

# Thorin Trueblade

NAME  
CoC13  
CLASS  
13  
Character Level

78000  
EXPERIENCE  
91000  
NEXT LEVEL

# Andrew

PLAYERNAME  
Dwarf  
RACE  
70  
AGE

Medium  
SIZE  
Male  
GENDER

# Clangeddin Silverbeard

DEITY  
4' 3"  
HEIGHT  
Brown  
EYES  
194 lbs.  
WEIGHT  
Brown, Braided  
HAIR

# Lawful Good

ALIGNMENT  
Blindsight (60'),  
Darkvision (60')  
VISION  
-1  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	24	+7	24	+7	26	+8	225			3/-	Walk 60 ft.
<b>DEX</b> Dexterity	16	+3	20	+5	20	+5	43	32 : 27 = 10	13 + 3 + 4 + 0 + 0 + 20		20 +1 0
<b>CON</b> Constitution	20	+5	20	+5	24	+7					
<b>INT</b> Intelligence	12	+1	12	+1	12	+1					
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2					
<b>CHA</b> Charisma	10	+0	10	+0	10	+0					
<b>AC</b> armor class											
<b>INITIATIVE</b> modifier											
<b>BASE ATTACK</b> bonus											

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+21	= +10	+7	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+13	= +4	+5	+4	+0	+0		
<b>WILL</b> (wisdom)	+13	= +7	+2	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+21/+16/+11	= +13/+8/+3	+8	+0	+0	+0	
<b>RANGED</b> attack bonus	+18/+13/+8	= +13/+8/+3	+5	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+21/+16/+11	= +13/+8/+3	+8	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+21/+16/+11	1d3+8	20/x2	25 ft.

*Armor Spikes		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x2	25 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+21/+16/+11	1d6+8	2W-P-(OH)	+17/+12/+7	1d6+8	
1H-O	+21/+16/+11	1d6+8	2W-P-(OL)	+19/+14/+9	1d6+8	
2H	+21/+16/+11	1d6+8	2W-OH	+19/+14/+9	1d6+8	
<b>Special Properties</b>	deals extra piercing damage on a successful grapple attack					

*Clangeddin's Fury		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	17-20/x3	25 ft.
To Hit	Dam	To Hit	Dam			
2H	+29/+29/+24/+19	3d6+25	2W-OH	N/A	N/A	
<b>Special Properties</b>	Bonded Weapon: +2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Change Size, Dual Axe, Grants TWF					

Clangeddin's Fury (Battleaxe)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	17-20/x3	25 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+29/+29/+24/+19	1d10+21	2W-P-(OH)	+25/+25/+20/+15	1d10+21	
1H-O	+29/+29/+24/+19	1d10+21	2W-P-(OL)	+27/+27/+22/+17	1d10+21	
2H	+29/+29/+24/+19	1d10+25	2W-OH	+25/+25/+20	1d10+21	
<b>Special Properties</b>	Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					

\*: 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
*Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Heavy	+11	+4	-2	20
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
*Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Light	+3		+0	0
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
*Blessed Boots of One Step		+1		+0	0
+1 to all saves, +1 to AC, Luck Reroll - reroll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.					
*Ring of Protection +3		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
				RANKS	MISC MODIFIER
✓ Appraise	INT	4	= 1	+ 3.0	+
✓ Balance	DEX	6	= 5	+ 1.0	+
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	11	= 8	+ 3.0	+
✓ Concentration	CON	7	= 7	+	+
✓ Craft (Gemcutting)	INT	4	= 1	+ 3.0	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	5	= 5	+	+
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	6	= 5	+ 1.0	+
✓ Intimidate	CHA	20	= 0	+ 5.0	+ 15
✓ Jump	STR	20	= 8	+	+ 12
Knowledge (Giants)	INT	28	= 1	+ 7.0	+ 20
Knowledge (Religion)	INT	6	= 1	+ 5.0	+
✓ Listen	WIS	18	= 2	+ 16.0	+
✓ Move Silently	DEX	11	= 5	+ 1.0	+ 5
✓ Ride	DEX	8	= 5	+ 3.0	+
✓ Search	INT	2	= 1	+ 1.0	+
✓ X Search (Unusual Stonework)	INT	4	= 1	+ 1.0	+ 2
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spot	WIS	18	= 2	+ 16.0	+
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	8	= 8	+	+
✓ Use Rope	DEX	5	= 5	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Clangeddin's Honor (Battleaxe)						
		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	17-20/x3	25 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+30/+25/+20	1d10+21	2W-P-(OH)	+26/+21/+16		1d10+21
1H-O	+30/+25/+20	1d10+21	2W-P-(OL)	+28/+23/+18		1d10+21
2H	+30/+25/+20	1d10+25	2W-OH	+26/+21/+16		1d10+21
Special Properties		Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness				

Dagger +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	25 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+25/+20/+15	1d4+12	2W-P-(OH)	+21/+16/+11		1d4+12
1H-O	+25/+20/+15	1d4+12	2W-P-(OL)	+23/+18/+13		1d4+12
2H	+25/+20/+15	1d4+12	2W-OH	+23/+18/+13		1d4+12
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
TH	+22/+17/+12	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d4+12	1d4+12	1d4+12	1d4+12	1d4+12	
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Armor Spikes	Equipped	1	0.0	0.0	
deals extra piercing damage on a successful grapple attack					
Backpack		1	2.0	2.0	
27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 7 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)					
Bag of Holding (Type 4)	Carried	1	60.0	10000.0	
0 lbs.					
Bag of Holding (Type 4)	Carried	1	60.0	10000.0	
0 lbs.					
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Blessed Boots of One Step	Equipped	1	1.0	112500.0	
+1 to all saves, +1 to AC, Luck Reroll - reroll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.					
Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Equipped	1	20.0	61600.0	
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
Clangeddin's Fury	Equipped	1	20.0	462000.0	
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recoperates 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep). Change Size, Dual Axe, Grants TWF					
Clangeddin's Fury (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Clangeddin's Honor (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Cloak (AC Bonus (Luck) (+3)/Save Bonus (Resistance) (+3))	Equipped	1	0.0	40500.0	
Luck bonus to armor class of +3, Resistance bonus to all saving throws of +3					
Dagger +2	Carried	1	1.0	8302.0	
Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Equipped	1	3.0	19409.0	
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
Flask of Wine	Carried	1	1.5	5000.0	
Flask of Wine (Neverending), 25hp/inch and 8 hardness					
Flint and Steel	Backpack	1	0.0	1.0	
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Grappling Hook	Backpack	1	4.0	1.0	
Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
TOTAL WEIGHT CARRIED/VALUE			177.51092221.5	lbs.	gp

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
Potion of Cure Moderate Wounds	Backpack	7	0.0 (0.0)	300.0 (2100.0)	
Potion of Cure Serious Wounds	Backpack	1	0.0	750.0	
Pouch (Belt)	Carried	1	0.5	1.0	
Pouch (Belt)	Carried	1	0.5	1.0	
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5 (3.5)	
Ring of Elemental Command (Fire)	Equipped	1	0.0	200000.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Readiness	Carried	1	0.0	81000.0	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Backpack	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			177.51092221.5	lbs.	gp

WEIGHT ALLOWANCE					
Light	306	Medium	613	Heavy	920
Lift over head	920	Lift off ground	1840	Push / Drag	4600

MONEY	
Thorin's Mine - Thorin's Cut Silver Dagger	
Total = 0.0 gp	

MAGIC	
Clangeddin's Fury	
Mithral Dwarven Full Plate +2	
Blessed Boots of One Step	
Rings of Readiness	
Ring of Fire Res 10 pts	
Amulet against Detection	
Gloves of Dex +2	
Ring of Protection +1	
Potion - Cure Moderate (7)	
Gloves of Arrow Snaring	

OTHER COMPANIONS	
Tim - Jason of Hulberg (Mystra)	
Jason - Pryad	
Nick - Clifford	
Donnamarie - Destinie	
NPC - Fiona	
+ NPC - Killim Battlesmith	

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
.Champion of Clangeddin spell points 16, max spell level of 2. Caster Level=5
AC Bonus (Ex)
Aura of Courage (Su)
Aura of Good (Ex) Strong (2)
Blindsight 60 ft. (Ex)
Clangeddin's Honor - Change Size (Su):1/week become One (1) size category larger gaining all bonuses and penalties from growth. Lasts for the duration of the battle.
Clangeddin's Honor - Twin Battle Axe Form: As a free action the greataxe becomes two great battle axes; you may attack with your off-hand as many times as your natural iterative attacks allow with all associated penalties
Defensive Stance 5 times/day (10 rounds)
Divine Grace (Su)
Divine Health (Ex)
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Mobile Defense (Ex)
Resistance to Acid 0, Cold 0, Electricity 10, Fire 30, Sonic 10
Stability
Stonecunning
Trap Sense (Ex) +2

FEATS	
Axe Wind	One extra attack at full BAB; all attacks -3.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Fleet of Foot	+10 feet bonus to ground speed
Greater Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 2.
Greater Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Greater Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.
Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 1.
Improved Critical (Greataxe)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Melee Weapon Mastery (MWM-Slashing)	+2 to hit and damage with damage type selected
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 13 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	You can take an extra move action 6 times per day
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Defensive Stance	+1 dodge bonus to AC against all melee attacks
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Toughness	You gain +3 hit points.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Dwarven, Orc

TEMPLATES
Truename

# Champion of Clangeddin Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Axiomatic Water	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	Is This : Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 5		
□□□□□ Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
□□□□□ Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	Is This : Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you		<i>Caster Level:</i> 5		
□□□□□ Blessings of Insight			1 standard action	1 round/level	Personal	V,S		Enchantment	Prob: pg.35
<i>Effect:</i> Gain Wisdom bonus to AC against Evil opponents.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 5		
□□□□□ Bless Weapon		None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 5		
□□□□□ Bless Weapon, Swift		None	1 swift action	1 round	Touch	V	No	Transmutation	Is This : Pg.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon		<i>Caster Level:</i> 5		
□□□□□ Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	Is This : Pg.47
<i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water		<i>Caster Level:</i> 5		
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	Is This : Pg.59
<i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					<i>Target:</i> Your weapon		<i>Caster Level:</i> 5		
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 5		
□□□□□ Detect Undead		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
□□□□□ Divine Favor		None	1 standard action	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.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> 5		
□□□□□ Divine Sacrifice		None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	Is This : Pg.70
<i>Effect:</i> First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	Is This : Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text					<i>Target:</i> Touch		<i>Caster Level:</i> 5		
□□□□□ Exorcise the Damned			1 standard action	5 rounds/level	Self	V,S,DF		Enchantment	Prob: pg.36
<i>Effect:</i> Turn undead is bolstered as if the paladin was 1d4 character levels higher.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	Is This : Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
□□□□□ Find Temple		None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	Is This : Pg.91
<i>Effect:</i> Sense nearest sanctuary of your deity.					<i>Target:</i> Circle centered on you, out to range		<i>Caster Level:</i> 5		
□□□□□ Golden Barding		None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	Is This : Pg.106
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched		<i>Caster Level:</i> 5		
□□□□□ Grave Strike	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	Is This : Pg.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> 5		
□□□□□ Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	Is This : Pg.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.					<i>Target:</i> Your special mount		<i>Caster Level:</i> 5		
□□□□□ Inspirational Charge		None	1 swift action	2 hours	20-ft.-radius centered on caster	V	No	Enchantment	Prob: pg.36
<i>Effect:</i> If you succeed at hitting on a charge action your allies gain a +2 morale bonus to attack and damage on any attacks they make until your action in the next round.					<i>Target:</i> All allies within a 20-ft.-radius, centered on you		<i>Caster Level:</i> 5		
□□□□□ Know Greatest Enemy		None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	Is This : Pg.129
<i>Effect:</i> Determine the relative power levels of tagets; see text.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
□□□□□ Lionheart	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	Is This : Pg.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell

## Champion of Clangeddin Spells

☐☐☐☐☐ Magic Weapon	13	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	Is This : Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the evil descriptor.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Moment of Clarity		None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	Is This : Pg.142
<i>Effect:</i> Creature gains a second save against a mind-affecting spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ One Mind, Lesser	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	Is This : Pg.149
<i>Effect:</i> +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Poulitce	13	Will (harmless)	1 minute	24 hours/level	Touch	V,S,DF	Yes (harmless)	Transmutation, Conjuraction (Healing)	Prob: pg.36
<i>Effect:</i> Used in conjunction of healing check, if successful double the creatures normal healing rate and add the paladin's Charisma ability modicier to any attempts to resist disease for the duration of the spell.					<i>Target:</i> One individual		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Chaos	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Evil	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Purifying Flame	13	Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No	Conjuraction	Prob: pg.37
<i>Effect:</i> Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text.					<i>Target:</i> One object or character		<i>Caster Level:</i> 5		
☐☐☐☐☐ Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	Is This : Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuraction (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	Is This : Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	Is This : Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Second Wind	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	Is This : Pg.182
<i>Effect:</i> Removes fatigue and povides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sense Heretic		None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	Is This : Pg.182
<i>Effect:</i> Any evil creature with the ability to cast divine spells causes the object to glow a soft blue radiance; see text.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Silverbeard	13	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	Is This : Pg.190
<i>Effect:</i> Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Speed Mount	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	Prob: pg.58
<i>Effect:</i> Your mount's speed is doubled. If a paladin's mount it also gains +30 to Jump checks.					<i>Target:</i> One touched mount up to one size category larger than the caster		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	Is This : Pg.206
<i>Effect:</i> It becomes impossible for you to fall or be thrown off your mount.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	Is This : Pg.210
<i>Effect:</i> Gain benefit of the Mobility feat.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Traveler's Mount	13	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	Is This : Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vigilant Sleep	13	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	Prob: pg.58
<i>Effect:</i> You fall asleep immediately, but your eyes remain open and active. You remain fully conscious of your surroundings as if fully awake and can see if any direction. Gain Alertness feat. You may wake any time and are not fatigued by wearing armor.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	Is This : Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Warning Shout		None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	Is This : Pg.236
<i>Effect:</i> Removes flat-footed condition from all allies.					<i>Target:</i> All allies within 30 ft.		<i>Caster Level:</i> 5		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Angelskin	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration [Good]	Is This : Pg.11
<i>Effect:</i> Gain DR 5/evil.					<i>Target:</i> Lawful good creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Aura of Glory		None	1 swift action	Instantaneous	Personal	V,DF	No	Transmutation	Is This : Pg.18
<i>Effect:</i> This spell removes any fear eddect from all allies within your aura of courage.					<i>Target:</i> 10-ft. radius spread		<i>Caster Level:</i> 5		
☐☐☐☐☐ Awaken Sin	14	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion)	Is This : Pg.21
* =Domain/Speciality Spell									



# Champion of Clangeddin Spells

							[Fear, Good, Mind-Affecting] Caster Level: 5	
<b>Effect:</b> 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.							<b>Target:</b> One evil creature with Intelligence 3+	
□□□□□ Bull's Strength	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	PHB: pg.207
<b>Effect:</b> Subject gains +4 to Str for 1 minutes/level.							<b>Target:</b> Creature touched <b>Caster Level:</b> 5	
□□□□□ Checkmate's Light	None	Will negates [harmless,object]	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	Is This : Pg.46
<b>Effect:</b> 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.							<b>Target:</b> Melee weapon touched <b>Caster Level:</b> 5	
□□□□□ Cloak of Bravery	14	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting] Caster Level: 5	Is This : Pg.47
<b>Effect:</b> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].							<b>Target:</b> 60-ft.-radius emanation centered on you	
□□□□□ Cloak Pool	14	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (35 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting] Caster Level: 5	Is This : Pg.48
<b>Effect:</b> Causes a color pool on the Astral Plane to seemingly cease to exist.							<b>Target:</b> One color pool	
□□□□□ Crown of Smiting	14	Will negates [harmless]	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes [harmless]	Evocation	PHB II: pg.108
<b>Effect:</b> 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.							<b>Target:</b> Creature touched <b>Caster Level:</b> 5	
□□□□□ Defiance	14	Will negates [harmless]	1 standard 1 minute action	Touch	V,S	Yes [harmless]	Enchantment	Prob: pg.35
<b>Effect:</b> Target can be affected by fear, but can choose their actions instead of flee.							<b>Target:</b> Creature touched <b>Caster Level:</b> 5	
□□□□□ Delay Poison	14	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S, DF	Yes [harmless]	Conjuration (Healing) Caster Level: 5	PHB: pg.217
<b>Effect:</b> Stops poison from harming subject for 1 hour/level.							<b>Target:</b> Creature touched	
□□□□□ Dispel Fear			1 standard 1 hour action	10 ft.	V,S		Abjuration	Prob: pg.55
<b>Effect:</b> Every ally within 10 ft. gains the paladin's immunity to fear. If already suffering from fear they get a new save with a +8 bonus to the new roll.							<b>Target:</b> All allies within a 10-ft.-radius, centered on you <b>Caster Level:</b> 5	
□□□□□ Divine Insight	14	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	Is This : Pg.70
<b>Effect:</b> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.							<b>Target:</b> You <b>Caster Level:</b> 5	
□□□□□ Divine Protection	14	Will negates [harmless]	1 standard 1 minute/level action	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	Is This : Pg.70
<b>Effect:</b> +1 morale bonus to AC and saving throws.							<b>Target:</b> Allies in a 20-ft.-radius burst	
□□□□□ Divine Pursuit	None		1 full round variable; see text	Self	V,S	No	Divination	Prob: pg.35
<b>Effect:</b> Make Knowledge [Religion] check DC 20 in order to track an evil being to their current location; see text.							<b>Target:</b> One evil creature <b>Caster Level:</b> 5	
□□□□□ Drums of the Righteous	None		1 standard 1 round/level action	30 ft.	V,S,F/DF	Yes [harmless]	Enchantment [Good, Sonic] Caster Level: 5	Prob: pg.56
<b>Effect:</b> Grants allies +1 luck bonus to attack rolls. It causes evil creatures a -1 luck penalty to attack rolls. Smite Evil gains a +2 luck bonus to damage. See text.							<b>Target:</b> All allies within 30 ft.	
□□□□□ Eagle's Splendor	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<b>Effect:</b> Subject gains +4 to Cha for 1 minutes/level.							<b>Target:</b> Creature touched <b>Caster Level:</b> 5	
□□□□□ Energized Shield	None		1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text] Caster Level: 5	Is This : Pg.79
<b>Effect:</b> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6							<b>Target:</b> Touch	
□□□□□ Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	Is This : Pg.90
<b>Effect:</b> Deal 1d6 damage per size category difference.							<b>Target:</b> Creature touched <b>Caster Level:</b> 5	
□□□□□ Flame of Faith	None		1 standard 1 round/level action	Touch	V,S,M	No	Evocation	Is This : Pg.95
<b>Effect:</b> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.							<b>Target:</b> Nonmagical weapon touched <b>Caster Level:</b> 5	
□□□□□ Hand of Divinity	None		1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text] Caster Level: 5	Is This : Pg.109
<b>Effect:</b> Grant +2 [Profane or Sacred] bonus to all saving throws.							<b>Target:</b> Creature touched	
□□□□□ Holy Meditation			1 minute 2 hours	Personal	V,S,M		Evocation	Prob: pg.36
<b>Effect:</b> Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.							<b>Target:</b> You <b>Caster Level:</b> 5	
□□□□□ Holy Mount	None		1 standard 1 round/level action	Touch	V,S	Yes [harmless]	Transmutation	Is This : Pg.115
<b>Effect:</b> Special mount gains celestial template							<b>Target:</b> Your special mount <b>Caster Level:</b> 5	
□□□□□ Holy Shield	None		1 standard 1 minute/level action	Touch	V,S,DF	No	Enchantment	Prob: pg.36
<b>Effect:</b> A shield gains an enchantment bonus equal to the casters Wisdom ability modifier +1, as long as it is being held ready or used.							<b>Target:</b> One item <b>Caster Level:</b> 5	
□□□□□ Knight's Move	14	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 5	Is This : Pg.129
<b>Effect:</b> Teleport and end up flanking an opponent.							<b>Target:</b> You	
□□□□□ Loyal Vassal	14	Will negates [harmless]	1 standard 10 minutes/level; see text action	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	Is This : Pg.134
<b>Effect:</b> +3 sacred bonus against mind-affecting effect; see text.							<b>Target:</b> One willing creature touched/3 levels <b>Caster Level:</b> 5	
□□□□□ Mark of Doom	None		1 standard 1 round/level action	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<b>Effect:</b> Subject marked takes 1d6 damage any time it continues fighting; see text.							<b>Target:</b> One creature <b>Caster Level:</b> 5	
□□□□□ Mentor	None		1 hour 1 round/level	30 ft.	V,S,DF	No	Conjuration (Calling) [Good] Caster Level: 5	Prob: pg.56
<b>Effect:</b> Summons long dead paladin to give you advice.							<b>Target:</b> One summoned spirit	
□□□□□ One Mind	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	Is This : Pg.149
<b>Effect:</b> Both you and mount gain +2 bonus on attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.							<b>Target:</b> You <b>Caster Level:</b> 5	
□□□□□ Owl's Wisdom	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<b>Effect:</b> Subject gains +4 to Wis for 1 minutes/level.							<b>Target:</b> Creature touched <b>Caster Level:</b> 5	
□□□□□ Purify Mount	None		1 minute Instantaneous	Touch	V,S	No	Transmutation, Conjuration (Healing) Caster Level: 5	Prob: pg.37
<b>Effect:</b> Instantly removes all poisons from the mount and cures any damage such poisons have cause up to the time of casting.							<b>Target:</b> One mount	
□□□□□ Quick March	14	Will negates	1 standard 1 round	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	Is This : Pg.164
* =Domain/Specialty Spell								

# Champion of Clangeddin Spells

<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> 5		
Remove Paralysis	14	Will negates (harmless)	1 standard	Instantaneous action	Close (35 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 5		
Resist Energy	14	Fortitude negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
Shield of Warding	14	Will negates [object,harmless]	1 standard	1 minute/level action	Touch	V,S	No	Abjuration [Good]	Is This : Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].				<i>Target:</i> One shield or buckler touched			<i>Caster Level:</i> 5		
Shield Other	14	Will negates (harmless)	1 standard	1 hour/level [D] action	Close (35 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature			<i>Caster Level:</i> 5		
Spiritual Chariot	14	N/A	1 standard	1 hour/level action	Close (35 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	Is This : Pg.202
<i>Effect:</i> Creates a special chariot behind the paladin's special mount.				<i>Target:</i> One special mount			<i>Caster Level:</i> 5		
Stabilize	14	Will negates [harmless]; see text	1 swift	Instantaneous action	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	Is This : Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].				<i>Target:</i> 50-ft.-radius burst centered on you			<i>Caster Level:</i> 5		
Strength of Stone	14	N/A	1 swift	1 round action	Personal	V,S,DF	No	Transmutation	Is This : Pg.211
<i>Effect:</i> +8 enhancement bonus to Strength.				<i>Target:</i> You			<i>Caster Level:</i> 5		
Undetectable Alignment	14	Will negates (object)	1 standard	24 hours action	Close (35 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object			<i>Caster Level:</i> 5		
Unstoppable		None	1 standard	10 minutes/level action	Personal or touch	V,S	No	Abjuration	Prob: pg.58
<i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round.				<i>Target:</i> You or creature touched			<i>Caster Level:</i> 5		
Zeal	14	N/A	1 swift	1 round/level action	Personal	V,S	N/A	Abjuration	Is This : Pg.244
<i>Effect:</i> Creates a divine shield to protect you as you close with a chosen opponent. You gain a +4 deflection bonus to your AC against all attacks of opportunity other than your chosen foe. You may move through enemies as if they were allies. See text.				<i>Target:</i> You			<i>Caster Level:</i> 5		
Zone of Truth	14	Will negates	1 standard	1 minute/level action	Close (35 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 5		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Axiomatic Storm		None	1 standard	1 round/level action	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	Is This : Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 5	
■■■■■Blessing of Bahamut	15	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Abjuration [Good]	Is This : Pg.31
<i>Effect:</i> Gain damage reduction 10/magic.					Target: You			Caster Level: 5	
■■■■■Channel Healing			1 standard	1 minute/level action	Close (35 ft.)	V,S		Conjuration, Transmutation (Healing)	Prob: pg.35
<i>Effect:</i> Ranged touch to use Lay on Hands at a distance.					Target: One target			Caster Level: 5	
■■■■■Cure Moderate Wounds	15	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					Target: Creature touched			Caster Level: 5	
■■■■■Daylight		None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					Target: Object touched			Caster Level: 5	
■■■■■Diamondsteel	15	Will negates [object]	1 standard	1 round/level action	Touch	V,S,M	Yes [object]	Transmutation	Is This : Pg.64
<i>Effect:</i> Armor gains DR equal to half the armor bonus worn.					Target: Suit of metal armor touched			Caster Level: 5	
■■■■■Discern Lies	15	Will negates	1 standard	Concentration, up to 1 round/level action	Close (35 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 5	
■■■■■Dispel Magic		None	1 standard	Instantaneous action	Medium (150 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 5	
■■■■■Divine Warding		None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	Prob: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.					Target: You			Caster Level: 5	
■■■■■Find the Gap	15	N/A	1 standard	1 round/level action	Personal	V	N/A	Divination	Is This : Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.					Target: You			Caster Level: 5	
■■■■■Hand of the Faithful	15	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	Is This : Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace enter or exit.					Target: 10-ft.-radius emanation centered on a point in tospace			Caster Level: 5	
■■■■■Healing Spirit	15	Will half (harmless)	1 standard	1 round/2 levels action	Close (35 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.					Target: One conjured healing spirit			Caster Level: 5	
■■■■■Heal Mount	15	Will negates (harmless)	1 standard	Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> As heal on warhorse or other special mount.					Target: Your mount touched			Caster Level: 5	
■■■■■Holy Storm		None	1 standard	1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	Is This : Pg.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 5	
■■■■■Magic Circle against Chaos	15	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
* =Domain/Speciality Spell									



## Champion of Clangeddin Spells

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<div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</div> </div>								
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<div> <div>Effect:</div> <div>Weapon gains +1/4 levels [max +5] bonus.</div> </div>								
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<div> <div>Effect:</div> <div>Gain SR 12 + your caster level against spells with the chaos descriptor.</div> </div>								
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<div> <div>Effect:</div> <div>Both you and mount gain +2 bonus on melee damage and attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.</div> </div>								
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<div> <div>Effect:</div> <div>Your Strength score gains an enhancement bonus of +2 or equal to your curret Wisdom bonus, whichever is greater.</div> </div>								
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<div> <div>Effect:</div> <div>Allies +1 bonus on most rolls, enemies -1 penalty.</div> </div>								
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<div> <div>Effect:</div> <div>As mount, only you summon multiple mounts and they are equipped: see text.</div> </div>								
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<div> <div>Effect:</div> <div>Cures normal or magical conditions.</div> </div>								
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<div> <div>Effect:</div> <div>Frees object or person from curse.</div> </div>								
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<div> <div>Effect:</div> <div>Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart.</div> </div>								
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<div> <div>Effect:</div> <div>Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.</div> </div>								
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<div> <div>Effect:</div> <div>Improves your turning ability to that of a cleric.</div> </div>								
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<div> <div>Effect:</div> <div>Sneak attacks provoke an AoO from you even if flat-footed.</div> </div>								
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<div> <div>Effect:</div> <div>Blinds evil foes for 1d4 rounds.</div> </div>								
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<div> <div>Effect:</div> <div>Summons a silvery, incorporeal spirit that flies [240 ft. - Good maneuverability]. It seekds out innocents in danger with the radius and leads the back to the paladin; see text.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Soul Burn</div>	15	Fortitude half	1 standard 1 round; see text action	Medium (150 ft.)	V,S,DF	No	Evocation	Prob: pg.37
<div> <div>Effect:</div> <div>Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.</div> </div>								
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<div> <div>Effect:</div> <div>Allies use the paladins saving throws instead of their own, if they are superior.</div> </div>								
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<div> <div>Effect:</div> <div>Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.</div> </div>								
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<div> <div>Effect:</div> <div>Imbue a weapon favored by your deity with special enhancements and abilities. See text.</div> </div>								
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<div> <div>Effect:</div> <div>Creates masterwork manacles that attempt to bind your target; see text.</div> </div>								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Avenger's Might</div></div>			1 standard	2 rounds/level action	Personal	V,S		Transmutation	Prob: pg.34
<div>Effect:</div> <div>Add CHA bonus to damage and strength checks.</div>					<div>Target:</div> <div>You</div>			<div>Caster Level:</div> <div>5</div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Battle Prayer</div></div>		None	1 standard	1 round/level action	30 ft.	V,S,DF,XP	Yes	Conjuration (Creation)	Prob: pg.55
<div>Effect:</div> <div>+2 luck bonus to attack, weapon damage, saves and skill check rolls, and -2 luck penalty on these rolls to your enemies. Exp Cost:100.</div>					<div>Target:</div> <div>All allies and foes within a 30-ft.-radius burst, centered on you</div>			<div>Caster Level:</div> <div>5</div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Blessing of the Righteous</div></div>	16	Will negates (harmless)	1 standard	1 round/level action	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
<div>Effect:</div> <div>You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.</div>					<div>Target:</div> <div>All allies in a 40-ft.-radius burst centered on you</div>			<div>Caster Level:</div> <div>5</div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Break Enchantment</div></div>	16	See text	1 minute	Instantaneous	Close (35 ft.)	V,S	No	Abjuration	PHB: pg.207
<div>Effect:</div> <div>Frees subjects from enchantments, alterations, curses, and petrification.</div>					<div>Target:</div> <div>Up to 1 creature/level, all within 30 ft. of each other</div>			<div>Caster Level:</div> <div>5</div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Castigate</div></div>	16	Fortitude half	1 standard	Instantaneous action	10 ft.	V	Yes	Evocation [Sonic]	Is This : Pg.44
<div>Effect:</div> <div>Deafen or damage foes, depending on their alignment.</div>					<div>Target:</div> <div>10-ft. radius burst centered on you</div>			<div>Caster Level:</div> <div>5</div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cure Serious Wounds</div></div>	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<div>Effect:</div> <div>Cures 3d8 +1/level [max +15] damage.</div>					<div>Target:</div> <div>Creature touched</div>			<div>Caster Level:</div> <div>5</div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Death Ward</div></div>	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<div>Effect:</div> <div>Grants immunity to death spells and negative energy effects.</div>					<div>Target:</div> <div>Living creature touched</div>			<div>Caster Level:</div> <div>5</div>	
* =Domain/Speciality Spell									

\* =Domain/Speciality Spell

## Champion of Clangeddin Spells

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<b>Effect:</b> +4 bonus against attacks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dispel Evil</b>	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] PHB: pg.222	
<b>Effect:</b> +4 bonus against attacks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Aura</b>			1 swift action	Instantaneous	60 ft. from caster	V,S,DF		Abjuration	Prob: pg.35
<b>Effect:</b> 1d4/2 levels damage and turns all evil creatures within 60 ft. This is used during a turning attempt.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Retaliation</b>		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force] PHB II: pg.110	
<b>Effect:</b> 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.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Draconic Might</b>	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	Is This : Pg.72
<b>Effect:</b> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Favor of the Martyr</b>		None	1 standard action	1 minute/level	Medium (150 ft.)	V,S	Yes [harmless]	Necromancy	Is This : Pg.89
<b>Effect:</b> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Holy Sword</b>		None	1 standard action	1 round/level	Touch	V,S	No	Evocation [Good] PHB: pg.242	
<b>Effect:</b> Weapon becomes +5, deals +2d6 damage against evil.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Lawful Sword</b>		None	1 standard action	5 rounds	Touch	V,S	No	Evocation	PGtF: pg.105
<b>Effect:</b> Like holy sword; weapon acts as +5 axiomatic [+5 enhancement bonus on attack and damage roll, lawful-aligned, deals an extra 2d6 of damage to chaotic]; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mark of Justice</b>		None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
<b>Effect:</b> Designates action that will trigger curse on subject.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Meteoric Strike</b>	16	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire] PHB II: pg.120	
<b>Effect:</b> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Neutralize Poison</b>	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) PHB: pg.257	
<b>Effect:</b> Immunizes subject against poison, detoxifies venom in or on subject.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>One Soul</b>	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	Prob: pg.57
<b>Effect:</b> You add your mounts HP to your total. Your mount has no HP and uses your total instead. Any damage taken by you or the mount is taken from your HP total.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Purge the Soul</b>		None	1 hour	Permanent	Touch	V,S,DF	No	Abjuration	Prob: pg.37
<b>Effect:</b> Restore a creature to it's original state [Possession, Undead]. Paladin takes a -1 fatigue penalty to all rolls for next 24 hours though.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Rally</b>	16	Will negates (harmless)	1 standard action	See text	60 ft.	V,XP	Yes (harmless)	Evocation	Prob: pg.57
<b>Effect:</b> You and allies affected by Bless, Cure Light Wounds, Divine Favor, Remove Fear and Remove Paralysis. The bless and divine favor last for one minute, the others are instantaneous. XP cost:250.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Restoration</b>	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing) PHB: pg.272	
<b>Effect:</b> Restores level and ability score drains.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Revenance</b>	16	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Is This : Pg.175	
<b>Effect:</b> Brings an ally back to life for duration of spell; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Righteous Aura</b>	16	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light] Is This : Pg.177	
<b>Effect:</b> Glow as if daylight, +4 sacred bonus to Cha; if you die all within 20 ft take 2d6 damage/level [max 20d6]; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Sacred Haven</b>	16	Will negates [harmless]	1 standard action	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good] Is This : Pg.178	
<b>Effect:</b> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Safe Passage</b>		None	1 standard action	1 round/level	5 ft. radius from the caster	V,S	No	Abjuration	Prob: pg.37
<b>Effect:</b> Anyone attempting to harm the paladin or their charge must make a Will save DC 10 + CHA + Half the casters level in order to carry out such an action, this includes cast an area affect spell that would encompass the paladin or his charge; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Telepathic Aura</b>		None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	Is This : Pg.219
<b>Effect:</b> You can mentally communicate with all allies in range.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Visage of the Deity, Lesser</b>	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	Is This : Pg.231
<b>Effect:</b> Your form becomes more like your deity's; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Winged Mount</b>	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	Is This : Pg.240
<b>Effect:</b> Mount gains fly speed of 60 with maneuverability of good.									
* =Domain/Speciality Spell									

## Thorin Trueblade



Dwarf

RACE

70

AGE

Male

GENDER

Blindsight (60'), Darkvision (60')

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

194 lbs.

WEIGHT

Brown

EYE COLOUR

Light-Earthen Tones

SKIN COLOUR

Brown, Braided

HAIR

None

PHOBIAS

Has Distinctive Possession, Even tempered

PERSONALITY TRAITS

Gem Stones, Trade

INTERESTS

Normal, "Clangeddin's Fury, Clangeddin's Honor!"

SPOKEN STYLE

Dwarf Home

RESIDENCE

Faerun, Northern Hemisphere

LOCATION

None

REGION

### Description:

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

### Biography:

See Thorin Background.

## Notes:

### Character Sheet Notes:

FAITH: 6 [+5 @12]  
Cast 2nd Level Spells