

# Combat Medic

NAME		PLAYERNAME		DEITY		Neutral Good	
d20E1 d8E4 Clr		Fedyra		4' 10"		ALIGNMENT	
CLASS		RACE		HEIGHT		VISION	
5		140		Emerald		0	
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		HAIR			
14550		Medium		145 lbs.			
EXPERIENCE		SIZE		WEIGHT			
15000		Male		Seaweed Green,			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
<b>STR</b> Strength	14	+2	14	+2	14	+2	<b>HP</b> hit points	70					Walk 30 ft.	
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class	24	23	15	10	4	4	0
<b>CON</b> Constitution	14	+2	14	+2	14	+2	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT
<b>INT</b> Intelligence	17	+3	17	+3	17	+3	INITIATIVE		+1	+1	+0	1	0	1
<b>WIS</b> Wisdom	19	+4	19	+4	19	+4	TOTAL		DEX MODIFIER	MISC MODIFIER	NATURAL ARMOR	DEFLEC-TION	MISC	MISS CHANCE
<b>CHA</b> Charisma	16	+3	16	+3	16	+3	BASE ATTACK		+4		0	0	+0	0
							bonus				ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
<b>STR</b> Strength	14	+2	14	+2	14	+2	<b>HP</b> hit points	70					Walk 30 ft.	
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class	24	23	15	10	4	4	0
<b>CON</b> Constitution	14	+2	14	+2	14	+2	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT
<b>INT</b> Intelligence	17	+3	17	+3	17	+3	INITIATIVE		+1	+1	+0	1	0	1
<b>WIS</b> Wisdom	19	+4	19	+4	19	+4	TOTAL		DEX MODIFIER	MISC MODIFIER	NATURAL ARMOR	DEFLEC-TION	MISC	MISS CHANCE
<b>CHA</b> Charisma	16	+3	16	+3	16	+3	BASE ATTACK		+4		0	0	+0	0
							bonus				ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+3	+2	+0	+1	+0		
<b>REFLEX</b> (dexterity)	+3	+1	+1	+0	+1	+0		
<b>WILL</b> (wisdom)	+7	+2	+4	+0	+1	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7	+4	+2	+0	+1	+0
<b>RANGED</b> attack bonus	+6	+4	+1	+0	+1	+0
<b>GRAPPLE</b> attack bonus	+7	+4	+2	+0	+1	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

*Priests Divine Blessings	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	2d6+5				
<b>Special Properties</b>	Divine Blessings - Grants Shield AC of +4, Armor AC of +4 and Wisdom Bonus to AC. Shillelagh applied.				

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Priests Divine Blessings		+12	+0	0	
Divine Blessings - Grants Shield AC of +4, Armor AC of +4 and Wisdom Bonus to AC. Shillelagh applied.					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Acrobatics	DEX	2	= 1	+	+	1
✓ Appraise	INT	4	= 3	+	+	1
✓ Athletics	STR	3	= 2	+	+	1
Athletics (Jump)	STR	3	= 2	+	1.0	+
✓ Craft (Untrained)	INT	4	= 3	+	+	1
✓ Deception	CHA	4	= 3	+	+	1
✓ Endurance	CON	7	= 2	+	4.0	+
✓ Gather Information	CHA	4	= 3	+	+	1
✓ Heal	WIS	13	= 4	+	8.0	+
Knowledge (Religion)	INT	12	= 3	+	8.0	+
✓ Perception	WIS	13	= 4	+	8.0	+
✓ Persuasion	CHA	8	= 3	+	4.0	+
Profession (Herbalist)	WIS	6	= 4	+	1.0	+
✓ Psychic (Psychic Healing)	WIS	13	= 4	+	8.0	+
✓ Ride	DEX	2	= 1	+	+	1
✓ Sense Motive	WIS	5	= 4	+	+	1
✓ Stealth	DEX	10	= 1	+	8.0	+
✓ Survival	WIS	13	= 4	+	8.0	+
Survival (Find or follow tracks)	WIS	15	= 4	+	8.0	+
✓ Thievery	DEX	2	= 1	+	+	1
✓ Use Rope	DEX	2	= 1	+	+	1
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Fedrya Holy Symbol (Holy Symbol (Silver))	Equipped	1	1.0	25.0
<b>Potion of Cure Serious Wounds</b>	Carried	10	0.0 (0.0)	750.0 (7500.0)
<b>Priests Divine Blessings</b>	Equipped	1	0.0	2300.0
Divine Blessings - Grants Shield AC of +4, Armor AC of +4 and Wisdom Bonus to AC. Shillelagh applied.				
<b>Ring of Sustenance</b>	Equipped	1	0.0	2500.0
TOTAL WEIGHT CARRIED/VALUE			1 lbs.	12325.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
<b>Warcraft</b> +4 BAB	[Eclipse, p.10]

Special Qualities	
<b>Armor Proficiency (Light)</b> Proficient with Light Armors	[Eclipse, p.49]
<b>Weapon Proficiency (All Simple Weapons)</b> Grants Proficiency with all simple weapons.	[Eclipse, p.49]
+7/+2+7/+2	

Feats	
<b>Feat Conversion to CP ~ 6 (4x)</b> Covert regular feat to six Character Points	[Eclipse, p.9]


PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Draconic, Elven, Sylvan, Terran, Tradetongue

TEMPLATES
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<div> <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.</div> <div>Fast Learner/ Specialized for increased effect (Magic Levels)</div> <div>[Eclipse, p.17]</div> <div>(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.</div> </div> </div>	
<div> <div>DISADVANTAGES</div> <div> <div>Accursed (Uniquely striking appearance)</div> <div>[Is This It]</div> <div>Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.</div> <div>Compulsive (Rushes to Aid any injured companion)</div> <div>[Eclipse, p.18]</div> <div>You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.</div> <div>Dependent (Power Source)</div> <div>[Is This It]</div> <div>Every Fedyra is mystically dependent on a link with a particular natural feature - a grove, outcropping of stone, stream, or whatever. If it is damaged or despoiled, they will lose access to their Fey Ancestry abilities, cannot reproduce, and will age more quickly.</div> <div>History</div> <div>[Eclipse, p.19]</div> <div>The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.</div> <div>Hunted (Ancient Evil)</div> <div>[Eclipse, p.19]</div> <div>Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.</div> <div>Obligations (Must participate in Cultural Rituals)</div> <div>[Is This It]</div> <div>If they fail to do so, they will - once again - lose access to their fey ancestry package.</div> </div> </div>	
<div> <div>Spell Caster Information</div> <div> <div>Cleric</div> <div>[Eclipse, p.11]</div> <div>Cleric Level 6, Casterlevel is 8</div> </div> </div>	
<div> <div>Eclipse Abilities</div> <div> <div>Adept (Heal, Healing ~ Physical Healing, Perception, Diplomacy)</div> <div>[Eclipse, p.24]</div> <div>(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.</div> <div>Base Caster Level ~ Specialized ~ Cleric (6x)</div> <div>[Eclipse, p.11]</div> <div>Blessing</div> <div>[Eclipse, p.26]</div> <div>(6 CP). Blessing allows you to give others abilities equal to your own. Although powerful and versatile, Blessing comes with built-in flaws: you can only bless others when your abilities exceed theirs, and you lose the difference. As an alternative, the user may opt to "share" a particular item slot and the benefits of whatever occupies it. ! For example, a character with Blessing and +8 BAB could give another character with +5 BAB the difference. His or her BAB would then fall to +5. The Blessing lasts for 24 hours without being renewed, and the "Blessor" may take back his or her abilities at any time. The Blessing ends if either dies.</div> <div>Evasive, Very Common Actions (No Attack of Opportunity after casting a Beneficial Spell)</div> <div>[Eclipse, p.52]</div> <div>Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.</div> <div>Fedyra Racial / Damage Reduction</div> <div>[Is This It]</div> <div>Specialized in energy for double effect, Corrupted for reduced cost (reduces a particular type of energy damage by four points [to a minimum of zero] per exposure, 2 CP).</div> <div>Fedyra Racial / Green ~ Delay Poison</div> <div>[Is This It]</div> <div>Fedyra Racial / Inherent Spell ~ Elemental Bolt</div> <div>[Is This It]</div> <div>Elemental Bolt (L2, 1d6/level to a single target up to a maximum of 10d6, the type is chosen to suit the draconic ancestor, usable twice per day), Corrupted/provokes attacks of opportunity (4 CP).</div> <div>Fedyra Racial / Oread</div> <div>[Is This It]</div> <div>+2 Enhancement Bonus to Strength (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Identify Minerals 3/Day (L0 at CL1, 600 GP), Hide Like Ox/+1 Natural Armor (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Shillelagh (Unlimited Use, L1 at CL1, 2000 GP), Detect Snares and Pits (Unlimited Use, L1 at CL1, 2000 GP).</div> <div>Grant of Aid</div> <div>[Eclipse, p.32]</div> <div>(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.</div> <div>Immunity (Fedyra Aging)</div> <div>[Is This It]</div> <div>(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.</div> <div>Immunity (XP cost of Innate Enchantments)</div> <div>[Is This It]</div> <div>the normal XP cost of Innate Enchantments (Uncommon, Minor, Trivial [only covers first level effects at caster level one], Specialized/only to cover initial racial abilities, 1 CP).</div> <div>Innate Enchantment</div> <div>[Is This It]</div> <div>(8000 GP total value, 9 CP, all abilities Use-Activated).</div> <div>Innate Enchantment / Enhanced Attribute (+2 Charisma)</div> <div>[Is This It]</div> <div>(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)</div> <div>Innate Enchantment / Immortal Vigor I</div> <div>[Is This It]</div> <div>adds 2d6 - effectively 12 due to at-will use, +2x Con Mod HP (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).</div> <div>Innate Enchantment / Inspiring Word</div> <div>[Is This It]</div> <div>provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.</div> <div>Occult Skill ~ Psychic Ability ~ Wild Talent (Psychic (Psychic Healing))</div> <div>[Is This It]</div> <div>You have the potential to learn the selected psychic skills.</div> <div>Reflex Training (May take a standard action after casting a Beneficial Cleric Spell)</div> <div>[Eclipse, p.40]</div> <div>(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.</div> </div> </div>	

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Shillelagh	10	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.						<i>Target:</i> One touched nonmagical oak club or quarterstaff			<i>Caster Level:</i> 1	
At Will	Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
	Identify Minerals			Standard Action	1 rounds		V,S		Divination	Is This : null
<i>Effect:</i> You can determine the elements you are examining						<i>Target:</i>			<i>Caster Level:</i> 1	
At Will	Delay Poison	10	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	14	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 8	
□□□□□Create Water		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 8	
□□□□□Cure Minor Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
□□□□□Detect Poison		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 8	
□□□□□Guidance	14	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Inflict Minor Wounds	14	Will negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
□□□□□Mending	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 8	
□□□□□Purify Food and Drink	14	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 8	
□□□□□Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Resistance	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Virtue	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	15	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 8	
□□□□□Axiomatic Water	15	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 8	
□□□□□Bane	15	Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 8	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 8	
□□□□□Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 8	
□□□□□Blessed Aim	15	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 8	
□□□□□Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 8	
□□□□□Blood Wind	15	Will negates [harmless]	1 swift action	1 round	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: p.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 8	
□□□□□Cause Fear	15	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (45 ft.)	V,S	Yes	Necromancy [Fear, Mind-Affecting]	PHB: p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 8	
□□□□□Cold Fire	15	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 8	
□□□□□Command	15	Will negates	Standard Action	1 round	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 8	

\* =Domain/Speciality Spell

# Cleric Spells

■■■■■ Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Cure Light Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
■■■■■ Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
■■■■■ Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
■■■■■ Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
■■■■■ Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
■■■■■ Dispel Ward		None	1 standard action	Instantaneous	Medium (180 ft.)	V,S	No	Abjuration	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text					<i>Target:</i> One warded object or area		<i>Caster Level:</i> 8		
■■■■■ Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You		<i>Caster Level:</i> 8		
■■■■■ Doom	15	Will negates	Standard Action	1 minute/level	Medium (180 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: Mind-Affecting]	p.225
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 8		
■■■■■ Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You		<i>Caster Level:</i> 8		
■■■■■ Faith Healing	15	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
■■■■■ Foundation of Stone		None	1 standard action	1 round/level	Close (45 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
■■■■■ Grave Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 8		
■■■■■ Guiding Light		None	1 standard action	1 minute/level [D]	Long (720 ft.)	V,S	Yes	Evocation	SC: p.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst		<i>Caster Level:</i> 8		
■■■■■ Healthful Rest	15	Will negates [harmless]	10 minutes	24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 8		
■■■■■ Hide from Undead	15	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.					<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 8		
■■■■■ Ice Gauntlet	15	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SC: p.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					<i>Target:</i> You		<i>Caster Level:</i> 8		
■■■■■ Incite	15	Will negates	1 swift action	1 minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					<i>Target:</i> Creatures in a 10-ft. burst		<i>Caster Level:</i> 8		
■■■■■ Inflict Light Wounds	15	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Inhibit	15	Will negates	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
■■■■■ Invest Light Protection	15	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Ironguts	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
■■■■■ Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 8		
■■■■■ Magic Stone	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 8		

\* =Domain/Specialty Spell

## Cleric Spells

☐☐☐☐☐ Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Moon Lust	15	Will negates [harmless]	1 standard action	1 round/level	Medium (180 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: p.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Nightshield	15	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Nimbus of Light	15	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 8		
☐☐☐☐☐ Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Chaos	15	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Lawful]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Evil	15	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Good]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Law	15	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Chaotic]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Remove Fear	15	Will negates (harmless)	Standard Action	10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resurgence	15	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Sanctuary	15	Will negates	Standard Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Scholar's Touch		None	Standard Action	Concentration, up to 8 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shield of Faith	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +3 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Sign	15	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Snowshoes	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Spell Flower	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F,DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Updraft	15	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vigor, Lesser	15	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wings of the Sea	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.196
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Align Weapon	16	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 8		
☐☐☐☐☐ Animalistic Power	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: p.202
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You		<i>Caster Level:</i> 8		

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☐☐☐☐☐ Aura Against Flame	16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Balor Nimbus	16	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Bear's Endurance	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Black Karma Curse	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.103
<i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Blade Brothers	16	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: p.103
<i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					<i>Target:</i> Two willing creatures		<i>Caster Level:</i> 8		
☐☐☐☐☐ Body Blades	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Calm Emotions	16	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (180 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 8		
☐☐☐☐☐ Close Wounds	16	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Cloud of Knives			1 standard action	1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
<i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Consecrate		None	Standard Action	2 hours/level	Close (45 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 8		
☐☐☐☐☐ Cure Moderate Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Curse of Ill Fortune	16	Will negates	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Darkness		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Dark Way		None	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		<i>Caster Level:</i> 8		
☐☐☐☐☐ Deific Vegeance	16	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Deific Vengeance	16	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
<i>Effect:</i> Cause 4d6 or 8d6 if the target is undead.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Delay Poison	16	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Divine Insight	16	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Divine Interdiction	16	Will negates or None [object]; see text	1 standard action	1 round/level	Close (45 ft.)	V	Yes or No [object]; see text	Abjuration	SC: p.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 8		
☐☐☐☐☐ Divine Protection	16	Will negates [harmless]	1 standard action	1 minute/level	Medium (180 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 8		
☐☐☐☐☐ Eagle's Splendor	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic]. you can 5 resistance; see text					<i>Target:</i> Touch		<i>Caster Level:</i> 8		
☐☐☐☐☐ Enthral	16	Will negates; see text	1 round	1 hour or less	Medium (180 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.227
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 8		
☐☐☐☐☐ Extend Tentacles	16	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
<i>Effect:</i> Extends your tentacles by 5 ft.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Find Traps		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.230
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You		<i>Caster Level:</i> 8		

\* =Domain/Speciality Spell



# Cleric Spells

☐☐☐☐☐ Frost Breath	16	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 8		
☐☐☐☐☐ Fuse Arms	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Gentle Repose	16	Will negates (object)	Standard Action	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Ghost Touch Armor	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Hand of Divinity		None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: p.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Hold Person	16	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (180 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Inflict Moderate Wounds	16	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Inky Cloud		None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjuration (Creation)	SC: p.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Insight of Good Fortune	16	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: p.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Insignia of Alarm		None	Standard Action	Instantaneous	Long (720 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
<i>Effect:</i> Spell alerts all wearers.					<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 8		
☐☐☐☐☐ Iron Silence	16	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels		<i>Caster Level:</i> 8		
☐☐☐☐☐ Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 8		
☐☐☐☐☐ Living Undeath	16	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Make Whole	16	Will negates (harmless, object)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: p.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 8		
☐☐☐☐☐ Mark of Judgement	16	Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,DF	Yes	Necromancy	PHB II: p.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Mark of the Outcast	16	Will negates	1 standard action	Permanent	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Master's Touch (Skillful)	16	Will negates (harmless)	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: p.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Owl's Wisdom	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Negative Energy	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Positive Energy	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Quick March	16	Will negates [harmless]	1 standard action	1 round	Medium (180 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 8		
☐☐☐☐☐ Remove Paralysis	16	Will negates (harmless)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resist Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Share Talents	16	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: p.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: p.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shield Other	16	Will negates (harmless)	Standard Action	1 hour/level [D]	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐ Shroud of Undeath	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Silence	16	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (720 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 8		
☐☐☐☐☐ Sound Burst	16	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 8		
☐☐☐☐☐ Spawn Screen	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
<i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<i>Target:</i> One creature/level		<i>Caster Level:</i> 8		
☐☐☐☐☐ Spell Immunity, Lesser	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Spiritual Weapon		None	Standard Action	1 round/level [D]	Medium (180 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 8		
☐☐☐☐☐ Stabilize	16	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Status	16	Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> One/per 3 levels living creatures touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Stay the Hand	16	Will negates	1 immediate action	Instantaneous	Medium (180 ft.)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: p.126
<i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 8		
☐☐☐☐☐ Stone Bones	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Stone Fist		None	Standard Action	8 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
<i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Stretch Weapon	16	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
<i>Effect:</i> Adds 5 feet of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 8		
☐☐☐☐☐ Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: p.214
<i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text					<i>Target:</i> One summoned Elysian thrush		<i>Caster Level:</i> 8		
☐☐☐☐☐ Summon Monster II		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 8		
☐☐☐☐☐ Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Zone of Truth	16	Will negates	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 8		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid, Mass		None	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Air Breathing	17	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Align Weapon, Mass	17	Will negates [harmless, object]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless, object]	Transmutation	SC: p.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Alter Fortune		None	1 immediate action	Instantaneous	Close (45 ft.)	V,X	No	Divination	PHB II: p.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Anarchic Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SC: p.11
<i>Effect:</i> Storm imposes penalties and damages lawful creatures.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 8		
☐☐☐☐☐ Antidragon Aura	17	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: p.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Attune Form	17	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels		<i>Caster Level:</i> 8		
☐☐☐☐☐ Awaken Sin	17	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+		<i>Caster Level:</i> 8		
☐☐☐☐☐ Axiomatic Storm		None	1 standard action	1 round/level	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: p.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]		<i>Caster Level:</i> 8		

\* =Domain/Specialty Spell

# Cleric Spells

Bestow Curse					17	Will negates	Standard Action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.									Target: Creature touched		Caster Level: 8		
Blade of Pain and Fear					17	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: p.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.									Target: Swordlike column of gnashing teeth		Caster Level: 8		
Blindness/Deafness					17	Fortitude negates	Standard Action	Permanent [D]	Medium (180 ft.)	V	Yes	Necromancy	PHB: p.206
Effect: Makes subject blinded or deafened.									Target: One living creature		Caster Level: 8		
Blindsight					17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.									Target: Creature touched		Caster Level: 8		
Chain of Eyes					17	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.									Target: Living creature touched		Caster Level: 8		
Channeled Divine Shield							See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106
Effect: Gain DR based upon casting time; See text.									Target: You		Caster Level: 8		
Checkmate's Light						None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.									Target: Melee weapon touched		Caster Level: 8		
Circle Dance					17	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
Effect: Get direction and general status of a known target.									Target: You		Caster Level: 8		
Cloak of Bravery					17	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47
Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].									Target: 60-ft.-radius emanation centered on you		Caster Level: 8		
Cloak Pool					17	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: p.48
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.									Target: One color pool		Caster Level: 8		
Continual Flame						None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
Effect: Makes a permanent, heatless torch.									Target: Object touched Magical, heatless flame		Caster Level: 8		
Conviction, Mass					17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (180 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect: Same as conviction, except it affects multiple allies at a distance.									Target: Allies in a 20-ft.-radius burst		Caster Level: 8		
Corona of Cold					17	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.									Target: 20-ft.-radius spread		Caster Level: 8		
Create Food and Water						None	10 minutes	24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214
Effect: Feeds 3 humans or 1 horses/level.									Target: Food and water to sustain 3 humans/level or one horse/level for 24 hours		Caster Level: 8		
Crown of Grave					17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
Effect: Wearer can compel undead with a one-word command once per minute. See text.									Target: Creature touched		Caster Level: 8		
Crown of Might					17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +2 Strength enhancement or discharge for +8 Strength for one round.									Target: Creature touched		Caster Level: 8		
Crown of Protection					17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +1 deflection bonus to AC and +1 resistance bonus on all saves.									Target: Creature touched		Caster Level: 8		
Crown of Smiting					17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: p.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.									Target: Creature touched		Caster Level: 8		
Cure Serious Wounds					17	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage.									Target: Creature touched		Caster Level: 8		
Curse of Arrow Attraction					17	Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,M	Yes	Transmutation	PHB II: p.109
Effect: Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.									Target: One creature		Caster Level: 8		
Darkfire						None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.59
Effect: Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].									Target: Flame in your palm		Caster Level: 8		
Daylight						None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
Effect: 60-ft. radius of bright light.									Target: Object touched		Caster Level: 8		
Deeper Darkness						None	Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
Effect: Object sheds supernatural shadow in 60-ft. radius.									Target: Object touched		Caster Level: 8		
Demon Dirge					17	NWill half	1 standard action	1d6 rounds; see text	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.63
Effect: Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.									Target: Living creature		Caster Level: 8		
Devil Blight					17	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: p.64
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..									Target: Living creature		Caster Level: 8		
Dispel Magic						None	Standard Action	Instantaneous	Medium (180 ft.)	V,S	No	Abjuration	PHB: p.223
Effect: Cancels magical spells and effects.									Target: One spellcaster, creature, or object; or 20-ft.-radius burst		Caster Level: 8		
Divine Retaliation						None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: p.110
Effect: Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.									Target: Magic weapon of force		Caster Level: 8		
Downdraft					17	Reflex partial; see text	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
Effect: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].									Target: Cylinder [20-ft. radius, 100 ft. high]		Caster Level: 8		
* =Domain/Specialty Spell													

# Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energized Shield</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>No</div> </div> <div> <div>Abjuration [See text]</div> <div>SC: p.79</div> </div>	<div> <div>Effect:</div> <div>As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6</div> </div>	<div> <div>Target: Touch</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Aegis</div> </div> <div> <div>17</div> <div>Will negates (harmless)</div> <div>1 immediate action</div> <div>1 round</div> </div> <div> <div>Close (45 ft.)</div> <div>V,DF</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration</div> <div>PHB II: p.111</div> </div>	<div> <div>Effect:</div> <div>Gain resistance 20 against one energy type for one attack.</div> </div>	<div> <div>Target: One creature</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vortex</div> </div> <div> <div>17</div> <div>Reflex half</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>20 ft.</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic]</div> <div>SC: p.81</div> </div>	<div> <div>Effect:</div> <div>Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you.</div> </div>	<div> <div>Target: All creatures within a 20-ft.-radius burst centered on you</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vulnerability</div> </div> <div> <div>17</div> <div>Will negates</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Medium (180 ft.)</div> <div>V,S,M/DF</div> <div>Yes</div> </div> <div> <div>Abjuration</div> <div>PHB II: p.112</div> </div>	<div> <div>Effect:</div> <div>You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.</div> </div>	<div> <div>Target: One or more creatures within a 10-ft.-radius burst</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Favorable Sacrifice</div> </div> <div> <div>17</div> <div>Will negates [harmless]</div> <div>1 standard action</div> <div>1 hour/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Abjuration</div> <div>SC: p.89</div> </div>	<div> <div>Effect:</div> <div>Gain benefit from deity; see text.</div> </div>	<div> <div>Target: Creature touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fell the Greatest Foe</div> </div> <div> <div>17</div> <div>Fortitude negates [harmless]</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.90</div> </div>	<div> <div>Effect:</div> <div>Deal 1d6 damage per size category difference.</div> </div>	<div> <div>Target: Creature touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Flame of Faith</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>No</div> </div> <div> <div>Evocation</div> <div>SC: p.95</div> </div>	<div> <div>Effect:</div> <div>Normal or masterwork weapon becomes temporary +1 flaming burst weapon.</div> </div>	<div> <div>Target: Nonmagical weapon touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ghost Touch Weapon</div> </div> <div> <div>17</div> <div>Will negates [harmless,object]</div> <div>1 standard action</div> <div>1 minute/level</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes [harmless,object]</div> </div> <div> <div>Transmutation</div> <div>SC: p.102</div> </div>	<div> <div>Effect:</div> <div>Hit incorporeal normally.</div> </div>	<div> <div>Target: One weapon or fifty projectiles [all in contact at time of casting]</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Girallon's Blessing</div> </div> <div> <div>17</div> <div>Fortitude negates [harmless]</div> <div>1 standard action</div> <div>10 minutes/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.106</div> </div>	<div> <div>Effect:</div> <div>Gain an additional pair of arms; see text</div> </div>	<div> <div>Target: Creature touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glyph of Warding</div> </div> <div> <div>17</div> <div>See text</div> <div>10 minutes</div> <div>Permanent until discharged [D]</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>No (object) and Yes; see text</div> </div> <div> <div>Abjuration</div> <div>PHB: p.236</div> </div>	<div> <div>Effect:</div> <div>Inscription harms those who pass it.</div> </div>	<div> <div>Target: Object touched or up to 5 sq. ft/level</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grace</div> </div> <div> <div>17</div> <div>N/A</div> <div>1 swift action</div> <div>1 round/level</div> </div> <div> <div>Personal</div> <div>V</div> <div>N/A</div> </div> <div> <div>Transmutation [Good]</div> <div>SC: p.107</div> </div>	<div> <div>Effect:</div> <div>+2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.</div> </div>	<div> <div>Target: You</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hamatula Barbs</div> </div> <div> <div>17</div> <div>Fortitude negates</div> <div>1 standard action</div> <div>10 minutes/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.109</div> </div>	<div> <div>Effect:</div> <div>Any creature hitting the subject takes 1d8 damage.</div> </div>	<div> <div>Target: Creature touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Helping Hand</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>1 hour/level</div> </div> <div> <div>5 miles</div> <div>V,S, DF</div> <div>No</div> </div> <div> <div>Evocation</div> <div>PHB: p.239</div> </div>	<div> <div>Effect:</div> <div>Ghostly hand leads subject to you.</div> </div>	<div> <div>Target: Ghostly hand</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hesitate</div> </div> <div> <div>17</div> <div>Will negates; see text</div> <div>1 immediate action</div> <div>1 round/level [D]; see text</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Enchantment [Compulsion] [Mind-Affecting]</div> <div>PHB II: p.114</div> </div>	<div> <div>Effect:</div> <div>Creature can only take move action on it's turn; retry save each round [swift action].</div> </div>	<div> <div>Target: One living creature</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Holy Storm</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div> <div> <div>20 ft.</div> <div>V,S,M,DF</div> <div>No</div> </div> <div> <div>Conjuration [Creation] [Good, Water]</div> <div>SC: p.115</div> </div>	<div> <div>Effect:</div> <div>-4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].</div> </div>	<div> <div>Target: Cylinder [20-ft. radius, 20 ft. high]</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Axe</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div> <div> <div>0 ft.</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Evocation [Cold]</div> <div>SC: p.118</div> </div>	<div> <div>Effect:</div> <div>Axe deals 2d12 of cold damage +1/2 caster level [max +10].</div> </div>	<div> <div>Target: Battleaxe-shaped weapon of swirling ice</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Serious Wounds</div> </div> <div> <div>17</div> <div>Will half</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Necromancy</div> <div>PHB: p.244</div> </div>	<div> <div>Effect:</div> <div>Touch attack, 3d8 +1/level [max +15] damage.</div> </div>	<div> <div>Target: Creature touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Blessing</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>8 minutes</div> </div> <div> <div>Long (720 ft.)</div> <div>V,S,F</div> <div>Yes (harmless)</div> </div> <div> <div>Enchantment [Compulsion] [Mind-Affecting]</div> <div>Race Des: p.166</div> </div>	<div> <div>Effect:</div> <div>+1 morale bonus on attack rolls and on saving throws against fear effects.</div> </div>	<div> <div>Target: All wearers of special insignia within range</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Healing</div> </div> <div> <div>17</div> <div>Will half (Harmless)</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Long (720 ft.)</div> <div>V,S,F</div> <div>Yes (harmless); see text</div> </div> <div> <div>Conjuration (Healing)</div> <div>Race Des: p.166</div> </div>	<div> <div>Effect:</div> <div>Heals 1d8+8 to all wearers.</div> </div>	<div> <div>Target: All wearers of special insignia within range</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Warding</div> </div> <div> <div>17</div> <div>Will negates (Harmless)</div> <div>Standard Action</div> <div>8 minutes</div> </div> <div> <div>Long (720 ft.)</div> <div>V,S,F</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration</div> <div>Race Des: p.166</div> </div>	<div> <div>Effect:</div> <div>+1 divine bonus to AC and on Fort saves.</div> </div>	<div> <div>Target: All wearers of special insignia within range</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Interplanar Message</div> </div> <div> <div>17</div> <div>Will negates [harmless]</div> <div>1 standard action</div> <div>24 hours/level</div> </div> <div> <div>One creature</div> <div>V,S</div> <div>Yes [harmless]</div> </div> <div> <div>Evocation [Language-Dependent]</div> <div>SC: p.124</div> </div>	<div> <div>Effect:</div> <div>Send 25 words or less to the targeted creature; see text.</div> </div>	<div> <div>Target: One creature</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invest Moderate Protection</div> </div> <div> <div>17</div> <div>Will half (harmless); see text</div> <div>1 standard action</div> <div>Instantaneous; see text</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes (harmless); see text</div> </div> <div> <div>Conjuration (Healing)</div> <div>PHB II: p.115</div> </div>	<div> <div>Effect:</div> <div>Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.</div> </div>	<div> <div>Target: Creature touched</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invisibility Purge</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>1 minute/level [D]</div> </div> <div> <div>Personal</div> <div>V,S</div> <div>No</div> </div> <div> <div>Evocation</div> <div>PHB: p.245</div> </div>	<div> <div>Effect:</div> <div>Dispels invisibility within 5 ft./level</div> </div>	<div> <div>Target: You</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Knight's Move</div> </div> <div> <div>17</div> <div>N/A</div> <div>1 swift action</div> <div>Instantaneous</div> </div> <div> <div>5 ft./2 levels; see text</div> <div>V,S,DF</div> <div>N/A</div> </div> <div> <div>Transmutatin (Teleportation)</div> <div>SC: p.129</div> </div>	<div> <div>Effect:</div> <div>Teleport and end up flanking an opponent.</div> </div>	<div> <div>Target: You</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Know Opponent</div> </div> <div> <div>17</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>S,DF</div> <div>Yes</div> </div> <div> <div>Divination</div> <div>SC: p.129</div> </div>	<div> <div>Effect:</div> <div>Learn strengths or weaknesses of opponent; see text.</div> </div>	<div> <div>Target: One creature</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Know Vulnerabilities</div> </div> <div> <div>17</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>Close (45 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Divination</div> <div>SC: p.129</div> </div>	<div> <div>Effect:</div> <div>Learn any vulnerabilities and resistances the target has.</div> </div>	<div> <div>Target: One creature</div> </div>	<div> <div>Caster Level: 8</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Venya</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>10 minutes/level [D]</div> </div> <div> <div>Medium (180 ft.)</div> <div>V,S</div> <div>Yes; see text</div> </div> <div> <div>Evocation [Good, Light]</div> <div>SC: p.132</div> </div>	<div> <div>Effect:</div> <div>Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text</div> </div>	<div> <div>Target: You and up to two rays; see text</div> </div>	<div> <div>Caster Level: 8</div> </div>

\* =Domain/Speciality Spell

# Cleric Spells

Locate Object					None	Standard Action	1 minute/level	Long (720 ft.)	V,S,F/DF	No	Divination	PHB: p.249
Effect: Senses direction toward object [specific or type].								Target: Circle, centered on you, with a radius of 400 + 40 ft. per level	Caster Level: 8			
Magic Circle against Chaos					17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: p.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								Target: 10-ft.-radius emanation from touched creature	Caster Level: 8			
Magic Circle against Evil					17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: p.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								Target: 10-ft.-radius emanation from touched creature	Caster Level: 8			
Magic Circle against Law					17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Chaotic] PHB: p.250
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								Target: 10-ft.-radius emanation from touched creature	Caster Level: 8			
Magic Vestment					17	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation PHB: p.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement								Target: Armor or shield touched	Caster Level: 8			
Mantle of Chaos					17	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos] SC: p.137
Effect: Gain SR 12 + your caster level against spells with the lawful descriptor.								Target: You	Caster Level: 8			
Mantle of Law					17	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law] SC: p.138
Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.								Target: You	Caster Level: 8			
Mark of Doom						None	1 standard action	1 round/level	Medium (180 ft.)	V,S,DF	No	Necromancy PHB II: p.119
Effect: Subject marked takes 1d6 damage any time it continues fighting; see text.								Target: One creature	Caster Level: 8			
Meld into Stone						None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth] PHB: p.252
Effect: You and your gear merge with stone.								Target: You	Caster Level: 8			
Mold Touch						None	Standard Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation) PGtF: p.106
Effect: NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text								Target: Patch of brown mold	Caster Level: 8			
Nauseating Breath					17	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation) SC: p.146
Effect: Creatures in area must save or be nauseated for 1d6 rounds.								Target: Cone-shaped burst	Caster Level: 8			
Obscure Object					17	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration PHB: p.258
Effect: Masks object against scrying.								Target: One object touched of up to 100 lbs/level	Caster Level: 8			
Prayer						None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: p.264
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.								Target: All allies and foes within a 40-ft.-radius burst centered on you	Caster Level: 8			
Protection from Energy					17	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: p.266
Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.								Target: Creature touched	Caster Level: 8			
Remove Blindness/Deafness					17	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.270
Effect: Cures normal or magical conditions.								Target: Creature touched	Caster Level: 8			
Remove Curse					17	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration PHB: p.270
Effect: Frees object or person from curse.								Target: Creature or item touched	Caster Level: 8			
Remove Disease					17	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.271
Effect: Cures all diseases affecting subject.								Target: Creature touched	Caster Level: 8			
Resist Energy, Mass					17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.174
Effect: As resist energy, except that it affects all targeted creatures.								Target: One creature/level, no two of which can be more than 30 ft. apart	Caster Level: 8			
Resurgence, Mass					17	Will negates [harmless]	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: p.175
Effect: Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								Target: One creature/level, no two of which can be more than 30 ft. apart	Caster Level: 8			
Ring of Blades					17	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation) SC: p.177
Effect: Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.								Target: You	Caster Level: 8			
Safety					17	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration SC: p.179
Effect: Subject can find the shortest, most direct route to safety; see text.								Target: Creature touched	Caster Level: 8			
Searing Light						None	Standard Action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation PHB: p.275
Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 8 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.								Target: Ray	Caster Level: 8			
Sheltered Vitality					17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.188
Effect: Subject gains immunity to fatigue, exhaustion, and ability damage or drain.								Target: Living creature touched	Caster Level: 8			
Shield of Warding					17	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good] SC: p.188
Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].								Target: One shield or buckler touched	Caster Level: 8			
Sink					17	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,DF	Yes	Transmutation SC: p.190
Effect: Affect creatures sink 100 ft./round; see text.								Target: One creature/level, no two of which are more than 30 ft. apart	Caster Level: 8			
Skull Watch					17	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy SC: p.191
Effect: Alarm affect; see text								Target: One humanoid skull	Caster Level: 8			
Slashing Darkness						None	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation SC: p.191
Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.								Target: Ray	Caster Level: 8			
Snowshoes, Mass					17	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S	Yes [harmless]	Transmutation SC: p.194
Effect: Same as Snowshoes, except as noted.								Target: One creature/level, no two of which are more than 30 ft. apart	Caster Level: 8			
Sonorous Hum					17	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic] SC: p.196
Effect: The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.								Target: You	Caster Level: 8			
* =Domain/Specialty Spell												

# Cleric Spells

☐☐☐☐☐ Spark of Life	17	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Speak with Dead	17	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S,DF	No	Necromancy [Language-Dependent]	PHB: p.281
<i>Effect:</i> Corpse answers one question/2 levels.					<i>Target:</i> One dead creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 8		
☐☐☐☐☐ Summon Monster III		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Suppress Glyph	17	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.					<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Tremor	17	See text	1 standard action	1 round/3 levels	Medium (180 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vigor	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Vigor, Mass Lesser	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Visage of the Deity, Lesser	17	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
<i>Effect:</i> Your form becomes more like your deity's; see text					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wall of Light		None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 8		
☐☐☐☐☐ Water Breathing	17	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Water Walk	17	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S,DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> One touched creature/level		<i>Caster Level:</i> 8		
☐☐☐☐☐ Weapon of Energy	17	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon		<i>Caster Level:</i> 8		
☐☐☐☐☐ Weapon of Impact	17	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Double threat range of weapon.					<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]		<i>Caster Level:</i> 8		
☐☐☐☐☐ Weapon of the Deity	17	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Wind Wall	17	None; see text	Standard Action	1 round/level	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 8		

\* =Domain/Speciality Spell

## Innate

At Will Shillelagh (DC:10)  
At Will Detect Snares and Pits  
(DC:)  
☐☐☐ Identify Minerals (DC:)  
At Will Delay Poison (DC:10)

## Notes:

Character Sheet Notes: