

Kurjan Sawtooth

NAME

15000

EXPERIENCE

6

Character Level

21000

NEXT LEVEL

Orc

RACE

Medium

SIZE

0' 0"

HEIGHT

0 lbs.

WEIGHT

None

DEITY

Darkvision (60'), Normal

VISION

-1

POINTS

NPC

PLAYERNAME

Lawful Evil

ALIGNMENT

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

10

+0

10

+0

10

+0

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

11

+0

11

+0

11

+0

WIS

Wisdom

17

+3

17

+3

17

+3

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

45

AC

armor class

21

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

INITIATIVE

modifier

+0

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+4

SPEED

Walk 20'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+4

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+4

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+4

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7

1d3+3

20/x2

*Greataxe (+1 (Enhancement to Weapon or Ammunition)/Masterwork)

CURRENT HAND

TYPE

SIZE

CRITICAL

Both

S

M

20/x3

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

N/A

N/A

N/A

N/A

1H-O

N/A

N/A

2W-P-(OL)

N/A

N/A

2H

+8

1d12+5

2W-OH

N/A

N/A

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Half-Plate (+1 (Enhancement to Armor)/Masterwork)

Heavy

+8

+0

-6

40

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+4

Up to 0

2

Turn level

6

1 - 3

3

Turn damage

2d6 +8

4 - 6

4

You command Undead creatures with total hit dice up to 6.

7 - 9

5

10 - 12

6

13 - 15

7

16 - 18

8

19 - 21

9

22+

10

REBUKE/DAY

□□□□□ □□□□

| EQUIPMENT | | | | |
|---|----------|-----|---------|-----------|
| ITEM | LOCATION | QTY | WT | COST |
| Greataxe (+1 (Enhancement to Weapon or Ammunition)/Masterwork) | Equipped | 1 | 12.0 | 2320.0 |
| Half-Plate (+1 (Enhancement to Armor)/Masterwork) | Equipped | 1 | 50.0 | 1750.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 62 lbs. | 4070.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|------|
| Light | 76 | Medium | 153 | Heavy | 230 |
| Lift over head | 230 | Lift off ground | 460 | Push / Drag | 1150 |

| SPECIAL ABILITIES | |
|--|--|
| Gain access to third domain | |
| Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a daylight spell. | |
| Rebuke Undead (Su) 9/day (turn level 6) (turn damage 2d6+8) | |
| Spontaneous casting | |
| You gain a bite attack. Small-1d4; Medium-1d6; Large-1d8. | |
| You gain Extra Turning as a bonus feat. | |
| Your limit for controlling undead animated with spells increase to three times your caster level instead of the normal two times caster level. | |

| FEATS | |
|----------------------------|---|
| Divine Spell Power | You can spend a Turn or Rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you have). Treat the result of the turn check as a modifier to your caster level on the next divine spell you cast in that round. |
| Martial Weapon Proficiency | Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. |
| Spell Focus (Necromancy) | Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. |
| 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. |
| Martial Weapon Proficiency | Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. |
| Shield Proficiency | You can use a shield and take only the standard penalties. |
| Simple Weapon Proficiency | You make attack rolls with simple weapons normally. |
| Extra Turning | You can use your ability to turn or rebuke creatures four more times per day than normal. |

| DOMAINS | |
|------------|--|
| Undeath | You gain Extra Turning as a bonus feat. |
| Hunger | You gain a bite attack. Small-1d4; Medium-1d6; Large-1d8. |
| Deathbound | Your limit for controlling undead animated with spells increase to three times your caster level instead of the normal two times caster level. |

| PROFICIENCIES | |
|--|--|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Gauntlet, Gauntlet (Spiked), Greataxe, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike | |

| LANGUAGES | |
|-------------|--|
| Common, Orc | |

| TEMPLATES | |
|------------------|--|
| Specialty Priest | |

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+1 | 4+1 | 3+1 | 0 | 0 | 0 | 0 | 0 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---------------------------------|-------------------|------------------------------------|---|------------|--------------------------|--------------------------------|---------------------|
| □□□□ Create Water | 13 | None | 1 standard action | Instantaneous | Close (40') | V, S | No | Conjuration (Creation) [Water] | Main: SpellsC.rtf |
| Effect: Creates 12 gallons of pure water. | | | | | Target: Up to 12 gallons of water | | | | |
| □□□□ Cure Minor Wounds | 13 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) | Main: SpellsC.rtf |
| Effect: Cures 1 point of damage. | | | | | Target: Creature touched | | | | |
| □□□□ Detect Magic | 13 | None | 1 standard action | Concentration, up to 6 minutes [D] | 60 ft. | V, S | No | Divination | Main: SpellsD-E.rtf |
| Effect: Detects spells and magic items within 60 ft. | | | | | Target: Cone-shaped emanation | | | | |
| □□□□ Detect Poison | 13 | None | 1 standard action | Instantaneous | Close (40') | V, S | No | Divination | Main: SpellsD-E.rtf |
| Effect: Detects poison in one creature or small object. | | | | | Target: One creature, one object, or a 5-ft. cube | | | | |
| □□□□ Guidance | 13 | Will negates (harmless) | 1 standard action | 1 minute or until discharged | Touch | V, S | Yes | Divination | Main: SpellsF-G.rtf |
| Effect: +1 on one attack roll, saving throw, or skill check. | | | | | Target: Creature touched | | | | |
| □□□□ Inflict Minor Wounds | 14 | Will negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy | Main: SpellsH-L.rtf |
| Effect: Touch attack, 1 point of damage. | | | | | Target: Creature touched | | | | |
| □□□□ Light | 13 | None | 1 standard action | 60 minutes [D] | Touch | V, M/DF | No | Evocation [Light] | Main: SpellsH-L.rtf |
| Effect: Object shines like a torch. | | | | | Target: Object touched | | | | |
| □□□□ Mending | 13 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation | Main: SpellsM-O.rtf |
| Effect: Makes minor repairs on an object. | | | | | Target: One object of up to 1 lb. | | | | |
| □□□□ Purify Food and Drink | 13 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (object) | Transmutation | Main: SpellsP-R.rtf |
| Effect: Purifies 6 cu. ft. of food or water. | | | | | Target: 6 cu. ft. of contaminated food and water | | | | |
| □□□□ Read Magic | 13 | None | 1 standard action | 60 minutes | Personal | V, S, F | No | Divination | Main: SpellsP-R.rtf |
| Effect: Read scrolls and spellbooks. | | | | | Target: You | | | | |
| □□□□ Resistance | 13 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration | Main: SpellsP-R.rtf |
| Effect: Subject gains +1 on saving throws. | | | | | Target: Creature touched | | | | |
| □□□□ Virtue | 13 | Fortitude negates (harmless) | 1 standard action | 1 min. | Touch | V, S, DF | Yes (harmless) | Transmutation | Main: SpellsT-Z.rtf |
| Effect: Subject gains 1 temporary hp. | | | | | Target: Creature touched | | | | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------------------------|-------------------|-------------------------------------|---|------------|--------------------------|---|----------------------------|
| □□□□ Bane | 14 | Will negates | 1 standard action | 6 minutes | 50 ft. | V, S, DF | Yes | Enchantment (Compulsion) [Fear, Mind-Affecting] | Main: SpellsA-B.rtf |
| Effect: Enemies take -1 on attack rolls and saves against fear. | | | | | Target: All enemies within 50 ft. | | | | |
| □□□□ Bless | 14 | None | 1 standard action | 6 minutes | 50 ft. | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsA-B.rtf |
| Effect: Allies gain +1 on attack rolls and +1 on saves against fear. | | | | | Target: The caster and all allies within a 50-ft. burst, centered on the caster | | | | |
| □□□□ Cause Fear | 15 | Will partial | 1 standard action | 1d4 rounds or 1 round; see text | Close (40') | V, S | Yes | Necromancy [Fear, Mind-Affecting] | Main: SpellsC.rtf |
| Effect: One creature of 5 HD or less flees for 1d4 rounds. | | | | | Target: One living creature with 5 or fewer HD | | | | |
| □□□□ *Chill of the Grave | 15 | None | 1 standard action | Instantaneous | Close (40') | V, S | Yes | Necromancy | Extra: Libris Mortis Pg.63 |
| Effect: Ray of Cold does 1d10 | | | | | Target: Effect:Ray | | | | |
| □□□□ Command | 14 | Will negates | 1 standard action | 1 round | Close (40') | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] | Main: SpellsC.rtf |
| Effect: One subject obeys selected command for 1 round. | | | | | Target: One living creature | | | | |
| □□□□ Comprehend Languages | 14 | None | 1 standard action | 60 minutes | Personal | V, S, M/DF | No | Divination | Main: SpellsC.rtf |
| Effect: You understand all spoken and written languages. | | | | | Target: You | | | | |
| □□□□ Cure Light Wounds | 14 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) | Main: SpellsC.rtf |
| Effect: Cures 1d8+5 damage. | | | | | Target: Creature touched | | | | |
| □□□□ Curse Water | 15 | Will negates (object) | 1 minute | Instantaneous | Touch | V, S, M | Yes (object) | Necromancy [Evil] | Main: SpellsC.rtf |
| Effect: Makes unholy water. | | | | | Target: Flask of water touched | | | | |
| □□□□ Deathwatch | 15 | None | 1 standard action | 60 minutes | 30 ft. | V, S | No | Necromancy [Evil] | Main: SpellsD-E.rtf |
| Effect: Reveals how near death subjects within 30 ft. are. | | | | | Target: Cone-shaped emanation | | | | |
| □□□□ Detect Chaos | 14 | None | 1 standard action | Concentration, up to 60 minutes [D] | 60 ft. | V, S, DF | No | Divination | Main: SpellsD-E.rtf |
| Effect: Reveals creatures, spells, or objects of selected alignment. | | | | | Target: Cone-shaped emanation | | | | |
| □□□□ Detect Evil | 14 | None | 1 standard action | Concentration, up to 60 minutes [D] | 60 ft. | V, S, DF | No | Divination | Main: SpellsD-E.rtf |
| Effect: Reveals creatures, spells, or objects of selected alignment. | | | | | Target: Cone-shaped emanation | | | | |
| □□□□ Detect Good | 14 | None | 1 standard action | Concentration, up to 60 minutes [D] | 60 ft. | V, S, DF | No | Divination | Main: SpellsD-E.rtf |
| Effect: Reveals creatures, spells, or objects of selected alignment. | | | | | Target: Cone-shaped emanation | | | | |
| □□□□ Detect Law | 14 | None | 1 standard action | Concentration, up to 60 minutes [D] | 60 ft. | V, S, DF | No | Divination | Main: SpellsD-E.rtf |
| Effect: Reveals creatures, spells, or objects of selected alignment. | | | | | Target: Cone-shaped emanation | | | | |
| □□□□ **Detect Undead | 14 | None | 1 standard action | Concentration, up to 6 minutes [D] | 60 ft. | V, S, M/DF | No | Divination | Main: SpellsD-E.rtf |
| Effect: Reveals undead within 60 ft. | | | | | Target: Cone-shaped emanation | | | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | | |
|-------|--|----|-----------------------------------|-------------------|------------------------------------|---------------|------------|------------------------|--|---|
| ☐☐☐☐☐ | Detect Undead | 14 | None | 1 standard action | Concentration, up to 6 minutes [D] | 60 ft. | V, S, M/DF | No | Divination | Main: SpellsD-E.rtf |
| | Effect: Reveals undead within 60 ft. | | | | | | | | | |
| ☐☐☐☐☐ | Divine Favor | 14 | None | 1 standard action | 1 minute | Personal | V, S, DF | No | Evocation | Main: SpellsD-E.rtf |
| | Effect: You gain +2 on attack and damage rolls. | | | | | | | | | |
| ☐☐☐☐☐ | Doom | 15 | Will negates | 1 standard action | 6 minutes | Medium (160') | V, S, DF | Yes | Necromancy [Fear,Main: SpellsD-E.rtf Mind-Affecting] | |
| | Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks. | | | | | | | | | |
| ☐☐☐☐☐ | Endure Elements | 14 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V, S | Yes (harmless) | Abjuration | Main: SpellsD-E.rtf |
| | Effect: Exist comfortably in hot or cold environments. | | | | | | | | | |
| ☐☐☐☐☐ | Entropic Shield | 14 | None | 1 standard action | 6 minutes [D] | Personal | V, S | No | Abjuration | Main: SpellsD-E.rtf |
| | Effect: Ranged attacks against you have 20% miss chance. | | | | | | | | | |
| ☐☐☐☐☐ | *Ghoul Light | 15 | None | 1 standard action | 60 minutes | Touch | V,S,M | No | Necromancy | Extra: Libris Mortis Pg.66 |
| | Effect: Give undead within 30 ft. turn resistnce of +1. | | | | | | | | | |
| ☐☐☐☐☐ | Handfire | 14 | None | 1 standard action | 3 | Touch | V, S | Yes | Evocation [Light] | Extra: Magic of Faerun, page 98 & FAERUN Pg.103 |
| | Effect: SELUNE GRANTED:Creates light of your choice; Can be used as a mellee touch attack against 3 living creatures 1d8+5; | | | | | | | | | |
| ☐☐☐☐☐ | Hide from Undead | 14 | Will negates (harmless); see text | 1 standard action | 60 minutes [D] | Touch | V, S, DF | Yes | Abjuration | Main: SpellsH-L.rtf |
| | Effect: Undead can't perceive 6 subjects. | | | | | | | | | |
| ☐☐☐☐☐ | Inflict Light Wounds | 15 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy | Main: SpellsH-L.rtf |
| | Effect: Touch deals 1d8+5 damage. | | | | | | | | | |
| ☐☐☐☐☐ | Magic Stone | 14 | Will negates (harmless, object) | 1 standard action | 30 minutes or until discharged | Touch | V, S, DF | Yes (harmless, object) | Transmutation | Main: SpellsM-O.rtf |
| | Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | | | | | |
| ☐☐☐☐☐ | Magic Weapon | 14 | Will negates (harmless, object) | 1 standard action | 6 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation | Main: SpellsM-O.rtf |
| | Effect: Weapon gains +1 bonus. | | | | | | | | | |
| ☐☐☐☐☐ | Nimbus of Light | 14 | None | 1 standard action | 6 minutes [D] | Personal | V, S, DF | No | Evocation [Light] | Extra: Complete Divine |
| | Effect: 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 +6. | | | | | | | | | |
| ☐☐☐☐☐ | Obscuring Mist | 14 | None | 1 standard action | 6 minutes | 20 ft. | V, S | No | Conjuration (Creation) | Main: SpellsM-O.rtf |
| | Effect: Fog surrounds you. | | | | | | | | | |
| ☐☐☐☐☐ | Omen of Peril | 14 | N/A | 1 full round | Instantaneous | Personal | V, F | N/A | Divination | Extra: Complete Divine Pg.171-172 |
| | Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be. | | | | | | | | | |
| ☐☐☐☐☐ | Protection from Chaos | 14 | Will negates (harmless) | 1 standard action | 6 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] | Main: SpellsP-R.rtf |
| | Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | | | | | |
| ☐☐☐☐☐ | Protection from Good | 14 | Will negates (harmless) | 1 standard action | 6 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Evil] | Main: SpellsP-R.rtf |
| | Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | | | | | |
| ☐☐☐☐☐ | Remove Fear | 14 | Will negates (harmless) | 1 standard action | 10 minutes; see text | Close (40') | V, S | Yes (harmless) | Abjuration | Main: SpellsP-R.rtf |
| | Effect: Suppresses fear or gives +4 on saves against fear for 2 subjects. | | | | | | | | | |
| ☐☐☐☐☐ | Resurgence | 14 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S, DF | Yes (harmless) | Abjuration | Extra: Complete Divine Pg.177 |
| | Effect: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. | | | | | | | | | |
| ☐☐☐☐☐ | Rosemantle | 14 | Will negates (harmless) | 1 standard action | 6 rounds | Touch | V, S | Yes (harmless) | Abjuration | Extra: Guide to Faerun, page 109 |
| | Effect: Bestow sacred bonus +6 to saves against pain effects; see text | | | | | | | | | |
| ☐☐☐☐☐ | Sanctuary | 14 | Will negates | 1 standard action | 6 rounds | Touch | V, S, DF | No | Abjuration | Main: SpellsS.rtf |
| | Effect: Opponents can't attack you, and you can't attack. | | | | | | | | | |
| ☐☐☐☐☐ | Shield of Faith | 14 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, M | Yes (harmless) | Abjuration | Main: SpellsS.rtf |
| | Effect: Aura grants +3 deflection bonus. | | | | | | | | | |
| ☐☐☐☐☐ | Summon Monster I | 14 | None | 1 round | 6 rounds [D] | Close (40') | V, S, F/DF | No | Conjuration (Summoning) | Main: SpellsS.rtf |
| | Effect: Calls extraplanar creature to fight for you. | | | | | | | | | |
| ☐☐☐☐☐ | Summon Undead I | 14 | None | 1 full round | 6 rounds | Close (40') | V, S, F | No | Conjuration (Summoning) [Evil] | Extra: Guide to Faerun, page 114 |
| | Effect: Like summon monster except it summons undead | | | | | | | | | |
| ☐☐☐☐☐ | Vigor, Lesser | 14 | Will negates (harmless) | 1 standard action | 15 rounds | Touch | V,S | Yes (harmless) | Conjuration (Healing) | Extra: Complete Divine Pg.186 |
| | Effect: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. | | | | | | | | | |
| ☐☐☐☐☐ | Wieldskill | 14 | None | 1 standard action | 6 minutes | Touch | V, S | Yes | Divination | Extra: Guide to Faerun, page 118 |
| | Effect: Grants +5 competence bonus on a skill check of your choice; see text | | | | | | | | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---------------------------------|-------------------|---------------|--|------------|------------------------|---|---------------------|
| ☐☐☐☐☐Aid | 15 | None | 1 standard action | 6 minutes | Touch | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsA-B.rtf |
| Effect: +1 on attack rolls, +1 against fear, 1d8+6 temporary hp. | | | | | Target: Living creature touched | | | | |
| ☐☐☐☐☐Align Weapon | 15 | Will negates (harmless, object) | 1 standard action | 6 minutes | Touch | V, S, DF | Yes (harmless, object) | Transmutation | Main: SpellsA-B.rtf |
| Effect: Weapon becomes good, evil, lawful, or chaotic. | | | | | Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] | | | | |
| ☐☐☐☐☐Augury | 15 | None | 1 minute | Instantaneous | Personal | V, S, M, F | No | Divination | Main: SpellsA-B.rtf |
| Effect: Learns whether an action will be good or bad. | | | | | Target: You | | | | |
| ☐☐☐☐☐Bear's Endurance | 15 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, DF | Yes | Transmutation | Main: SpellsA-B.rtf |
| Effect: Subject gains +4 to Con for 6 minutes. | | | | | Target: Creature touched | | | | |
| * =Domain/Sociality Spell | | | | | | | | | |

* =Domain/Speciality Spell

Cleric Spells

| | | | | | | | | | |
|---|----|---------------------------------|-------------------|--|---|-------------|--------------------------|---|---|
| *****Blade of Pain and Fear | 15 | Will partial | 1 standard action | 6 minutes [D] | 0 ft. | V,S,DF | Yes | Evocation | Extra: Libris Mortis Pg.63 |
| Effect: Creates blade of gnashing teeth. | | | | | Target: Effect:Swordlike column of gnashing teeth | | | | |
| *****Blade of Pain and Fear | 15 | Will partial | 1 standard action | 6 minutes [D] | 0 ft. | V,S,DF | Yes | Evocation | Extra: Libris Mortis Pg.63 |
| Effect: Creates blade of gnashing teeth. | | | | | Target: Effect:Swordlike column of gnashing teeth | | | | |
| *****Brambles | 15 | None | 1 standard action | 6 rounds | Touch | V, S, M | No | Transmutation | Extra: Complete Divine Pg.156 |
| Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +6 damage. | | | | | Target: Wooden weapon touched | | | | |
| *****Bull's Strength | 15 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation | Main: SpellsA-B.rtf |
| Effect: Subject gains +4 to Str for 6 minutes. | | | | | Target: Creature touched | | | | |
| *****Calm Emotions | 15 | Will negates | 1 standard action | Concentration, up to 6 rounds [D] | Medium (160') | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsC.rtf |
| Effect: Calms creatures, negating emotion effects. | | | | | Target: Creatures in a 20-ft.-radius spread | | | | |
| *****Cure Moderate Wounds | 15 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) | Main: SpellsC.rtf |
| Effect: Cures 2d8+6 damage. | | | | | Target: Creature touched | | | | |
| *****Curse of Ill Fortune | 15 | Will negates | 1 standard action | 6 minutes | Medium (160') | V, S, DF | Yes | Transmutation | Extra: Complete Divine Pg.160 |
| Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks. | | | | | Target: One living creature | | | | |
| *****Darkness | 15 | None | 1 standard action | 60 minutes [D] | Touch | V, M/DF | No | Evocation [Darkness] | Main: SpellsD-E.rtf |
| Effect: 20-ft. radius of supernatural shadow. | | | | | Target: Object touched | | | | |
| *****Death Knell | 16 | Will negates | 1 standard action | Instantaneous/10 minutes per HD of subject; see text | Touch | V, S | Yes | Necromancy [Death, Evil] | Main: SpellsD-E.rtf |
| Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level. | | | | | Target: Living creature touched | | | | |
| *****Deific Vengeance | 15 | Will half | 1 standard action | Instantaneous | Close (40') | V, S, DF | Yes | Conjuration (Summoning) | Extra: Complete Divine |
| Effect: Cause 2d6 or 6d6 if the target is undead. | | | | | Target: One creature | | | | |
| *****Delay Poison | 15 | Fortitude negates (harmless) | 1 standard action | 6 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) | Main: SpellsD-E.rtf |
| Effect: Stops poison from harming subject for 6 hours. | | | | | Target: Creature touched | | | | |
| *****Desecrate | 15 | None | 1 standard action | 12 hours | Close (40') | V, S, M, DF | Yes | Evocation [Evil] | Main: SpellsD-E.rtf |
| Effect: Fills area with negative energy, making undead stronger. | | | | | Target: 20-ft.-radius emanation | | | | |
| *****Desecrate | 15 | None | 1 standard action | 12 hours | Close (40') | V, S, M, DF | Yes | Evocation [Evil] | Main: SpellsD-E.rtf |
| Effect: Fills area with negative energy, making undead stronger. | | | | | Target: 20-ft.-radius emanation | | | | |
| *****Divine Flame | 15 | Fortitude half | 1 standard action | 6 rounds | 15 ft. | V, S | Yes | Abjuration | Extra: Defenders of the Faith, page 85 |
| Effect: Creates an immobile ward against Cold creatures. Cold creatures that enter the area take 5d4 points of damage each round. | | | | | Target: 15-ft.-radius emanation, centered on you | | | | |
| *****Divine Insight | 15 | N/A | 1 standard action | 6 hours or until discharged [D] | Personal | V,S,DF | N/A | Divination | Extra: Complete Adventurer Pg.147 |
| Effect: Gain 11 to one skill check during the duration of the spell. | | | | | Target: You | | | | |
| *****Divine Zephyr | 15 | Fortitude half | 1 standard action | 6 rounds | 15 ft. | V, S | Yes | Abjuration | Extra: Defenders of the Faith, page 85-86 |
| Effect: Creates an immobile ward against fire creatures. Fire creatures that enter the area take 5d4 points of damage each round. | | | | | Target: 15-ft.-radius emanation, centered on you | | | | |
| *****Eagle's Splendor | 15 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, M/DF | Yes | Transmutation | Main: SpellsD-E.rtf |
| Effect: Subject gains +4 to Cha for 6 minutes. | | | | | Target: Creature touched | | | | |
| *****Enthrall | 15 | Will negates; see text | 1 round | 1 hour or less | Medium (160') | V, S | Yes | Enchantment (Charm) | Main: SpellsD-E.rtf |
| Effect: Captivates all within 160 ft. | | | | | Target: Any number of creatures | | | | |
| *****Find Traps | 15 | None | 1 standard action | 6 minutes | Personal | V, S | No | Divination | Main: SpellsF-G.rtf |
| Effect: Notice traps as a rogue does. | | | | | Target: You | | | | |
| *****Gentle Repose | 16 | Will negates (object) | 1 standard action | 6 days | Touch | V, S, M/DF | Yes (object) | Necromancy | Main: SpellsF-G.rtf |
| Effect: Preserves one corpse. | | | | | Target: Corpse touched | | | | |
| *****Ghost Touch Armor | 15 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V,S,M | Yes (harmless) | Transmutation | Extra: Libris Mortis Pg.65 |
| Effect: Armor gains Ghost Touch property. | | | | | Target: Armor touched | | | | |
| *****Ghoul Glyph | 16 | Fort partial | 1 minute | Permanent until discharged | Touch | V,S,M | Yes | Necromancy | Extra: Libris Mortis Pg.66 |
| Effect: Create a glyph. | | | | | Target: Effect:One glyph | | | | |
| *****Healing Lorecall | 15 | N/A | 1 standard action | 6 minutes | Personal | V,S,M | N/A | Divination | Extra: Complete Adventurer Pg.151 |
| Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text. | | | | | Target: You | | | | |
| *****Hold Person | 15 | Will negates; see text | 1 standard action | 6 rounds [D]; see text | Medium (160') | V, S, F/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsH-L.rtf |
| Effect: Paralyzes one humanoid for 6 rounds. | | | | | Target: One humanoid creature | | | | |
| *****Inflict Moderate Wounds | 16 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy | Main: SpellsH-L.rtf |
| Effect: Touch attack, 2d8+6 damage. | | | | | Target: Creature touched | | | | |
| *****Iron Silence | 15 | Will negates (harmless,object) | 1 standard action | 6 hours [D] | Touch | V,S,DF | Yes (harmless,object) | Transmutation | Extra: Complete Adventurer Pg.153-154 |
| Effect: Hide and Move Silent check ignore the Armor penalty during the duration of the spell. | | | | | Target: 2 suits of armor touched | | | | |
| *****Knife Spray | 15 | Reflex Half | 1 standard action | Instantaneous | Close (40') | V, S | Yes | Evocation | Extra: Defenders of the Faith, page 87 |
| Effect: Each creature in the area takes 1d6+5 points of damage. | | | | | Target: Cone | | | | |
| *****Make Whole | 15 | Will negates (harmless, object) | 1 standard action | Instantaneous | Close (40') | V, S | Yes (harmless, object) | Transmutation | Main: SpellsM-O.rtf |
| Effect: Repairs an object. | | | | | Target: One object of up to 60 cu. ft | | | | |
| *****Owl's Wisdom | 15 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, M/DF | Yes | Transmutation | Main: SpellsM-O.rtf |
| Effect: Subject gains +4 to Wis for 6 minutes. | | | | | Target: Creature touched | | | | |
| * =Domain/Speciality Spell | | | | | | | | | |

Cleric Spells

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|---|----|---|-----------------------------|------------------|--|------------|------------------------------|---|----------------------------------|
| Remove Paralysis | 15 | Will negates (harmless) | 1 standard action | Instantaneous | Close (40') | V, S | Yes (harmless) | Conjuration (Healing) | Main: SpellsP-R.rtf |
| <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 | | | | |
| Resist Energy | 15 | Fortitude negates (harmless) | 1 standard action | 60 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration | Main: SpellsP-R.rtf |
| <i>Effect:</i> Ignores first 17 points of damage/attack from specified energy type. | | | | | <i>Target:</i> Creature touched | | | | |
| Restoration, Lesser | 15 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) | Main: SpellsP-R.rtf |
| <i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage. | | | | | <i>Target:</i> Creature touched | | | | |
| Shatter | 15 | Will negates (object) or Fortitude half; see text | 1 standard action | Instantaneous | Close (40') | V, S, M/DF | Yes (object) | Evocation [Sonic] | Main: SpellsS.rtf |
| <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 | | | | |
| Shield Other | 15 | Will negates (harmless) | 1 standard action | 6 hours [D] | Close (40') | V, S, F | Yes (harmless) | Abjuration | Main: SpellsS.rtf |
| <i>Effect:</i> You take half of subject's damage. | | | | | <i>Target:</i> One creature | | | | |
| Silence | 15 | Will negates; see text or none (object) | 1 standard action | 6 minutes [D] | Long (640') | V, S | Yes; see text or no (object) | Illusion (Glamer) | Main: SpellsS.rtf |
| <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 | | | | |
| Sound Burst | 15 | Fortitude partial | 1 standard action | Instantaneous | Close (40') | V, S, F/DF | Yes | Evocation [Sonic] | Main: SpellsS.rtf |
| <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them. | | | | | <i>Target:</i> 10-ft.-radius spread | | | | |
| Spell Shield | 15 | Will negates (harmless) | 1 standard action; see text | 6 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration | Extra: Guide to Faerun, page 113 |
| <i>Effect:</i> Subject gains a +3 resistance bonus on saving throws against spells and spell-like abilities, but not against supernatural or extraordinary abilities. | | | | | <i>Target:</i> Creature touched | | | | |
| Spiritual Weapon | 15 | None | 1 standard action | 6 rounds [D] | Medium (160') | V, S, DF | Yes | Evocation [Force] | Main: SpellsS.rtf |
| <i>Effect:</i> Magical weapon attacks on its own. | | | | | <i>Target:</i> Magic weapon of force | | | | |
| Status | 15 | Will negates (harmless) | 1 standard action | 6 hours | Touch | V, S | Yes (harmless) | Divination | Main: SpellsS.rtf |
| <i>Effect:</i> Monitors condition, position of allies. | | | | | <i>Target:</i> 2 living creatures touched | | | | |
| Summon Monster II | 15 | None | 1 round | 6 rounds [D] | Close (40') | V, S, F/DF | No | Conjuration (Summoning) | Main: SpellsS.rtf |
| <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 | | | | |
| Summon Undead II | 15 | None | 1 full round | 6 rounds | Close (40') | V, S, F | No | Conjuration (Summoning) | Extra: Guide to Faerun, page 114 |
| <i>Effect:</i> Like summon undead except it summons undead from 2nd level list | | | | | <i>Target:</i> One or more summoned creatures | | | | |
| Undetectable Alignment | 15 | Will negates (object) | 1 standard action | 24 hours | Close (40') | V, S | Yes (object) | Abjuration | Main: SpellsT-Z.rtf |
| <i>Effect:</i> Conceals alignment for 24 hours. | | | | | <i>Target:</i> One creature or object | | | | |
| Warning | 15 | Will negates | 1 standard action | [min610] minutes | Touch | V, S | Yes (harmless) | Divination | Extra: Guide to Faerun, page 118 |
| <i>Effect:</i> Gain +4 insight bonus on Listen and Spot checks and gains uncanny dodge for the duration of the spell; see text | | | | | <i>Target:</i> Creature touched | | | | |
| Wave of Grief | 15 | Will negates | 1 standard action | 6 rounds | Close (40') | S,M | Yes | Enchantment [Evil,Mind-Affecting] | Extra: Complete Divine Pg.188 |
| <i>Effect:</i> Targets become overwhelmed with grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks. | | | | | <i>Target:</i> Cone | | | | |
| Zone of Truth | 15 | Will negates | 1 standard action | 6 minutes | Close (40') | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsT-Z.rtf |
| <i>Effect:</i> Subjects within range cannot lie. | | | | | <i>Target:</i> 20-ft.-radius emanation | | | | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------------------------|-------------------|--------------------|---|----------|--------------------------|------------------------|-----------------------------------|
| **Animate Dead | 17 | None | 1 standard action | Instantaneous | Touch | V, S, M | No | Necromancy [Evil] | Main: SpellsA-B.rtf |
| <i>Effect:</i> Creates undead skeletons and zombies. | | | | | <i>Target:</i> One or more corpses touched | | | | |
| Animate Dead | 17 | None | 1 standard action | Instantaneous | Touch | V, S, M | No | Necromancy [Evil] | Main: SpellsA-B.rtf |
| <i>Effect:</i> Creates undead skeletons and zombies. | | | | | <i>Target:</i> One or more corpses touched | | | | |
| Bestow Curse | 17 | Will negates | 1 standard action | Permanent | Touch | V, S | Yes | Necromancy | Main: SpellsA-B.rtf |
| <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. | | | | | <i>Target:</i> Creature touched | | | | |
| Blessed Aim | 16 | Will negates (harmless) | 1 standard action | Concentration | 60 ft. | V, S | No | Divination | Extra: Complete Divine Pg.154 |
| <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread. | | | | | <i>Target:</i> 60 ft. spread, centered on you | | | | |
| Blindness/Deafness | 17 | Fortitude negates | 1 standard action | Permanent [D] | Medium (160') | V | Yes | Necromancy | Main: SpellsA-B.rtf |
| <i>Effect:</i> Makes subject blinded or deafened. | | | | | <i>Target:</i> One living creature | | | | |
| Blindsight | 16 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S | Yes (harmless) | Transmutation | Extra: Guide to Faerun, page 100 |
| <i>Effect:</i> Grant blindsight to 30 ft. | | | | | <i>Target:</i> Creature touched | | | | |
| Briar Web | 16 | Reflex negates; see text | 1 standard action | 6 minutes | Medium (160') | V, S, DF | No | Transmutation | Extra: Complete Divine Pg.156-157 |
| <i>Effect:</i> As entangle, but thorns deal damage each round. | | | | | <i>Target:</i> Plants in a 20-ft-radius spread. | | | | |
| Chain of Eyes | 16 | Will negates | 1 standard action | 6 hours | Touch | V, S | Yes | Divination | Extra: Complete Divine Pg.158 |
| <i>Effect:</i> Scrying sensor passed along by touch. | | | | | <i>Target:</i> Living creature touched. | | | | |
| Clutch of Orcus | 17 | Fort negates | 1 standard action | Concentration | MED | V,S | Yes | Necromancy [EVIL] | Extra: Libris Mortis Pg.63 |
| <i>Effect:</i> Paralyze the target and inflicts 1d3 points per round. | | | | | <i>Target:</i> One Humanoid | | | | |
| Contagion | 17 | Fortitude negates | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy [Evil] | Main: SpellsC.rtf |
| <i>Effect:</i> Infects subject with chosen disease. | | | | | <i>Target:</i> Living creature touched | | | | |
| Continual Flame | 16 | None | 1 standard action | Permanent | Touch | V, S, M | No | Evocation [Light] | Main: SpellsC.rtf |
| <i>Effect:</i> Makes a permanent, heatless torch. | | | | | <i>Target:</i> Object touched Magical, heatless flame | | | | |
| Create Food and Water | 16 | None | 10 minutes | 24 hours; see text | Close (40') | V, S | No | Conjuration (Creation) | Main: SpellsC.rtf |
| <i>Effect:</i> Feeds 18 humans or 6 horses. | | | | | <i>Target:</i> Food and water to sustain 18 humans or 6 horses for 24 hours | | | | |
| Cure Serious Wounds | 16 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) | Main: SpellsC.rtf |
| <i>Effect:</i> Cures 3d8+6 damage. | | | | | <i>Target:</i> Creature touched | | | | |

* =Domain/Specialty Spell

Cleric Spells

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|---|----|---------------------------------|-------------------|--------------------------------|---------------|---|-------------------------------|---|--|--|
| Curse of the Brute | | 16 | Fortitude negates | 1 standard action | 6 rounds | Touch | V, S, | Yes | Transmutation | Extra: Defenders of the Faith, page 84 |
| Effect: Up to +6 to Str, Dex, or Con, both Int and Cha down the same. | | | | | | Target: Creature touched | | | | |
| ☐☐☐☐☐ Daylight | 16 | None | 1 standard action | 60 minutes [D] | Touch | V, S | No | Evocation [Light] | Main: SpellsD-E.rtf | |
| Effect: 60-ft. radius of bright light. | | | | | | Target: Object touched | | | | |
| ☐☐☐☐☐ Deeper Darkness | 16 | None | 1 standard action | 6 days [D] | Touch | V, M/DF | No | Evocation [Darkness] | Main: SpellsD-E.rtf | |
| Effect: Object sheds supernatural shadow in 60-ft. radius. | | | | | | Target: Object touched | | | | |
| ☐☐☐☐☐ Dispel Magic | 16 | None | 1 standard action | Instantaneous | Medium (160') | V, S | No | Abjuration | Main: SpellsD-E.rtf | |
| Effect: Cancels magical spells and effects. | | | | | | Target: One spellcaster, creature, or object; or 20-ft.-radius burst | | | | |
| ☐☐☐☐☐ *Fangs of the Vampire King | 16 | N/A | 1 standard action | 6 minutes | Personal | V,S,M | N/A | Transmutation [Evil] | Extra: Libris Mortis Pg.64 | |
| Effect: Gain fang attack of +10 plus Strength. Deal 1d6 damage and 1 point of Con. | | | | | | Target: You | | | | |
| ☐☐☐☐☐ Flame of Faith | 16 | None | 1 standard action | 6 rounds | Touch | V, S, M | No | Evocation | Extra: Complete Divine Pg.166 | |
| Effect: Normal or masterwork weapon becomes temporary flaming burst weapon. | | | | | | Target: Nonmagical weapon touched | | | | |
| ☐☐☐☐☐ Forceward | 16 | No; see text | 1 full round | 6 minutes | 10 ft. | V, S, DF | Yes | Abjuration | Extra: Guide to Faerun, page 103 | |
| Effect: HELM GRANTED:Create an unmoving, transparent sphere of force centered on you; see text | | | | | | Target: You and any allies within a 10-ft.-radius emanation centered on you | | | | |
| ☐☐☐☐☐ *Ghoul Gesture | 17 | Fort partial | 1 standard action | 6 rounds | Medium (160') | V,S,M | Yes | Necromancy | Extra: Libris Mortis Pg.66 | |
| Effect: Paralyze or sicken target. | | | | | | Target: Effect:Ray | | | | |
| ☐☐☐☐☐ Glyph of Warding | 16 | See text | 10 minutes | Permanent until discharged [D] | Touch | V, S, M | No (object) and Yes; see text | Abjuration | Main: SpellsF-G.rtf | |
| Effect: Inscription harms those who pass it. | | | | | | Target: Object touched or up to 30 sq. ft | | | | |
| ☐☐☐☐☐ Helping Hand | 16 | None | 1 standard action | 6 hours | 5 miles | V, S, DF | No | Evocation | Main: SpellsH-L.rtf | |
| Effect: Ghostly hand leads subject to you. | | | | | | Target: Ghostly hand | | | | |
| ☐☐☐☐☐ Inflict Serious Wounds | 17 | Will half | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy | Main: SpellsH-L.rtf | |
| Effect: Touch attack, 3d8+6 damage. | | | | | | Target: Creature touched | | | | |
| ☐☐☐☐☐ Invisibility Purge | 16 | None | 1 standard action | 6 minutes [D] | Personal | V, S | No | Evocation | Main: SpellsH-L.rtf | |
| Effect: Dispel invisibility within 30 ft | | | | | | Target: You | | | | |
| ☐☐☐☐☐ Lesser Telepathic Bond | 16 | None | 1 standard action | 60 minutes | 30 ft. | V, S | No | Divination [Mind-Affecting] | Extra: Defenders of the Faith, page 87 | |
| Effect: Link with subject within 30 ft. for 60 minutes. | | | | | | Target: You and one willing creature within 30 ft. | | | | |
| ☐☐☐☐☐ Locate Object | 16 | None | 1 standard action | 6 minutes | Long (640') | V, S, F/DF | No | Divination | Main: SpellsH-L.rtf | |
| Effect: Senses direction toward object [specific or type]. | | | | | | Target: Circle, centered on you, with a radius of 640 ft. | | | | |
| ☐☐☐☐☐ Mace of Odo | 16 | Fortitude negates; see text | 1 standard action | 6 rounds | 0 ft. | V, S, DF | Yes | Evocation | Extra: Guide to Faerun, page 106 | |
| Effect: HELM GRANTED:Create glowing mace of force; make melee touch attack if successful cause 6d6 points of force damage | | | | | | Target: Mace of force | | | | |
| ☐☐☐☐☐ Magic Circle against Chaos | 16 | Will negates (harmless) | 1 standard action | 60 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] | Main: SpellsM-O.rtf | |
| Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes. | | | | | | Target: 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ Magic Circle against Good | 16 | Will negates (harmless) | 1 standard action | 60 minutes | Touch | V, S, M/DF | No; see text | Abjuration [Evil] | Main: SpellsM-O.rtf | |
| Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes. | | | | | | Target: 10-ft.-radius emanation from touched creature | | | | |
| ☐☐☐☐☐ Magic Vestment | 16 | Will negates (harmless, object) | 1 standard action | 6 hours | Touch | V, S, DF | Yes (harmless, object) | Transmutation | Main: SpellsM-O.rtf | |
| Effect: Armor or shield gains 1 enhancement | | | | | | Target: Armor or shield touched | | | | |
| ☐☐☐☐☐ Meld into Stone | 16 | None | 1 standard action | 60 minutes | Personal | V, S, DF | No | Transmutation [Earth] | Main: SpellsM-O.rtf | |
| Effect: You and your gear merge with stone. | | | | | | Target: You | | | | |
| ☐☐☐☐☐ Mold Touch | 16 | None | 1 standard action | Instantaneous | Touch | V, S, DF | No | Conjuration (Creation) | Extra: Guide to Faerun, page 106 | |
| Effect: Create 5-foot-diameter patch of brown mold to appear; see text | | | | | | Target: Patch of brown mold | | | | |
| ☐☐☐☐☐ Mystic Lash | 16 | Fortitude partial | 1 standard action | 6 rounds | 15 ft. | V, S, DF | Yes | Evocation [Electricity,Evil] | Extra: Guide to Faerun, page 106-107 | |
| Effect: BANE GRANTED:Creature struck take 1d6 points of damage and make a Fortitude save or be stunned for 1 round. Gain bonus damage from charisma modifier. | | | | | | Target: Electric whip | | | | |
| ☐☐☐☐☐ Obscure Object | 16 | Will negates (object) | 1 standard action | 8 hours [D] | Touch | V, S, M/DF | Yes (object) | Abjuration | Main: SpellsM-O.rtf | |
| Effect: Masks object against scrying. | | | | | | Target: One object touched of up to 600 lbs | | | | |
| ☐☐☐☐☐ Possess Animal | 17 | Will negates | 1 round | 6 rounds [D] | Close (40') | V, S, M | Yes | Necromancy | Extra: Guide to Faerun, page 108 | |
| Effect: Posses an animal to act as you direct; see text | | | | | | Target: One animal | | | | |
| ☐☐☐☐☐ Prayer | 16 | None | 1 standard action | 6 rounds | 40 ft. | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | Main: SpellsP-R.rtf | |
| Effect: Allies +1 bonus on most rolls, enemies -1 penalty. | | | | | | Target: All allies and foes within a 40-ft.-radius burst centered on you | | | | |
| ☐☐☐☐☐ Protection from Energy | 16 | Fortitude negates (harmless) | 1 standard action | 60 minutes or until discharged | Touch | V, S, DF | Yes (harmless) | Abjuration | Main: SpellsP-R.rtf | |
| Effect: Absorb 72 points of damage from one kind of energy. | | | | | | Target: Creature touched | | | | |
| ☐☐☐☐☐ Remove Blindness/Deafness | 16 | Fortitude negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) | Main: SpellsP-R.rtf | |
| Effect: Cures normal or magical conditions. | | | | | | Target: Creature touched | | | | |
| ☐☐☐☐☐ Remove Curse | 16 | Will negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Abjuration | Main: SpellsP-R.rtf | |
| Effect: Frees object or person from curse. | | | | | | Target: Creature or item touched | | | | |
| ☐☐☐☐☐ Remove Disease | 16 | Fortitude negates (harmless) | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless) | Conjuration (Healing) | Main: SpellsP-R.rtf | |
| Effect: Cures all diseases affecting subject. | | | | | | Target: Creature touched | | | | |
| ☐☐☐☐☐ Resist Energy, Mass | 16 | Fortitude negates (harmless) | 1 standard action | 60 minutes | Close (40') | V,S,DF | Yes (harmless) | Abjuration | Extra: Complete Arcane Pg.120 | |
| Effect: As resist energy, except that it affects all targeted creatures. | | | | | | Target: 6 creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ Ring of Blades | 16 | N/A | 1 standard action | 6 minutes | Personal | V,S,M | N/A | Conjuration (Creation) | Extra: Complete Arcane Pg.121 | |
| Effect: Deals 1d6+6 points of damage to all adjacent squares. | | | | | | Target: You | | | | |
| * =Domain/Speciality Spell | | | | | | | | | | |

Cleric Spells

| | | | | | | | | | | |
|---------------------------|--|----|--------------------------|-------------------|-----------------------------|---|------------|----------------|---------------------------------|--|
| ☐☐☐☐☐ | Searing Light | 16 | None | 1 standard action | Instantaneous | Medium (160') | V, S | Yes | Evocation | Main: SpellsS.rtf |
| | Effect: Range deals 3d8 damage; 6d6 against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage. | | | | | Target: Ray | | | | |
| ☐☐☐☐☐ | Skull Watch | 17 | None | 1 standard action | 6 hours or until discharged | Touch | V, S, F | No | Necromancy | Extra: Guide to Faerun, page 111-112 |
| | Effect: Alarm affect; see text | | | | | Target: One humanoid skull | | | | |
| ☐☐☐☐☐ | Speak with Dead | 17 | Will negates; see text | 10 minutes | 6 minutes | 10 ft. | V, S, DF | No | Necromancy [Language-Dependent] | Main: SpellsS.rtf |
| | Effect: Corpse answers 3 questions. | | | | | Target: One dead creature | | | | |
| ☐☐☐☐☐ | Spikes | 16 | None | 1 standard action | 6 hours | Touch | V, S, M | No | Transmutation | Extra: Complete Divine Pg.181 |
| | Effect: As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. | | | | | Target: Wooden weapon touched | | | | |
| ☐☐☐☐☐ | Stone Shape | 16 | None | 1 standard action | Instantaneous | Touch | V, S, M/DF | No | Transmutation [Earth] | Main: SpellsS.rtf |
| | Effect: Sculpts stone into any shape. | | | | | Target: Stone or stone object touched, up to 16 cu. ft. | | | | |
| ☐☐☐☐☐ | Summon Monster III | 16 | None | 1 round | 6 rounds [D] | Close (40') | V, S, F/DF | No | Conjuration (Summoning) | Main: SpellsS.rtf |
| | Effect: Calls extraplanar creature to fight for you. | | | | | Target: One or more summoned creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ | Summon Undead III | 16 | None | 1 full round | 6 rounds | Close (40') | V, S, F | No | Conjuration (Summoning) [Evil] | Extra: Guide to Faerun, page 114 |
| | Effect: Like summon undead except it summons undead from 3rd level list | | | | | Target: One or more summoned creature | | | | |
| ☐☐☐☐☐ | Sunrise | 16 | Reflex partial; see text | 1 standard action | Instantaneous | Close (40') | V, S, DF | Yes | Evocation | Extra: Guide to Faerun, page 114 |
| | Effect: Creates a burst of dazzling light equivalent to natural sunlight. Creatures vulnerable to sunlight take 4d6 points, all others are blinded and take 2d6 points. Undead take 6d6. | | | | | Target: 5-ft.-radius burst | | | | |
| ☐☐☐☐☐ | Sweet Water | 16 | None | 1 standard action | Instantaneous | Long (640') | V, S, M | No | Divination | Extra: Defenders of the Faith, page 90 |
| | Effect: Locates fresh water source within 100 ft. If a water source is found makes a well shaft to the water. | | | | | Target: A well shaft, 10 ft. diameter, up to 100 ft. deep. | | | | |
| ☐☐☐☐☐ | Sword Stream | 16 | Reflex half | 1 standard action | Instantaneous | Close (40') | V, S | Yes | Evocation | Extra: Defenders of the Faith, page 90 |
| | Effect: Creates high pressure stream. Each creature affected takes 1d8+6 damage. | | | | | Target: 5 ft. wide out to range. | | | | |
| ☐☐☐☐☐ | Telepathic Bond, Lesser | 16 | None | 1 standard action | 60 minutes | 30 feet | V, S | No | Divination [Mind-Affecting] | RSRDPSio: PsionicSpells.rtf |
| | Effect: You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher. | | | | | Target: You and One willing creature within 30' | | | | |
| ☐☐☐☐☐ | Telepathic Bond, Lesser | 16 | None | 1 standard action | 60 minutes | 30 ft. | V, S | No | Divination [Mind-Affecting] | Extra: Complete Divine Pg.183 |
| | Effect: Link with subject within 30 ft. for 60 minutes. | | | | | Target: You and one willing creature within 30 ft. | | | | |
| ☐☐☐☐☐ | Understand Device | 16 | None | 1 standard action | 6 minutes | Close (40') | V, S | No | Divination | Extra: Guide to Faerun, page 1117 |
| | Effect: Make untrained Disable Device and Open Locks as if you had 1/2 rank in each skill. You gain insight bonus of 6 on Disable Device and Open Locks checks. | | | | | Target: You | | | | |
| ☐☐☐☐☐ | Vigor | 16 | Will negates (harmless) | 1 standard action | 16 rounds | Touch | V,S | Yes (harmless) | Conjuration (Healing) | Extra: Complete Divine Pg.186 |
| | Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round. | | | | | Target: Living creature touched | | | | |
| ☐☐☐☐☐ | Vigor, Mass Lesser | 16 | Will negates (harmless) | 1 standard action | 16 rounds | 20 ft. | V,S | Yes (harmless) | Conjuration (Healing) | Extra: Complete Divine Pg.186-187 |
| | Effect: 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. | | | | | Target: 3 creatures, no two of which can be more than 30 ft. apart | | | | |
| ☐☐☐☐☐ | Visage of the Deity, Lesser | 16 | N/A | 1 standard action | 6 rounds | Personal | V,S,DF | N/A | Transmutation [Good,Evil] | Extra: Complete Divine Pg.187 |
| | Effect: Your form becomes more like your deity's; see text | | | | | Target: You | | | | |
| ☐☐☐☐☐ | Water Breathing | 16 | Will negates (harmless) | 1 standard action | 12 hours; see text | Touch | V, S, M/DF | Yes (harmless) | Transmutation | Main: SpellsT-Z.rtf |
| | Effect: Subjects can breathe underwater. | | | | | Target: Living creatures touched | | | | |
| ☐☐☐☐☐ | Water Walk | 16 | Will negates (harmless) | 1 standard action | 60 minutes [D] | Touch | V, S, DF | Yes (harmless) | Transmutation [Water] | Main: SpellsT-Z.rtf |
| | Effect: Subject treads on water as if solid. | | | | | Target: 6 touched creatures | | | | |
| ☐☐☐☐☐ | Wind Wall | 16 | None; see text | 1 standard action | 6 rounds | Medium (160') | V, S, M/DF | Yes | Evocation [Air] | Main: SpellsT-Z.rtf |
| | Effect: Deflects arrows, smaller creatures, and gases. | | | | | Target: Wall up to 60 ft. long and 30 ft. high [S] | | | | |
| ☐☐☐☐☐ | Wrack | 17 | Fortitude negates | 1 standard action | 6 rounds | Close (40') | V,S | Yes | Necromancy [Evil] | Extra: Complete Divine Pg.190-191 |
| | Effect: EVIL - Target becomes helpless and after spell incurs -2 penalty to all rolls. See text. | | | | | Target: One humanoid | | | | |
| * =Domain/Sociality Spell | | | | | | | | | | |

Spellbook: Prepared Spells

Cleric

Level 0

- ☐ Light (DC:13)
- ☐ Mending (DC:13)
- ☐ Purify Food and Drink (DC:13)
- ☐ Resistance (DC:13)

Level 1

- ☐ *Chill of the Grave (DC:15)
- ☐ Inflict Light Wounds (DC:15)
- ☐ Nimbus of Light (DC:14)

Level 2

- ☐ Cure Moderate Wounds (DC:15)
- ☐ *Desecrate (DC:15)
- ☐ Spell Shield (DC:15)
- ☐ Summon Undead II (DC:15)
- ☐ Wave of Grief (DC:15)

Level 3

- ☐ *Animate Dead (DC:17)
- ☐ Cure Serious Wounds (DC:16)
- ☐ Mace of Odo (DC:16)
- ☐ Ring of Blades (DC:16)

Notes:

Character Sheet Notes: