<b>Thorin True</b>	blade	Andrew		Clangeddin S	Silverbeard	Lawful Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
CoC10	45000	Dwarf	Medium	4' 3"	194 lbs.	Darkvision (60')
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
10	55000	70	Male	Brown	Brown, Braided	-1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS



Walk 60 ft.

+0

0 SPELL RESIST

25

ABILITY NA	SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	\ \ \ /			w	DUNDS/CI	IRRENT HP	SUBD		DAMAGE REDUCTI	ON
STR Strength	24	+7	24	+7	24	+7	Vita	lity	151	ļL				WP 20	3/-	
DEX Dexterity	16	+3	16	+3	16	+3	A	class	29 TOTAL	1 1	2 <b>9</b> :		10 IASE	+ 12 + 0 + 3 + 0 + 0 NATURAI		MISS
CON Constitution	12	+5 +1	20 12	+5 +1	20 12	+5 +1	INI	TIATI'		<b>+</b> 7	7 = -	+3 + +4  DEX MISC MODIFIER MODIFIER	-	SKILL NAME	SKILLS KEY ABILITY	
Wisdom		+1	12	+1	12	+1	BAS	E ATTA bonus	ACK			0/+5		Appraise Balance Bluff	INT DEX CHA	
CHA		+0	11	+0	11	+0							,	Climb	STR	
FOF	NG THROV RTITUE constitution)	DE	тотаl <b>+15</b>	BASE SAVE = +9	+ <b>+</b>				0+	EMP	condit	onal modifiers		Concentration Craft (Gemcutting) Craft (Untrained)	CON INT INT	
- 11	EFLEX (dexterity) VILL (wisdom)		+7 +8	= +3 = +6	+ +	=  =	= =		0 + 0 +	-			0	Diplomacy Disguise Escape Artist	CHA CHA DEX	
ME	LEE		TOTA			BASE ATTA				SIZE	MISC	EPIC TEM	۔ ا	Forgery  Gather Information	INT CHA	
attac	k bonus		+17/+		]= <u> </u> 1	+10		+ +	<b>⊣</b> ⊢	+0 +	+0	+ +0+		Heal Hide	WIS DEX	
attac	PPLE		+13/+ +17/+		]= _	+10		+ +	╡╞	+0 + +0 +	+0	+ +0 +		Intimidate	CHA	2
attac	k bonus			I∠ ΓAL AT1	=			+ +		ITICA		*[#U]# REACH		Jump Knowledge (Giants)	STR INT	2
UI	NARM	ΕD	101		7/+12	ONUS		13+7		0/x2		5 ft.		Knowledge (Religion) Listen	INT WIS	1
	*Cla	nged	ddin'	's Fu	ry		HAN Bo				CRITIC 17-20		-	Move Silently	DEX	
2H		To Hit			Dam	2 24	V-OH		To H			Dam		Ride Search	DEX INT	
	Propertie		/ increa	se STR		or CON I	by 1d4+			s. (At		N/A mage equal to		x Search (Unusual Stonework)	INT	
		Cor Kno Wear take	ncentra ow if endoon (Ex e 5d6 d	tion - Lo emies a ):+2 to h amage	cate Ge re withir lit and I if weapo	em and I n 2 miles Damage on broke	Metals, s (exten , redired n, cann	Locate er ded range ot sunder ot be disa e paralyze	nemies. e within damagarmed.,	Immi Dwai e to s targe	une to Ì ven Ke elf, alai t must	h Axes sight.  lind control. ep), Bonded m on weapor make DC:27  /inch and 15	,	Sense Motive Spot Survival Swim Use Rope	WIS WIS WIS STR DEX	1
		Dag	ger ·	+2			HAN				CRITIC 19-20					

To Hit

+13/+8

+15/+10

+11

40 ft.

+9/+4

1d4+9

Dam

1d4+9

1d4+9

1d4+5

50 ft.

+7/+2

1d4+9

		SKILLS KEY ABILITY	SKILL		ABILIT		AX RANK	s 1	3/6.5 MISC
	SKILL NAME		MODIFIER				RANKS	M	ODIFIER
1	Appraise	INT	4	=	1	+	3.0	+	
1	Balance	DEX	3	=	3	+		+	
1	Bluff	CHA	0	=	0	+		+	
1	Climb	STR	9	=	7	+	2.0	+	
1	Concentration	CON	5	=	5	+		+	
	Craft (Gemcutting)	INT	4	=	1	+	3.0	+	
1	Craft (Untrained)	INT	1	=	1	+		+	
1	Diplomacy	CHA	0	=	0	+		+	
1	Disguise	CHA	0	=	0	+		+	
1	Escape Artist	DEX	3	=	3	+		+	
1	Forgery	INT	1	=	1	+		+	
1	Gather Information	CHA	0	=	0	+		+	
1	Heal	WIS	1	=	1	+		+	
1	Hide	DEX	4	=	3	+	1.0	+	
1	Intimidate	CHA	20	=	0	+	5.0	+	15
1	Jump	STR	19	=	7	+		+	12
	Knowledge (Giants)	INT	27	=	1	+	6.0	+	20
	Knowledge (Religion)	INT	4	=	1	+	3.0	+	
1	Listen	WIS	14	=	1	+	13.0	+	
1	Move Silently	DEX	9	=	3	+	1.0	+	5
1	Ride	DEX	5	=	3	+	2.0	+	
1	Search	INT	2	=	1	+	1.0	+	
17	Search (Unusual Stonework)	INT	4	=	1	+	1.0	+	2
1	Sense Motive	WIS	1	=	1	+		+	
1	Spot	WIS	14	=	1	+	13.0	+	
1	Survival	WIS	1	=	1	+		+	
1	Swim	STR	4	=	7	+		+	-3
1	Use Rope	DEX	3	=	3	+		+	
				=		+		+	
				=		+		+	
	√: can be used untr	ained. X: exclu	usive sl	cills					

	*Armor Spike	S		HAN	1D	TYPE	SIZE	CRITICAL	REACH
	, and opine	•		Equip	ped P M 2			20/x2	5 ft.
	To Hit	Dam				Т		Dam	
1H-P	+17/+12	1d6+7	2W-I	P-(OH)		+1		1d6+7	
1H-O	+13/+8	1d6+3	2W-	P-(OL)		+1		1d6+7	
2H	+17/+12	1d6+7	2W	V-OH	+9				1d6+3
Special	Properties dea	ls extra pierci	ng da	mage o	n a s	uccessf	ul grapı	ole attack	

2W-P-(OH)

2W-P-(OL)

2W-OH

30 ft.

+11/+6

1d4+9

Dam

1d4+9

1d4+5

1d4+9

20 ft.

+13/+8

1d4+9

weapon is equipped

1H-P

1H-0

2H

TH

To Hit

+19/+14

+15/+10

+19/+14

10 ft.

+15/+10

1d4+9

Special Properties

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2 (Mithral/Armor Spikes)	Medium	+10	+3	-3	25
Spiked, 30hp/inch an	d 15 hardness	6			
*Blessed Boots of One Step		+1		+0	0
*Ring of Protection +1		+1		+0	0

EQUIPME	:NT			
ITEM	LOCATION	QTY	WT	COST
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0
Backpack 27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 9 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)		1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Blanket (Winter)	Backpack	1	3.0	0.5
Blessed Boots of One Step	Equipped	1	1.0	112500.0
Clangeddin's Fury  1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recooperates 1 point per hour) True Seeing and Bilindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Bonded Weapon (Ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 566 damage if weapon broken, cannot be disarmed, target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness	Equipped	1	10.0	372000.0
Dagger +2	Carried	1	1.0	8302.0
Flask of Wine Flask of Wine (Neverending), 25hp/inch and 8 hardness	Carried	1	1.5	5000.0
□ Flint and Steel	Backpack	1	0.0	1.0
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0
Gloves of Arrow Snaring	Equipped	1	0.0	4000.0
Grappling Hook	Backpack	1	4.0	1.0
Holy Symbol (Silver)	Backpack	1	1.0	25.0
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Oil (1 Pt. Flask) □	Backpack	1	1.0	0.1
Artisan's Outfit	Equipped	1	4.0	0.0
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)
Potion of Cure Moderate Wounds	Backpack	9	0.0 (0.0)	300.0 (2700.0)
Pouch (Belt) 0 lbs.	Carried	1	0.5	1.0
Pouch (Belt)  Olbs.	Carried	1	0.5	1.0
Rations (Trail/Per Day)	Backpack	/	1.0 (7.0)	0.5 (3.5)
Ring of Protection +1	Equipped	1	0.0	2000.0
Armor Spikes deals extra piercing damage on a successful grapple attack	Equipped	1	0.0	0.0
Ring of Readiness (Ring of Readyness)	Equipped	1	0.0	81000.0
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Sealing Wax	Backpack	1	1.0	1.0
Signet Ring	Backpack	1	0.0	5.0
TOTAL WEIGHT CARRIED/VA	ALUE		49.5 lbs.	637112.5 gp

	1	NEIGHT ALLO	WANCE			
Light	233	Medium	466	Heavy	700	
Lift over head	700	Lift off ground	1400	Push / Drag	3500	

### **MONEY**

Thorin's Mine - Thorin's Cut

Silver Dagger

Total = 0.0 gp

### MAGIC

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

OTHER COMPANIONS

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

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

Aura of Good (Ex) Strong

Blindsight 60 ft. (Ex)

Change Size (Sp)

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

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

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

Dodge AC Bonus (Ex): +2

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

Improved Uncanny Dodge (can't be flanked except by a rogue of 10 level)

Remove Disease (Sp) -2/week

Spell Points: <undefined>

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

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

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

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

## **PROFICIENCIES**

LANGUAGES	
Common, Dwarven, Orc	

## TEMPLATES

Truename

# Champion of Clangeddin Spells

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

Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage									
Carried Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage				LEVEL 1					
Effect: Water damages chaotic outsiders for 2d4 points of damage		Saving Throw	Time	Duration	•	Comp.	Spell Resistance	School	Source
	12	Will negates [object]	1 minute	Instantaneous	Touch  Target: Flask of water	V,S,M er touched	Yes [object]	Transmutation [Lawful] Caster Level: 3	SC: Pg.22
	12	None	1 standard	1 minute/level	-		Yes (harmless)	Enchantment	PHB: pg.205
Effect:	12	None	action	i minute/lever	Target: The caster a		, ,	(Compulsion) [Mind-Affecting] Caster Level: 3	rпь. pg.203
Allies gain +1 on attack rolls and +1 on saves against fear.					centered on the cast	er			
□□□□□ Blessed Aim  Effect:	12	Will negates [harmless]	1 standard action	1 minute/level	50 ft.  Target: 50 ft. spread	V,S	No on you	Divination  Caster Level: 3	SC: Pg.31
+2 morale bonus on ranged attacks for your allies within the	e spre 12		1 minute	Instantaneous		V,S,M	Yes (object)	Transmutation	PHB: pg.205
Effect: Makes holy water.					Target: Flask of water	er touched		[Good] Caster Level: 3	
	12	None	1 standard	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
Effect: Weapon strikes true against evil foes.			action		Target: Weapon toud	ched		Caster Level: 3	
	12	None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
Effect: As bless weapon.			dollon		Target: Touched wea	apon		Caster Level: 3	
	12	N/A	1 standard	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: Pg.47
Effect: Gain +4 sacred bonus on saving throws against mind-affec	tina sı	pells and effects.	action		Target: You			Caster Level: 3	
Create Water		None	1 standard action	Instantaneous		V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gallo			Caster Level: 3	
Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch  Target: Creature tou	V,S ched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 3	PHB: pg.215
Cures 1d8 +1/level [max +5] damage.	12	Fortitude partial; see	1 swift	1 round	-	v,S,DF	No	Transmutation	SC: Pq.59
□□□□□ Deafening Clang   Effect:	14	text	action		Target: Your weapor			[Sonic] Caster Level: 3	55. i g.55
Deal an extra 1d6 of sonic damage with each successful hi	t and 12	causes deafeness for 1 None	1 standard	ss creature saves. Instantaneous		v,s	No	Divination	PHB: pg.219
Effect:			action		Target: One creature			Caster Level: 3	-
Detects poison in one creature or small object.  Detect Undead	12	None		Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
Effect:			action		Target: Cone-shape	d emanatio	n	Caster Level: 3	
Reveals undead within 60 ft.	12	None	1 standard	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
Effect:			action		Target: You			Caster Level: 3	
You gain +1 on attack and damage rolls. [Every three caste		ls, MAX +6] None		1 round/level	Personal	V,S	N/A	Evocation	SC: Pg.70
Effect: First attack of the round deals an extra 5d6 of damage, a	nd you	u take 10 points of dam	action age each ti	me you make such an attack, whether c	Target: You r			Caster Level: 3	
ot you hit. DDDDD Endure Elements	12	Will negates	1 standard	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
Effect:		(harmless)	action		Target: Creature tou	ched		Caster Level: 3	
Exist comfortably in hot or cold environments.  DDDDDEnergized Shield, Lesser	12	None	1 standard	1 round/level	Touch	V,S,DF	No	Abjuration [See	SC: Pg.79
Effect:		sial you gan E registens	action		Target: Touch			text] Caster Level: 3	
Protects against on energy type [fire, cold, electricity, acid,	or sor 12	ncj, you gan 5 resistant Will negates [harmless]		Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
Effect: Heal 8 + caster level [max +5] hit points.		mannessj	action		Target: Living creatu	re touched		Caster Level: 3	
Find Temple	12	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: Pg.91
Effect: Sense nearest sanctuary of your deity.					Target: Circle center	ed on you,	out to range	Caster Level: 3	
□□□□□Golden Barding	12	None	1 standard action	1 hour/level		V,DF	No	Conjuration (Creation)	SC: Pg.106
Effect: Create Magical Barding type depends on level; see text.					Target: Special mou			Caster Level: 3	
Grave Strike	12	N/A	1 swift action	1 round		V,DF	N/A	Divination [Good]  Caster Level: 3	SC: Pg.107
	ive the	e ability. Will negates	1 swift	1 round	Target: You Close (30 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
Allows you to make sneak attacks against undead if you ha	14	[harmless]	action	Sana	Target: Your special		. so [nameso]	Caster Level: 3	55.1 g.115
□□□□ Holy Spurs		None		Concentration, up to 1 round/level		V,DF	Yes	Divination	SC: Pg.129
□□□□□ Holy Spurs  Effect:  Mount's base land speed increase by 40 feet.	12		action				n	Caster Level: 3	
□□□□□ Holy Spurs  Effect:  Mount's base land speed increase by 40 feet.  □□□□□□ Know Greatest Enemy  Effect:	12		action		Target: Cone-shaped		"		
Holy Spurs  Hours base land speed increase by 40 feet.  Mount's base land speed increase by 40 feet.  Hours base land speed increase by 40 feet.  Hours base land speed increase by 40 feet.  Hours base land speed increase by 40 feet.	12	Will negates	1 standard	1 round/level		V,S,M	Yes [harmless]	Abjuration	SC: Pg.132
Holy Spurs  Hours base land speed increase by 40 feet.  Comparison of the seed				1 round/level		V,S,M		Abjuration [Mind-Affecting] Caster Level: 3	SC: Pg.132
Holy Spurs  Holy Spurs  Hour's base land speed increase by 40 feet.  Houn's base land speed increase by 40 feet.  Hour's base land speed increase by 40 feet.		Will negates [harmless] Will negates	1 standard action 1 standard	1 round/level 1 minute/level	Touch  Target: Creature tou	V,S,M		[Mind-Affecting] Caster Level: 3	SC: Pg.132 PHB: pg.251
Holy Spurs  Holy Spurs  Hour's base land speed increase by 40 feet.  Houn's base land speed increase by 40 feet.  Houn's base land speed increase by 40 feet.  Hour S	12	Will negates [harmless]	1 standard action		Touch  Target: Creature tou	V,S,M ched V,S, DF	Yes [harmless]	[Mind-Affecting] Caster Level: 3	
Holy Spurs  Holy Spurs  Holy Spurs  Hours base land speed increase by 40 feet.  Hours base land speed increase by 40 feet.  Holy Spurs  Ho	12	Will negates [harmless] Will negates	1 standard action  1 standard action  1 standard		Touch  Target: Creature tou  Touch  Target: Weapon touch	V,S,M ched V,S, DF	Yes [harmless]	[Mind-Affecting] Caster Level: 3 Transmutation	PHB: pg.251
Holy Spurs	12 12 12	Will negates [harmless] Will negates (harmless, object)	1 standard action 1 standard action	1 minute/level	Touch  Target: Creature tou  Touch  Target: Weapon touch	V,S,M ched V,S, DF ched	Yes [harmless] Yes (harmless, object)	[Mind-Affecting] Caster Level: 3 Transmutation Caster Level: 3	PHB: pg.251
Holy Spurs  Effect: Mount's base land speed increase by 40 feet.  Hount's base land speed increase by 40 feet.  Hount's base land speed increase by 40 feet.  Hour Speed increase by 40 feet.  Hour Speed increase by 40 feet.  Heart Speed increase by 40 feet.  Heart Speed increase by 40 feet.  Hour	12 12 12	Will negates [harmless] Will negates (harmless, object)	1 standard action  1 standard action  1 standard action  1 standard action	1 minute/level	Touch Target: Creature tou Touch Target: Weapon touc Personal Target: You	V,S,M ched V,S, DF ched	Yes [harmless] Yes (harmless, object)	[Mind-Affecting] Caster Level: 3  Transmutation Caster Level: 3  Abjuration [Good]	PHB: pg.251
Holy Spurs  Effect: Determine the relative power levels of tagets; see text.	12 12 12 descrip 12	Will negates [harmless] Will negates (harmless, object) N/A	1 standard action 1 standard action 1 standard action	1 minute/level 10 minutes/level [D]	Touch Target: Creature tou Touch Target: Weapon touc Personal Target: You	V,S,M ched V,S, DF ched V,S,M	Yes [harmless]  Yes (harmless, object)  N/A	[Mind-Affecting] Caster Level: 3 Transmutation Caster Level: 3 Abjuration [Good] Caster Level: 3	PHB: pg.251 SC: Pg.137

		Ch	nampi	on of Clangeddir	Spells				
□□□□□One Mind, Lesser	12	N/A		1 hour/level	Personal	V,S,DF	N/A	Divination	SC: Pg.149
ffect: +4 insight bonus to Spot and Listen, gain scent ability. N	Aust rem	nain within 10 ft of mou			Target: You			Caster Level: 3	
Protection from Chaos	12	Will negates	1 standard	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawfu	] PHB: pg.266
ffect: +2 to AC and saves, counter mind control, hedge out ele	emente!	(harmless)	action		Target: Creature to	uched		Caster Level: 3	
Protection from Evil	12	Will negates		1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
ffect:		(harmless)	action		Target: Creature to	uched		Caster Level: 3	
+2 to AC and saves, counter mind control, hedge out ele	ementals 12	s and outsiders. None		10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
ffect:			action		Target: You			Caster Level: 3	
Read scrolls and spellbooks.	12	Will negates	1 standard	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
ffect:		(harmless)	action		Target: Creature to	uched		Caster Level: 3	
Subject gains +1 on saving throws.  Resist Planar Alignment	12	Will negates	1 standard	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
ffect:		[harmless]	action	T Tourist Tourist	Target: Creature to		r oo (namiooo)	Caster Level: 3	55.1 g.17 1
Grants limited protection from a plane's alignment traits;			0	lantantanan	-		V (h		DUD: 070
Restoration, Lesser	12	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
ffect: Dispels magical ability penalty or repairs 1d4 ability dam					Target: Creature to			Caster Level: 3	
□□□□□ Resurgence	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
ffect: Allows one retry on a failed save against an ongoing spe	ell, spell-	-like ability, or supernate	ural ability.		Target: Creature to	uched		Caster Level: 3	
D□□□□ Rhino's Rush	12	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.176
iffect: Subject's charge attack deals double damage of first atta	ack.				Target: You			Caster Level: 3	
Subjects charge attack deals double damage of his atta	12	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.182
ffect:			action		Target: Creature to	uched		Caster Level: 3	
Removes fatigue and povides +4 bonus on Con checks; Sense Heretic	; see tex 12	None		10 minutes/level	Touch	V,S,DF	No	Divination	SC: Pg.182
ffect:			action		Target: Object touc	hed		Caster Level: 3	
Any evil creature with the ability to cast divine spells cau Silverbeard	uses the 12	object to glow a soft blu N/A		see text. 1 minute/level	Personal	V,DF	N/A	Transmutation	SC: Pg.190
ffect:			action		Target: You			Caster Level: 3	,
Grown beard that bestows +2 bonus to AC & +2 bonus to	to Diplon	macy checks with dwarv N/A	res.	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: Pg.206
ILLILI Sticky Saddle	12	1071	immediate action	Troundriever [D]	r croonar	¥,0,Di	1071	Transmutation	00.1 g.200
ffect:	ur maun		dollori		Target: You			Caster Level: 3	
It becomes impossible for you to fall or be thrown off you Strategic Charge		N/A	1 swift	1 round/level	Personal	V,DF	N/A	Abjuration	SC: Pg.210
ffect:			action		Target: You			Caster Level: 3	
Gain benefit of the Mobility feat.  Traveler's Mount	12	Will negates		1 hour/level	Touch	V,S	Yes	Transmutation	SC: Pg.223
ffect:			action		Target: Animal or n	nagical beas	t touched	Caster Level: 3	
+10 feet enhancement bonus to speed but cannot attack	k during 12	the duration of the spell Fortitude negates	I. 1 standard	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
iffect:		(harmless)	action		Target: Creature to			Caster Level: 3	
Subject gains 1 temporary hp.	12	None	1 standard	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
Glory  Glory  Glory		110110	action	Thinate of anti-alcohalged	Target: Creature to			Caster Level: 3	00. r g.20 r
Grants a +1 morale bonus to a single saving throw [target			1	lantantanan	-	V	No	Transmutation	CC: D= 22C
□□□□□ Warning Shout	12	None	immediate action	Instantaneous	30 ft.	V	NO	[Sonic]	SC: Pg.236
Effect:			action		Target: All allies wi	thin 30 ft.		Caster Level: 3	
Removes flat-footed condition from all allies.									
		2 -	-	LEVEL 2			0	0.1.	
Name □□□□□ Angelskin	<b>DC</b> 13	Saving Throw Will negates		Duration 1 round/level	Range Touch	Comp. V,S,DF	Yes [harmless]	School Abjuration [Good]	Source SC: Pg.11
ffect:		[harmless]	action		Target: Lawful goo	d creature to	ouched	Caster Level: 3	
Gain DR 5/evil.	13	None	1 swift	Instantaneous	Personal	V,DF	No	Transmutation	SC: Pg.18
ffect:			action		Target: 10-ft. radius			Caster Level: 3	J .
THis spell removes any fear eddect from all allies within	your au 13	ura of courage. Will negates	1 standard	Instantaneous	Touch	V,S,DF	Yes	Enchantment	SC: Pg.21
□□□□ Awaken Sin	13	nogatos	action		. 500	.,5,51	. 50	(Compulsion) [Fear, Good,	JU. 1 g.E.1
						naturo ville	ntolligonas 2 :	Mind-Affecting] Caster Level: 3	
ffoot					Torgot O- "		ntelligence 3+	Caster Level: 3	
Subject immediately takes 1d6/caster level [max 10d	6] point	s of nonlethal damage	and is stu	nned for 1 round. If subject is knocke	Target: One evil cro d	catare with			
Subject immediately takes 1d6/caster level [max 10d nconscious it takes 1d6 Wis damage.	16] point	Will negates	1 standard	nned for 1 round. If subject is knocke 1 minute/level			Yes (harmless)	Transmutation	PHB: pg.207
Subject immediately takes 1d6/caster level [max 10d noonscious it takes 1d6 Wis damage.		-		•	d	V,S,M/DF	Yes (harmless)	Transmutation  Caster Level: 3	PHB: pg.207
Subject immediately takes 1d6/caster level [max 10d neonscious it takes 1d6 Wis damage.		Will negates	1 standard action	•	Touch	V,S,M/DF	Yes (harmless)		
Subject immediately takes 1d6/caster level [max 10d nconscious it takes 1d6 Wis damage.    United Strength   Bull's Strength   Constitution   Bull's Strength   Const	13	Will negates (harmless)	1 standard action	1 minute/level	Touch  Target: Creature to	V,S,M/DF uched V,S,DF	No	Caster Level: 3 Evocation [Lawful	
Subject immediately takes 1d6/caster level [max 10d nonscious it takes 1d6 Wis damage.	13	Will negates (harmless)	1 standard action 1 standard action	1 minute/level 1 round/level [D]	Touch Target: Creature to Touch Target: Melee wea	V,S,M/DF uched V,S,DF	No	Caster Level: 3	
Subject immediately takes 1d6/caster level [max 10d neconscious it takes 1d6 Wis damage.  """ Bull's Strength  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Light  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Checkmate's Light  """ Checkmate's Light	13	Will negates (harmless)  None  15th level] and is Lawfe Will negates	1 standard action 1 standard action ul aligned. Al 1 standard	1 minute/level 1 round/level [D]	Touch Target: Creature to Touch Target: Melee wea	V,S,M/DF uched V,S,DF	No	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration	
Subject immediately takes 1d6/caster level [max 10d neconscious it takes 1d6 Wis damage.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	13 13 ax +5 at	Will negates (harmless)  None  15th level] and is Lawfu Will negates [harmless]	1 standard action 1 standard action al aligned. Al 1 standard action	1 minute/level 1 round/level [D] ies gain +1 morale bonus vs. fear in 20 10 minutes/level	d Touch Target: Creature to Touch Target: Melee weal	V,S,M/DF uched V,S,DF pon touched V,S	No Yes [harmless]	Caster Level: 3 Evocation [Lawful Caster Level: 3	] SC: Pg.46
Subject immediately takes 1d6/caster level [max 10d neonscious it takes 1d6 Wis damage.	13 13 ax +5 at	Will negates (harmless)  None  115th level] and is Lawfu Will negates [harmless] effects equal to your cas Will negates	1 standard action  1 standard action  ul aligned. Al 1 standard action  ster level [Ma 1 standard	1 minute/level 1 round/level [D] ies gain +1 morale bonus vs. fear in 20 10 minutes/level	d Touch Target: Creature to Touch Target: Melee weal ft 60 ft.	V,S,M/DF uched V,S,DF pon touched V,S	No Yes [harmless]	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3  Illusion (Glamer)	] SC: Pg.46
Subject immediately takes 1d6/caster level [max 10d neconscious it takes 1d6 Wis damage.  """ Bull's Strength  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Checkmate's Light  """ Cloak of Bravery  """ Cloak of Bravery  """ Cloak Pool  """ Cloak Pool	13 13 ax +5 at 13 nst fear e	Will negates (harmless)  None  1.15th level] and is Lawfu Will negates [harmless]  effects equal to your cas Will negates [harmless,object]	1 standard action 1 standard action ul aligned. Al 1 standard action ster level [Ma	1 minute/level  1 round/level [D]  ies gain +1 morale bonus vs. fear in 20  10 minutes/level  x +10].	Touch Target: Creature to Touch Target: Melee weal to 60 ft. Target: 60-ftradius	V,S,M/DF uched V,S,DF pon touched V,S s emanation V,S	No Yes [harmless] centered on you	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3	] SC: Pg.46 SC: Pg.47
Subject immediately takes 1d6/caster level [max 10d inconscious it takes 1d6 Wis damage.  """ Bull's Strength  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Checkmate's Light  """ Cloak of Bravery  """ Cloak of Bravery  """ Cloak Pool  """ Cloak Pool  """ Cloak Pool  """ Cloak Pool	13 13 ax +5 at 13 nst fear e	Will negates (harmless)  None  1.15th level] and is Lawfu Will negates [harmless]  effects equal to your cas Will negates [harmless,object]	1 standard action  1 standard action  1 standard action  1 standard action  ster level [Ma 1 standard action	1 minute/level  1 round/level [D]  ies gain +1 morale bonus vs. fear in 20  10 minutes/level  x +10].	Touch Target: Creature to Touch Target: Melee weal tt 60 ft. Target: 60-ftradiu: Close (30 ft.)	V,S,M/DF uched V,S,DF pon touched V,S s emanation V,S	No Yes [harmless] centered on you	Caster Level: 3 Evocation [Lawful Caster Level: 3 Abjuration [Mind-Affecting] Caster Level: 3 Illusion (Glamer) [Mind-Affecting]	] SC: Pg.46 SC: Pg.47
Subject immediately takes 1d6/caster level [max 10d neconscious it takes 1d6 Wis damage.  """ Bull's Strength  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Cloak of Bravery  """ Cloak of Bravery  """ Cloak of Bravery  """ Cloak Pool  """ Cloak Pool  """ Cloak Pool  """ Cloak Pool  """ Crown of Smiting	13 13 ax +5 at 13 ast fear e 13 ease to e	Will negates (harmless)  None  t 15th level] and is Lawfu Will negates [harmless]  effects equal to your cas Will negates [harmless,object]	1 standard action  1 standard action  1 standard action  1 standard action  ster level [Ma 1 standard action	1 minute/level  1 round/level [D]  ies gain +1 morale bonus vs. fear in 20  10 minutes/level  x +10], 1 hour/level [D]	Touch Target: Creature to Touch Target: Melee weap fit 60 ft. Target: 60-ftradiu: Close (30 ft.) Target: One color p	V,S,M/DF uched V,S,DF pon touched V,S s emanation V,S pool V,S,F	Yes [harmless] centered on you	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3  Illusion (Glamer) [Mind-Affecting] Caster Level: 3  Evocation	J SC: Pg.46 SC: Pg.47 SC: Pg.48
Subject immediately takes 1d6/caster level [max 10d neconscious it takes 1d6 Wis damage.  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Checkmate's Light  """ Cloak of Bravery  """ Cloak of Bravery  """ Cloak Pool  """ Cloak Pool  """ Cloak Pool  """ Cloak Pool  """ Crown of Smiting  """ Crown of Smiting	13  13  13  13  13  13  13  15  16  17  18  18  18  18  18  18  18  18  18	Will negates (harmless)  None  1 15th level] and is Lawfu Will negates [harmless]  effects equal to your cas Will negates [harmless,object]  exist.  Will negates (harmless)	1 standard action 1 standard action al aligned. Al 1 standard action ster level [Ma 1 standard action 1 standard action	1 minute/level  1 round/level [D]  ies gain +1 morale bonus vs. fear in 20  10 minutes/level  x +10], 1 hour/level [D]  1 hour/level [D] or until discharged	Touch Target: Creature to Touch Target: Melee weal tt 60 ft. Target: 60-ftradiu: Close (30 ft.) Target: One color p Touch Target: Creature to	V,S,M/DF uched V,S,DF pon touched V,S s emanation V,S pool V,S,F	Yes [harmless] centered on you	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3  Illusion (Glamer) [Mind-Affecting] Caster Level: 3	J SC: Pg.46 SC: Pg.47 SC: Pg.48
Crown of Smiting	13  13  13  13  13  13  13  15  16  17  18  18  18  18  18  18  18  18  18	Will negates (harmless)  None  1.15th level] and is Lawfu Will negates [harmless]  effects equal to your cas Will negates [harmless,object]  exist.  Will negates (harmless)  ute, gain +2 divine bontonus.  Fortitude negates	1 standard action 1 standard action 1 standard action 1 standard action ster level [Ma 1 standard action 1 standard action 1 standard action us on dama; 1 standard	1 minute/level  1 round/level [D]  ies gain +1 morale bonus vs. fear in 20  10 minutes/level  x +10], 1 hour/level [D]  1 hour/level [D] or until discharged	Touch Target: Creature to Touch Target: Melee weal tt 60 ft. Target: 60-ftradiu: Close (30 ft.) Target: One color p Touch Target: Creature to	V,S,M/DF uched V,S,DF pon touched V,S s emanation V,S pool V,S,F	Yes [harmless] centered on you	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3  Illusion (Glamer) [Mind-Affecting] Caster Level: 3  Evocation  Caster Level: 3  Conjuration	SC: Pg.46 SC: Pg.47
Subject immediately takes 1d6/caster level [max 10d nconscious it takes 1d6 Wis damage.  """ Bull's Strength  """ Checkmate's Light  """ Checkmate's Light  """ Cloak of Bravery  """ Cloak of Bravery  """ Cloak Pool  """ Cloak Pool  """ Crown of Smiting  """ Crown of Smiting  """ Crown of Smiting  """ Checs  """ Chectic Choose alignment [chaotic, evil, good or lawful], Once, te opponent has the designated alignment or Discharge for	13  13  13  ax +5 at  13  ast fear e  13  ease to e  13  per minior a +8 l	Will negates (harmless)  None  115th level] and is Lawfu Will negates [harmless]  effects equal to your cas Will negates [harmless,object]  exist.  Will negates (harmless)  uute, gain +2 divine bonus.	1 standard action us on damage	1 minute/level 1 round/level [D] ies gain +1 morale bonus vs. fear in 20 10 minutes/level x +10], 1 hour/level [D]  1 hour/level [D] or until discharged ie rolls no next melee or ranged attack	Touch Target: Creature to Touch Target: Melee weal tt 60 ft. Target: 60-ftradiu: Close (30 ft.) Target: One color p Touch Target: Creature to	V,S,M/DF uched V,S,DF pon touched V,S s emanation V,S pool V,S,F uched V,S, DF	Yes [harmless] centered on you No Yes (harmless)	Caster Level: 3  Evocation [Lawful Caster Level: 3  Abjuration [Mind-Affecting] Caster Level: 3  Illusion (Glamer) [Mind-Affecting] Caster Level: 3  Evocation  Caster Level: 3	SC: Pg.46 SC: Pg.47 SC: Pg.48 PHB II: pg.108

		Ch	amni	on of Clangeddin	Spelle					
Divine Insight	13	N/A	1 standard	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: Pg.70	
ffect: Gain 5 + your caster level [max bonus of 15] to one skill cl			action		Target: You			Caster Level: 3		
Divine Protection	13	Will negates [harmless]		1 minute/level		V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70	
ffect: +1 morale bonus to AC and saving throws.					Target: Allies in a 2			Caster Level: 3		
⊒□□□□ Eagle's Splendor  ###################################	13	Will negates (harmless)	1 standard action	1 minute/level	Touch  Target: Creature tou	V,S,M/DF	Yes	Transmutation  Caster Level: 3	PHB: pg.225	
Subject gains +4 to Cha for 1 minutes/level.	13	None	1 standard	1 round/level	Touch	V,S,DF	No	Abjuration [See	SC: Pg.79	
Effect: As lesser energized shield, except energy resistance is 10	) and (	damage dealt is 2d6	action		Target: Touch			text] Caster Level: 3		
□□□□□Fell the Greatest Foe	13	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90	
Effect: Deal 1d6 damage per size category difference.		,			Target: Creature to	uched		Caster Level: 3		
]□□□□ Flame of Faith	13	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: Pg.95	
ffect: Normal or masterwork weapon becomes temporary +1 fla					Target: Nonmagical			Caster Level: 3		
☐☐☐☐☐ Hand of Divinity  ffect:	13	None	1 minute	1 minute/level	Touch  Target: Creature tou	V,S,DF uched	No	Evocation [See text] Caster Level: 3	SC: Pg.109	
Grant +2 [Profane or Sacred] bonus to all saving throws.	13	None		1 round/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115	
iffect: Special mount gains celestial template			action		Target: Your specia	l mount		Caster Level: 3		
Company of the state of the sta	13	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 3	SC: Pg.129	
Teleport and end up flanking an opponent.  DDDDDDLoyal Vassal	13	Will negates		10 minutes/level; see text	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful	SC: Pg.134	
ffect: +3 sacred bonus against mind-affecting effect; see text.		[harmless]	action		Target: One willing	creature tou	iched/3 levels	Caster Level: 3		
+3 sacred bonus against mind-affecting effect; see text.	13	None	1 standard action	1 round/level	Medium (130 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119	
iffect: Subject marked takes 1d6 damage any time it continues fi	ightina	j; see text.	30.011		Target: One creatur	е		Caster Level: 3		
One Mind	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SC: Pg.149	
iffect: Both you and mount gain +2 bonus on attack rolls [while in the content of	mount	ed] +4 insight bonus to		en, gain scent ability. Must remain within	<i>Target:</i> You า			Caster Level: 3		
0 ft. of mount.  DUDD OWI'S Wisdom	13	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259	
ffect: Subject gains +4 to Wis for 1 minutes/level.		(namiess)	acuon		Target: Creature to	uched		Caster Level: 3		
Quick March	13	Will negates [harmless]	1 standard action	1 round	Medium (130 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164	
ffect: Subjects base land speed increased by 30 feet.					Target: Allies in a 2	0-ftradius	ourst	Caster Level: 3		
□□□□ Remove Paralysis	13	Will negates (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271	
		(Harriness)	action							
Frees one or more creatures from paralysis or slow effect.					more than 30 ft. apa	art	two of which can be	Caster Level: 3		
Frees one or more creatures from paralysis or slow effect.  Resist Energy	. 13	Fortitude negates (harmless)		10 minutes/level	more than 30 ft. apa Touch	v,s, DF	two of which can be Yes (harmless)	Caster Level: 3 Abjuration	PHB: pg.272	
Frees one or more creatures from paralysis or slow effect.  Care and the series of the	13 ergy ty	Fortitude negates (harmless)	1 standard action		more than 30 ft. apa Touch Target: Creature tou	ort V,S, DF uched	Yes (harmless)	Caster Level: 3 Abjuration Caster Level: 3		
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13	Fortitude negates (harmless) /pe. Will negates [object,harmless]	1 standard action  1 standard action	10 minutes/level 1 minute/level	more than 30 ft. apa Touch	v,S, DF uched v,S	Yes (harmless)	Caster Level: 3 Abjuration		
Frees one or more creatures from paralysis or slow effect.  Resist Energy  Flect:  Shield of Warding  Flect:  Grants +1 sacred bonus to Armor Class and Reflex Saves	13 ergy ty 13	Fortitude negates (harmless) /pe. Will negates [object,harmless] eer five caster levels [ma	1 standard action  1 standard action  x +5]. 1 standard		more than 30 ft. apa Touch  Target: Creature tou  Touch	v,S, DF uched v,S	Yes (harmless)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good]		
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma	1 standard action  1 standard action  x +5].	1 minute/level	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of	ort V,S, DF uched V,S or buckler to V,S,F	Yes (harmless)  No	Caster Level: 3  Abjuration  Caster Level: 3  Abjuration [Good]  Caster Level: 3	SC: Pg.188	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p	Fortitude negates (harmless) /pe. Will negates [object,harmless] eer five caster levels [ma	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action	1 minute/level 1 hour/level [D]	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)	ort V,S, DF uched V,S or buckler to V,S,F	Yes (harmless)  No	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration	SC: Pg.188	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13	Fortitude negates (harmless) /pe. Will negates [object.harmless] er five caster levels [ma Will negates (harmless)	1 standard action  1 standard action  x +5].  1 standard action	1 minute/level 1 hour/level [D]	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)  Target: One creature	art V,S, DF uched V,S or buckler to V,S,F e V,S,DF	Yes (harmless)  No ouched  Yes (harmless)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3	SC: Pg.188 PHB: pg.278	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13	Fortitude negates (harmless) /pe. Will negates [object.harmless] er five caster levels [ma Will negates (harmless)	1 standard action  1 standard action  x +5].  1 standard action  1 standard action  1 standard action	1 minute/level 1 hour/level [D]	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)  Target: One creatur  Close (30 ft.)	art V,S, DF uched V,S or buckler to V,S,F e V,S,DF	Yes (harmless)  No ouched  Yes (harmless)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force]	SC: Pg.188 PHB: pg.278	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 unt. 13	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]  kill negates [harmless]; see text  diabalize them, undead tal	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  te 1 point of	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special	art V,S, DF uched V,S or buckler to V,S,F e V,S,F mount V,S,DF burst cente	Yes (harmless)  No ouched  Yes (harmless)  N/A  Yes [harmless]  pred on you	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 unt. 13	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  te 1 point of	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special  See text  Target: 50-ftradius	art V,S, DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF	Yes (harmless)  No ouched Yes (harmless)  N/A  Yes [harmless]	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation	SC: Pg.188  PHB: pg.278  SC: Pg.202	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 13 13 13 13 13 15 to state 13	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tal N/A	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special  See text  Target: 50-ftradius  Personal  Target: You	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF	Yes (harmless)  No  puched  Yes (harmless)  N/A  Yes [harmless]  pered on you  No	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 unt. 13 o to sta	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]  kill negates [harmless]; see text  diabalize them, undead tal	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You  Close (30 ft.)	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF	Yes (harmless)  No ouched  Yes (harmless)  N/A  Yes [harmless]  pred on you	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 13 13 13 13 13 15 to state 13	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tal N/A	standard action      standard action      standard action      x +5].     standard action      standard action      standard action      swift action      swift action      standard action      standard action      standard action      standard action      standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round	more than 30 ft. apa Touch  Target: Creature tou  Touch  Target: One shield of  Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special  See text  Target: 50-ftradius  Personal  Target: You	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF	Yes (harmless)  No  puched  Yes (harmless)  N/A  Yes [harmless]  pered on you  No	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211	
Frees one or more creatures from paralysis or slow effect.	13 13 13 13 13 13 13 13 13	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  eer five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text ebalize them, undead tal N/A  Will negates (object)	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours	more than 30 ft. apa Touch  Target: Creature tour Touch  Target: One shield of Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special See text  Target: 50-ftradius  Personal  Target: You  Close (30 ft.)  Target: One creatur  Personal  Target: You  Target: You	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF V,S e e or object	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless]  pred on you  No  Yes (object)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 13 13 13 chose ugh er	Fortitude negates (harmless)  /pe. Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tal N/A  Will negates (object)  N/A  en opponent. You gain a termies as if they were a terminal termin	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of t.	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You creatur Personal  Target: You creatur Personal	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF V,S,DF V,S,DF V,S,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless]  pred on you  No  Yes (object)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 13 13 13 13 13 13 15 choses	Fortitude negates (harmless)  //pe.  Will negates [object, harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tai N/A  Will negates (object)  N/A  An opponent. You gain a	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level In bonus to your AC against all attacks of	more than 30 ft. apa Touch  Target: Creature tour Touch  Target: One shield of Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special See text  Target: 50-ftradius  Personal  Target: You  Close (30 ft.)  Target: One creatur  Personal  Target: You  Target: You	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF V,S e e or object	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless]  pred on you  No  Yes (object)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion)	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 13 13 13 chose ugh er	Fortitude negates (harmless)  /pe. Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tal N/A  Will negates (object)  N/A  en opponent. You gain a termies as if they were a terminal termin	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of t.	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You creatur Personal  Target: You creatur Personal	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF  V,S,DF  V,S,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless]  pred on you  No  Yes (object)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 13 13 13 13 chose ugh er	Fortitude negates (harmless)  /pe. Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tal N/A  Will negates (object)  N/A  en opponent. You gain a termies as if they were a terminate terminates as if they were a terminates as if th	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of t.	more than 30 ft. apa Touch  Target: Creature tour Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You ft.  Close (30 ft.)	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF  V,S,DF  V,S,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless]  pred on you  No  Yes (object)	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 p 13 s, +1 p 13 so to star 13 s choses ugh er 13 s DC	Fortitude negates (harmless)  //pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text  abalize them, undead tal N/A  Will negates (object)  N/A  en opponent. You gain a nemies as if they were al Will negates  Will negates	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 standard action  1 swift action  1 standard action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of the control of t	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur  Close (30 ft.)  Target: One special See text  Target: 50-ftradius  Personal  Target: You  Close (30 ft.)  Target: One creatur  Personal  Target: You  Close (30 ft.)  Target: You  Close (30 ft.)  Target: You  ft	art V,S, DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF V,S e or object V,S V,S,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless]  pred on you  No  Yes (object)  N/A  Yes  Spell Resistance	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 s, +1 pp 13 mint. 13 mint	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tat N/A  Will negates (object)  N/A  Will negates (object)  N/A  Will negates (object)  Will negates (object)	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 standard action  1 swift action  1 standard action  1 swift action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of the initial content of the i	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One reatur  Close (30 ft.)  Target: One special See text  Target: 50-ftradius  Personal  Target: You Close (30 ft.)  Target: One creatur  Personal  Target: You ft  Close (30 ft.)  Target: You ft  Close (30 ft.)  Target: You ft	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF  V,S,DF  V,S,DF  Comp. V,S,M,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless] ared on you  No  Yes (object)  N/A  Yes  Spell Resistance No	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3 School Conjuration (Creation) [Lawful Water]	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303	
Frees one or more creatures from paralysis or slow effect.	13 13 13 13 13 13 13 13 13 13 13 13 13 1	Fortitude negates (harmless)  /pe.  Will negates [object, harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tai N/A  Will negates (object)  N/A  Will negates (object)  N/A  Sen opponent. You gain a nemies as if they were a Will negates  Will negates  Saving Throw  None	1 standard action  1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action  1 standard action  1 swift action  1 standard action  Time  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of the control of t	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You ft.  Close (30 ft.)  Target: You ft.  Target: 20-ftradius	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF  V,S,DF  V,S,DF  Comp. V,S,M,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless] ared on you  No  Yes (object)  N/A  Yes  Spell Resistance No	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3 School Conjuration (Creation) [Lawful	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303	
Frees one or more creatures from paralysis or slow effect.	13 13 13 13 13 13 13 13 13 13 13 13 13 1	Fortitude negates (harmless)  /pe.  Will negates [object, harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tai N/A  Will negates (object)  N/A  Will negates (object)  N/A  Sen opponent. You gain a nemies as if they were a Will negates  Will negates  Saving Throw  None	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of the control of t	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You ft.  Close (30 ft.)  Target: You ft.  Target: 20-ftradius	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF  V,S,DF  V,S,DF  Comp. V,S,M,DF	Yes (harmless)  No uuched  Yes (harmless)  N/A  Yes [harmless] ared on you  No  Yes (object)  N/A  Yes  Spell Resistance No	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3 School Conjuration (Creation) [Lawful Water]	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303	
Frees one or more creatures from paralysis or slow effect.	13 13 13 13 13 13 13 13 13 13 13 14 15 16 17 17 18 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 18 18 18 18 18 18 18 18 18 18 18 18	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  eer five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalaize them, undead tal N/A  Will negates (object)  N/A  Will negates (object)  N/A  Pen opponent. You gain a nemies as if they were al Will negates  Will negates  Saving Throw  None	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 swift action  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of t. 1 minute/level  LEVEL 3  Duration 1 round/level actic creature [Double to outsiders] and	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: One special See text  Target: 50-ftradius Personal  Target: You Close (30 ft.)  Target: One creatur Personal  Target: You ft Close (30 ft.)  Target: You ft Close (30 ft.)  Target: You ft Target: You ft Target: 20-ftradius	art V,S,DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF  V,S,DF  V,S,DF  V,S,DF  comp. V,S,M,DF	Yes (harmless)  No puched  Yes (harmless)  N/A  Yes [harmless]  pered on you  No  Yes (object)  N/A  Yes  Spell Resistance  No 20 ft. high]	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3 School Conjuration (Creation) [Lawful Water] Caster Level: 3 Abjuration [Good] Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303	
Resist Energy  Effect:  Ignores first 10 points of damage/attack from specified energy  Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves  Shield Other  Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves  Shield Other  Effect: Creates a special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of the special chariot behind the paladin's special mount of	13 13 13 13 13 13 13 13 13 13 13 14 15 16 17 17 18 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 19 18 18 18 18 18 18 18 18 18 18 18 18 18	Fortitude negates (harmless)  /pe.  Will negates [object,harmless]  eer five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalaize them, undead tal N/A  Will negates (object)  N/A  Will negates (object)  N/A  Pen opponent. You gain a nemies as if they were al Will negates  Will negates  Saving Throw  None	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 standard action  Time  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of t. 1 minute/level  LEVEL 3  Duration 1 round/level actic creature [Double to outsiders] and	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One creatur Close (30 ft.)  Target: Touch  Target: Touch  Target: So-ftradius  Personal  Target: You  Close (30 ft.)  Target: One creatur  Personal  Target: You  Close (30 ft.)  Target: You  Target: You  Target: You  Target: 20-ftradius	art V.S. DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF V,S e or object V,S V,S, DF emanation  Comp. V,S,M,DF V,S,M V,S,M	Yes (harmless)  No puched  Yes (harmless)  N/A  Yes [harmless]  pered on you  No  Yes (object)  N/A  Yes  Spell Resistance  No 20 ft. high]	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Abjuration Caster Level: 3 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3 School Conjuration (Creation) [Lawful Water] Caster Level: 3 Abjuration [Good] Caster Level: 3	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303	
Frees one or more creatures from paralysis or slow effect.	13 ergy ty 13 3, +1 p 13 13 13 13 13 13 13 13 14 DC to sta 13 13 14 14	Fortitude negates (harmless)  /pe.  Will negates [object, harmless]  er five caster levels [ma Will negates (harmless)  N/A  Will negates [harmless]; see text abalize them, undead tal N/A  Will negates (object)  N/A  Proponent. You gain a nemies as if they were a Will negates  Saving Throw  None  I attacks. Deals 2d6 da N/A  Will half (harmless);	1 standard action  1 standard action  x +5]. 1 standard action  1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 standard action	1 minute/level 1 hour/level [D] 1 hour/level Instantaneous damage [Will negates]. 1 round 24 hours 1 round/level n bonus to your AC against all attacks of t. 1 minute/level  LEVEL 3  Duration 1 round/level actic creature [Double to outsiders] and 1 round/level	more than 30 ft. apa Touch  Target: Creature tou Touch  Target: One shield of Close (30 ft.)  Target: One reatur Close (30 ft.)  Target: Touch  Target: Touch  Target: 50-ftradius  Personal  Target: You  Close (30 ft.)  Target: One creatur  Personal  Target: You  Close (30 ft.)  Target: You  ft  Close (30 ft.)  Target: You  ft  Target: Youf  Target: 20-ftradius	art V.S. DF uched V,S or buckler to V,S,F e V,S,DF mount V,S,DF burst cente V,S,DF V,S e or object V,S V,S, DF emanation  Comp. V,S,M,DF V,S,M V,S,M	Yes (harmless)  No puched  Yes (harmless)  N/A  Yes [harmless]  ared on you  No  Yes (object)  N/A  Yes  Spell Resistance  No 20 ft. high]  N/A  Yes (harmless); see	Caster Level: 3 Abjuration Caster Level: 3 Abjuration [Good] Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Force] Caster Level: 3 Conjuration (Healing) Caster Level: 3 Transmutation Caster Level: 3 Abjuration Caster Level: 3 Conjuration (Creation) [Lawful Water] Caster Level: 3 Abjuration [Good] Caster Level: 3 Conjuration	SC: Pg.188  PHB: pg.278  SC: Pg.202  SC: Pg.204  SC: Pg.211  PHB: pg.297  SC: Pg.244  PHB: pg.303  Source  SC: Pg.22  SC: Pg.21  PHB: pg.303	

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

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

# Thorin Trueblade



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

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

# **Biography:**

See Thorin Background.

## **Notes:**

**Character Sheet Notes:** 

FAITH: 6