for you. | | | | | Target: One or more summoned creatures, no two of which can be more than 30 ft. apart | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Symbol of Fear | 22 | Will negates | 10 minutes | See text | 0 ft.; see text | V,S,M | Yes | Necromancy [Fear,PHB: pg.290 Mind-Affecting] | PHB: pg.290 |
| Effect: Triggered rune panics nearby creatures. | | | | | Target: One symbol | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Symbol of Persuasion | 22 | Will negates | 10 minutes | See text | 0 ft.; see text | V,S,M | Yes | Enchantment (Charm) [Mind-Affecting] | PHB: pg.290 |
| Effect: Triggered rune charms nearby creatures. | | | | | Target: One symbol | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Undeath to Death | 22 | Will negates | 1 standard action | Instantaneous | Medium (180 ft.) | V,S,M/DF | Yes | Necromancy [Death] | PHB: pg.297 |
| Effect: Destroys 1d4 [max 20d4] HD of undead. | | | | | Target: Several undead creatures within a 40-ft.-radius burst | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Vigorous Circle | 22 | Will negates [harmless] | 1 standard action | 10 rounds + 1 round/level [max 40] | 20 ft. | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.229 |
| Effect: Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round. | | | | | Target: One creature/2 levels, no two of which can be more than 30 ft. apart | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Visage of the Deity | 22 | N/A | 1 standard action | 1 round/level | Personal | V,S,DF | N/A | Transmutation | SC: Pg.230 |
| Effect: Your form becomes more like your deity's, take on celestial or fiendish qualities; see text | | | | | Target: You | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Wind Walk | 22 | No and Will negates (harmless) | 1 standard action | 1 hour/level [D]; see text | Touch | V,S, DF | No and Yes (harmless) | Transmutation [Air]PHB: pg.302 | |
| Effect: You and your allies turn vaporous and travel fast. | | | | | Target: You and One touched creature/3 levels | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Word of Recall | 22 | None or Will negates (harmless, object) | 1 standard action | Instantaneous | Unlimited | V | No or Yes (harmless, object) | Conjuration (Teleportation) | PHB: pg.303 |
| Effect: Teleports you back to designated place. | | | | | Target: You and touched objects or other willing creatures | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Zealot Pact | 22 | Will negates [harmless] | 10 minutes | Permanent until triggered, then 1 round/level | Touch | V,S,DF,XP | Yes [harmless] | Evocation | SC: Pg.244 |
| Effect: Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text. | | | | | Target: Willing living creature touched | | Caster Level: 8 | | |

LEVEL 7

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---|----------------------|--------------------------------------|--|-----------|---------------------------------|--------------------------------|------------------|
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Animalistic Power, Mass | 23 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: pg.101 |
| Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bestow Curse, Greater | 23 | Will negates | 1 standard action | Permanent | Touch | V,S | Yes | Transmutation | Race Sto: Pg.164 |
| Effect: See text for details of curse options. | | | | | Target: Creature touched | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blood to Water | 23 | Fortitude half | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy [Water] | SC: Pg.33 |
| Effect: Deals 2d6 Con damage to subject. Save halves damage. | | | | | Target: Up to five living creatures, no two of which are more than 30 ft. apart | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Brain Spider | 23 | Will negates | 1 round | 1 minute/level | Long (720 ft.) | V,S,M,DF | Yes | Divination [Mind-Affecting] | SC: Pg.38 |
| Effect: Eavesdrop on thoughts of up to eight other creatures. | | | | | Target: Up to eight living creatures within range. | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Brilliant Blade | 23 | Will negates [harmless,object] | 1 standard action | 1 minute/level | Close (45 ft.) | V,S | Yes [harmless,object] | Transmutation | SC: Pg.40 |
| Effect: Transform weapons into brilliant energy. | | | | | Target: One melee or thrown weapon, or fifty projectiles | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Call Kolyarut | 23 | None | 10 minutes | Instantaneous | Close (45 ft.) | V,S,DF,XP | No | Conjuration (Calling) [Lawful] | SC: Pg.42 |
| Effect: You receive the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour. | | | | | Target: One called kolyarut | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Control Weather | 23 | None | 10 minutes; see text | 4d12 hours; see text | 2 miles | V,S | No | Transmutation | PHB: pg.214 |
| Effect: Changes weather in local area. | | | | | Target: 2-mile-radius circle, centered on you; see text | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Serious Wounds, Mass | 23 | Will half (harmless) or Will half; see text | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) or Yes; see text | Conjuration (Healing) | PHB: pg.216 |
| Effect: Cures 3d8 +1/level [max +35] damage for many creatures. | | | | | Target: 1 creature/level, no two of which can be more than 30 ft. apart | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Destruction | 23 | Fortitude partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S,F | Yes | Necromancy [Death] | PHB: pg.218 |
| Effect: Kills subject and destroys remains. | | | | | Target: One creature | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dictum | 23 | None or Will negates; see text | 1 standard action | Instantaneous | 40 ft. | V | Yes | Evocation [Lawful, Sonic] | PHB: pg.220 |
| Effect: Kills, paralyzes, slows, or deafens nonlawful subjects. | | | | | Target: Nonlawful creatures in a 40-ft.-radius spread centered on you | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ethereal Jaunt | 23 | None | 1 standard action | 1 round/level [D] | Personal | V,S | No | Transmutation | PHB: pg.227 |
| Effect: You become ethereal for 1 round/level. | | | | | Target: You | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fortunate Fate | 23 | None [harmless] | 1 minute | 10 minutes/level or until discharged | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: Pg.99 |
| Effect: If an attack would kill target she is healed as if by a heal spell. | | | | | Target: Living creature touched | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Star | 23 | N/A | 1 standard action | 3 rounds [D] | 0 t. | V,S | N/A | Abjuration | SC: Pg.115 |
| Effect: Creates light and has three functions; see text | | | | | Target: Protective star of energy | | Caster Level: 8 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Transformation | 23 | N/A | 1 standard action | 1 round/level [D] | Personal | V,S,DF | N/A | Transmutation [Good] | SC: Pg.116 |
| Effect: Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text | | | | | Target: You | | Caster Level: 9 | | |
| <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Word | 23 | None or Will negates; see text | 1 standard action | Instantaneous | 40 ft. | V | Yes | Evocation [Good, Sonic] | PHB: pg.242 |
| Effect: Kills, paralyzes, blinds, or deafens nongood subjects. | | | | | Target: Nongood creatures in a 40-ft.-radius spread centered on you | | Caster Level: 9 | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | | |
|--|------------------------------|----|------------------------------|---------------|----------------------------|--|-----------|------------------------|---|----------------|
| ■■■■■ | Inflict Serious Wounds, Mass | 23 | Will half | 1 standard | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures. | | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Planar Bubble | 23 | Will negates [harmless] | 1 standard | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration | SC: Pg.158 |
| <i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc]. | | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Radiant Assault | 23 | Will partial | 1 standard | Instantaneous | Long (720 ft.) | V,S,F | Yes | Evocation [Light] | SC: Pg.164 |
| <i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures. | | | | | | <i>Target:</i> 20-ft.-radius burst | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Refuge | 23 | None | 1 standard | Permanent until discharged | Touch | V,S,M | No | Conjuration (Teleportation) | PHB: pg.269 |
| <i>Effect:</i> Alters item to transport its possessor to you. | | | | | | <i>Target:</i> Object touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Regenerate | 23 | Fortitude negates (harmless) | 3 full rounds | Instantaneous | Touch | V,S, DF | Yes (harmless) | Conjuration (Healing) | PHB: pg.270 |
| <i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35]. | | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Renewal Pact | 23 | Will negates [harmless] | 10 minutes | Permanent until triggered | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: Pg.173 |
| <i>Effect:</i> Reverses certain effects when contracted. | | | | | | <i>Target:</i> Willing living creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Repulsion | 23 | Will negates | 1 standard | 1 round/level [D] | Up to 10 ft./level | V,S,F/DF | Yes | Abjuration | PHB: pg.271 |
| <i>Effect:</i> Creatures can't approach you. | | | | | | <i>Target:</i> 10 ft. radius/level emanation centered on you | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Restoration, Greater | 23 | Will negates (harmless) | 10 minutes | Instantaneous | Touch | V,S, XP | Yes (harmless) | Conjuration (Healing) | PHB: pg.272 |
| <i>Effect:</i> As restoration, plus restores all levels and ability scores. | | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Restoration, Mass | 23 | Will negates [harmless] | 1 round | Instantaneous | Close (45 ft.) | V,S,M | Yes [harmless] | Conjuration (Healing) | SC: Pg.174 |
| <i>Effect:</i> Restores level and ability score drains to each creature. | | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Resurrection | 23 | None; see text | 10 minutes | Instantaneous | Touch | V,S,M, DF | Yes (harmless) | Conjuration (Healing) | PHB: pg.272 |
| <i>Effect:</i> Fully restore dead subject. | | | | | | <i>Target:</i> Dead creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Righteous Burst | 23 | None or Will half; see text | 1 standard | Instantaneous | 30 ft. | V,S,M,DF | Yes | Evocation [Good] | PHB II: pg.123 |
| <i>Effect:</i> Heals all allies 1d8 +1/caster level [max +35], each enemy take a likewise same damage. [Will save for half] | | | | | | <i>Target:</i> 30-ft.-radius- burst centered on you | | <i>Caster Level:</i> 9 | | |
| ■■■■■ | Scrying, Greater | 23 | Will negates | 1 standard | 1 hour/level | See text | V,S | Yes | Divination (Scrying) | PHB: pg.275 |
| <i>Effect:</i> As scrying, but faster and longer. | | | | | | <i>Target:</i> Magical sensor | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Slime Wave | 23 | Reflex negates | 1 standard | 1 round/level | Close (45 ft.) | V,S,M | No | Conjuration (Summoning) | SC: Pg.192 |
| <i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text. | | | | | | <i>Target:</i> 15 ft.-radius spread | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Spell Resistance, Mass | 23 | Will negates [harmless] | 1 standard | 1 round/level | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration | SC: Pg.199 |
| <i>Effect:</i> Each target gains Spell Resistance 12 + caster level. | | | | | | <i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Summon Monster VII | 23 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.287 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Symbol of Stunning | 23 | Will negates | 10 minutes | See text | 0 ft.; see text | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.291 |
| <i>Effect:</i> Triggered rune stuns nearby creatures. | | | | | | <i>Target:</i> One symbol | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Symbol of Weakness | 23 | Fortitude negates | 10 minutes | See text | 0 ft.; see text | V,S,M | Yes | Necromancy [Death] | PHB: pg.291 |
| <i>Effect:</i> Triggered rune weakens nearby creatures. | | | | | | <i>Target:</i> One symbol | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Symphonic Nightmare | 23 | Will negates | 1 standard | 24 hours/level [D] | Touch; see text | V,S,F | Yes | Enchantment (Compulsion) [Mind-Affecting] | SC: Pg.218 |
| <i>Effect:</i> Causes creature not to be able to rest; see text. | | | | | | <i>Target:</i> Living creature touched; see text | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Withering Palm | 23 | Fortitude negates | 1 standard | Instantaneous | Touch | V,S | Yes | Necromancy | SC: Pg.241 |
| <i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels. | | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 8 | | |

LEVEL 8

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----------------------------|----|---|------------|---------------------------|---|----------|---------------------------------|-----------------------|----------------|
| ■■■■■ | Antimagic Field | 24 | None | 1 standard | 10 minutes/level [D] | 10 ft. | V,S,M/DF | See text | Abjuration | PHB: pg.200 |
| <i>Effect:</i> Negates magic within 10 ft. | | | | | | <i>Target:</i> 10-ft.-radius emanation, centered on you | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Brilliant Aura | 24 | Will negates [harmless] | 1 standard | 1 round/level | Close (45 ft.) | V,S | Yes [harmless] | Transmutation | SC: Pg.39 |
| <i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability. | | | | | | <i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Chain Dispel | 24 | None | 1 standard | Instantaneous | Close (45 ft.) | V,S,M/DF | No | Abjuration | PHB II: pg.105 |
| <i>Effect:</i> Each creature is affected as if by a targeted dispel magic [max caster level added to check +25]. | | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Cure Critical Wounds, Mass | 24 | Will half (harmless) or Will half; see text | 1 standard | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) or Yes; see text | Conjuration (Healing) | PHB: pg.215 |
| <i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures. | | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Death Pact | 24 | None | 10 minutes | Permanent until triggered | Touch | V,S,M/DF | No | Necromancy | SC: Pg.60 |
| <i>Effect:</i> Brings target back to life but with a price; see text. | | | | | | <i>Target:</i> Willing living creature touched | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Death Ward, Mass | 24 | Will negates [harmless] | 1 standard | 1 minute/level | Close (45 ft.) | V,S,DF | Yes [harmless] | Necromancy | SC: Pg.61 |
| <i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures. | | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Dimensional Lock | 24 | None | 1 standard | 1 day/level | Medium (180 ft.) | V,S | Yes | Abjuration | PHB: pg.221 |
| <i>Effect:</i> Teleportation and interplanar travel blocked for one day/level. | | | | | | <i>Target:</i> 20-ft.-radius emanation centered on a point in space | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Discern Location | 24 | None | 10 minutes | Instantaneous | Unlimited | V,S, DF | No | Divination | PHB: pg.222 |
| <i>Effect:</i> Reveals exact location of creature or object. | | | | | | <i>Target:</i> One creature or object | | <i>Caster Level:</i> 8 | | |
| ■■■■■ | Earthquake | 24 | See text | 1 standard | 1 round | Long (720 ft.) | V,S, DF | No | Evocation [Earth] | PHB: pg.225 |
| <i>Effect:</i> Intense tremor shakes 80-ft.-radius. | | | | | | <i>Target:</i> 80-ft.-radius spread [S] | | <i>Caster Level:</i> 8 | | |

* =Domain/Speciality Spell

Cleric Spells

| | | | | | | | | | |
|---|----|--|-------------------|----------------------------------|---|-------------|---------------------------------|---|----------------|
| Fire Storm | 24 | Reflex half | 1 round | Instantaneous | Medium (180 ft.) | V,S | Yes | Evocation [Fire] | PHB: pg.231 |
| <i>Effect:</i> Deals 1d6/level [max 20d6] fire damage. | | | | | <i>Target:</i> 2 10-ft. cubes/level [S] | | | <i>Caster Level:</i> 8 | |
| Heat Drain | 24 | Fortitude negates | 1 standard action | Instantaneous | 20 ft. | V,S,DF | Yes | Necromancy [Cold] | SC: Pg.112 |
| <i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP. | | | | | <i>Target:</i> 20-ft.-radius burst centered on you | | | <i>Caster Level:</i> 8 | |
| Holy Aura | 24 | See text | 1 standard action | 1 round/level [D] | 20 ft. | V,S,F | Yes (harmless) | Abjuration [Good] | PHB: pg.241 |
| <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells. | | | | | <i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you | | | <i>Caster Level:</i> 9 | |
| Inflict Critical Wounds, Mass | 24 | Will half | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy | PHB: pg.244 |
| <i>Effect:</i> Deals 4d8 +1/level [max +40] damage to many creatures. | | | | | <i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart | | | <i>Caster Level:</i> 8 | |
| Lion's Roar | 24 | Fortitude partial or Will negates [harmless] | 1 standard action | Instantaneous or 1 minute/level | 120 ft. | V,S,DF | Yes or Yes [harmless]; see text | Evocation [Sonic] | SC: Pg.133 |
| <i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp. | | | | | <i>Target:</i> 120-ft.-radius burst centered on you | | | <i>Caster Level:</i> 8 | |
| Planar Ally, Greater | 24 | None | 10 minutes | Instantaneous | Close (45 ft.) | V,S, DF, XP | No | Conjuration (Calling) [See Text] | PHB: pg.261 |
| <i>Effect:</i> As lesser planar ally, but up to 18 HD. | | | | | <i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear. | | | <i>Caster Level:</i> 8 | |
| Planar Exchange, Greater | 24 | None | 1 round | 1 round/level [D] | 0 ft. | V,S,DF | No | Conjuration (Calling) | SC: Pg.159 |
| <i>Effect:</i> Call a celestial creature see list; see text | | | | | <i>Target:</i> One called creature | | | <i>Caster Level:</i> 8 | |
| Plane Shift, Greater | 24 | Will negates | 1 standard action | Instantaneous | Touch | V,S,F | Yes | Conjuration (Teleportation) | SC: Pg.159 |
| <i>Effect:</i> As many as eight subjects travel to another plane. | | | | | <i>Target:</i> Creature touched, or up to eight willing creatures joining hands | | | <i>Caster Level:</i> 8 | |
| Shield of Law | 24 | See text | 1 standard action | 1 round/level [D] | 20 ft. | V,S,F | Yes (harmless) | Abjuration [Lawful] | PHB: pg.278 |
| <i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells. | | | | | <i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you | | | <i>Caster Level:</i> 8 | |
| Spell Immunity, Greater | 24 | Will negates (harmless) | 1 standard action | 10 minutes/level | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: pg.282 |
| <i>Effect:</i> Subject is immune to 2 spells, up to 8th-level spells. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 8 | |
| Stormrage | 24 | N/A | 1 standard action | 1 minute/level [D] | Personal | V,S,DF | N/A | Transmutation [Electricity] | SC: Pg.210 |
| <i>Effect:</i> Launch lightning bolts 1d6 per level; see text. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| Summon Monster VIII | 24 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: pg.287 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | | <i>Caster Level:</i> 8 | |
| Symbol of Death | 24 | Fortitude negates | 10 minutes | See text | 0 ft.; see text | V,S,M | Yes | Necromancy [Death] | PHB: pg.289 |
| <i>Effect:</i> Triggered rune slays nearby creatures. | | | | | <i>Target:</i> One symbol | | | <i>Caster Level:</i> 8 | |
| Symbol of Insanity | 24 | Will negates | 10 minutes | See text | 0 ft.; see text | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.290 |
| <i>Effect:</i> Triggered rune renders nearby creatures insane. | | | | | <i>Target:</i> One symbol | | | <i>Caster Level:</i> 8 | |
| Visions of the Future | 24 | | 10 minutes | 1 hour/level or until discharged | Personal | V,S | | Divination | PHB II: pg.128 |
| <i>Effect:</i> Gain +2 sacred bonus on all saving throws and +2 dodge bonus to Armor Class; discharging spell grants bigger bonus for a round. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 8 | |
| Wall of Greater Dispel Magic | 24 | None | 1 standard action | 1 minute/level | Close (45 ft.) | V,S,DF | No | Abjuration | SC: Pg.234 |
| <i>Effect:</i> As wall of dispel magic, but is like great dispel magic. | | | | | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level | | | <i>Caster Level:</i> 8 | |

LEVEL 9

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--|-------------------|--|---|-------------------|------------------|--|-------------|
| <div><div></div><div></div><div></div><div></div></div> Astral Projection | 25 | None | 30 minutes | See text | Touch | V,S,M | Yes | Necromancy | PHB: pg.201 |
| <i>Effect:</i> Projects you and companions onto Astral Plane. | | | | | <i>Target:</i> You plus one additional willing creature/2 levels touched | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Awaken Construct | 25 | Will negates [harmless] | 8 hours | Instantaneous | Touch | V,S,M,XP | Yes [harmless] | Transmutation | SC: Pg.21 |
| <i>Effect:</i> You awaken a humanoid-shaped construct to humanlike sentience. [3d6 for Int, Wis & Cha]. | | | | | <i>Target:</i> One construct | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Call Marut | 25 | None | 10 minutes | Instantaneous | Close (45 ft.) | V,S,DF,XP | No | Conjuration (Calling) [Lawful] | SC: Pg.42 |
| <i>Effect:</i> You recieve the aid of a Marut inevitable in performing one task that cannot exceed 1 hour. | | | | | <i>Target:</i> One called marut | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Energy Drain | 25 | Fortitude partial; see text for enervation | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes | Necromancy | PHB: pg.226 |
| <i>Effect:</i> Subject gains 2d4 negative levels. | | | | | <i>Target:</i> Ray of negative energy | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Etherealness | 25 | None | 1 standard action | 1 minute/level [D] | Touch; see text | V,S | Yes | Transmutation | PHB: pg.228 |
| <i>Effect:</i> Travel to Ethereal Plane with companions. | | | | | <i>Target:</i> You and one other touched creature/3 levels | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Gate | 25 | None | 1 standard action | Instantaneous or concentration 0; see text | Medium (180 ft.) | V,S, XP; see text | No | Conjuration (Calling, Creation) | PHB: pg.234 |
| <i>Effect:</i> Connects two planes for travel or summoning. | | | | | <i>Target:</i> See text | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Heal, Mass | 25 | Will negates (harmless) | 1 standard action | Instantaneous | Close (45 ft.) | V,S | Yes (harmless) | Conjuration (Healing) | PHB: pg.239 |
| <i>Effect:</i> As heal, but with several subjects. | | | | | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Heavenly Host | 25 | None | 10 minutes | 10 minutes/level | Medium (190 ft.) | V,S | No | Conjuration (Summoning) [Good, Lawful] | SC: Pg.113 |
| <i>Effect:</i> Summons multiple creatures; see text | | | | | <i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart | | | <i>Caster Level:</i> 9 | |
| <div><div></div><div></div><div></div><div></div></div> Implosion | 25 | Fortitude negates | 1 standard action | Concentration [up to 4 rounds] | Close (45 ft.) | V,S | Yes | Evocation | PHB: pg.243 |
| <i>Effect:</i> Kills one creature/round. | | | | | <i>Target:</i> One corporeal creature/round | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Miracle | 25 | See text | 1 standard action | See text | See text | V,S, XP; see text | Yes | Evocation | PHB: pg.254 |
| <i>Effect:</i> Requests a deity's intercession. | | | | | <i>Target:</i> See text | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Soul Bind | 25 | Will negates | 1 standard action | Permanent | Close (45 ft.) | V,S,F | No | Necromancy | PHB: pg.281 |
| <i>Effect:</i> Traps newly dead soul to prevent resurrection. | | | | | <i>Target:</i> Corpse | | | <i>Caster Level:</i> 8 | |
| <div><div></div><div></div><div></div><div></div></div> Storm of Vengeance | 25 | See text | 1 round | Concentration [maximum 10 rounds] [D] | Long (720 ft.) | V,S | Yes | Conjuration (Summoning) | PHB: pg.285 |
| <i>Effect:</i> Storm rains acid, lightning, and hail. | | | | | <i>Target:</i> 360-ft.-radius storm cloud | | | <i>Caster Level:</i> 8 | |
| * =Domain/Specialty Spell | | | | | | | | | |

Cleric Spells

| | | | | | | | | | |
|--|----|----------------|-------------------|------------------------------------|--|-----------|----------------|--|----------------|
| □□□□□ Summon Elemental Monolith | 25 | None | 1 round | Concentration, up to 1 round/level | Medium (180 ft.) | V,S,M | No | Conjuration (Summoning) [see text] <i>Caster Level: 8</i> | SC: Pg.214 |
| <i>Effect:</i> Summon monolith to do your bidding. | | | | | <i>Target:</i> One summoned elemental monolith | | | | |
| □□□□□ Summon Golem | 25 | None | 1 round | 1 minute/level | Close (45 ft.) | V,S,F | No | Conjuration (Summoning) <i>Caster Level: 8</i> | PHB II: pg.126 |
| <i>Effect:</i> Summon a flesh, clay, stone or iron golem. Golem acts on your next turn. | | | | | <i>Target:</i> One summoned golem | | | | |
| □□□□□ Summon Monster IX | 25 | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) <i>Caster Level: 8</i> | PHB: pg.288 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ True Resurrection | 25 | None; see text | 10 minutes | Instantaneous | Touch | V,S,M, DF | Yes (harmless) | Conjuration (Healing) <i>Caster Level: 8</i> | PHB: pg.296 |
| <i>Effect:</i> As resurrection, plus remains aren't needed. | | | | | <i>Target:</i> Dead creature touched | | | | |
| □□□□□ Undeath's Eternal Foe | 25 | None | 1 standard action | 1 round/level | Close (45 ft.) | V,S,DF | Yes [harmless] | Abjuration [Good] <i>Caster Level: 9</i> | SC: Pg.226 |
| <i>Effect:</i> Grant subjects special abilities against undead; see text | | | | | <i>Target:</i> One creature/5 levels | | | | |
| □□□□□ Visage of the Deity, Greater | 25 | N/A | 1 standard action | 1 round/level | Personal | V,S,DF | N/A | Transmutation <i>Caster Level: 8</i> | SC: Pg.231 |
| <i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text | | | | | <i>Target:</i> You | | | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Notes:

Character Sheet Notes:

FAITH: _____

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35