

Fiona Battlebrace

DM-NPC

NAME
Clr8
CLASS
8
Character Level

PLAYERNAME
Dwarf
RACE
64
AGE

Moradin
DEITY
4' 2"
HEIGHT
Brown
EYES

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

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

VP <i>Vitality</i>	76	WOUNDS/CURRENT HP							
AC <i>armor class</i>	26	:	25	:	14	=	1		
	TOTAL		FLAT		TOUCH		BA		
INITIATIVE <i>modifier</i>	+5	=	+1	+	+4				
	TOTAL		DEX MODIFIER		MISC MODIFIER				
BASE ATTACK <i>bonus</i>	+6/+1								

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

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

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

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

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Banded Mail +2	Heavy	+8	+1	-5	35
	Energy Resistance				
*Shield +2 (Heavy/Metal)	Heavy	+4		-1	15
*Ring of Protection +1		+1		+0	0

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

✓: can be used untrained. X: exclusive skills

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

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

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle					
Banded Mail +2	Equipped	1	35.0	4400.0	
Energy Resistance					
Bedroll	Backpack	1	5.0	0.1	
Candle	Backpack	1	0.0	0.01	
☐					
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01	
Flask (Empty)	Backpack	1	1.5	0.03	
0 lbs.					
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Healer's Kit	Backpack	1	1.0	50.0	
☐☐☐☐☐ ☐☐☐☐☐					
Helmet (WIS +1)	Equipped	1	0.0	1000.0	
Enhancement bonus to ability WIS+1					
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Holy Water (Flask)	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)	
☐☐☐					
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Mace +1 (Heavy)	Equipped	1	8.0	2312.0	
Moradin's Faithful	Equipped	1	0.0	152500.0	
(Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2					
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)	
Pouch (Belt)	Equipped	1	0.5	1.0	
3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)					
Rations (Trail/Per Day)	Backpack	2	1.0 (2.0)	0.5 (1.0)	
☐☐					
Ring of Protection +1	Equipped	1	0.0	2000.0	
Sewing Needle	Backpack	1	0.0	0.5	
Shield +2 (Heavy/Metal)	Equipped	1	15.0	4170.0	
Cleric's Vestments	Equipped	1	6.0	5.0	
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			78 lbs.168052.95 gp		

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

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

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

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

PROFICIENCIES

LANGUAGES
Celestial, Common, Dwarven, Giant, Terran

TEMPLATES
Truename

Cleric Spells

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

LEVEL 0

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

LEVEL 1

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

* =Domain/Specialty Spell

Cleric Spells

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

* =Domain/Specialty Spell

Cleric Spells

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

LEVEL 2

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

* =Domain/Specialty Spell

Cleric Spells

■■■■■	Animalistic Power	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution.					Target: Creature touched		Caster Level: 8		
■■■■■	Augury	18	None	1 minute Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
Effect: Learns whether an action will be good or bad.					Target: You		Caster Level: 8		
■■■■■	Aura Against Flame	18	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Abjuration	SC: Pg.18
Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.					Target: You		Caster Level: 8		
■■■■■	Avoid Planar Effects	18	None	1 immediate 1 minute/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you		Caster Level: 8		
■■■■■	Balor Nimbus	18	N/A	1 standard 1 round/level action	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage.					Target: You		Caster Level: 8		
■■■■■	Bear's Endurance	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touched		Caster Level: 8		
■■■■■	Black Karma Curse	18	Will negates	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
Effect: If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					Target: One creature		Caster Level: 8		
■■■■■	Blade Brothers	18	Will negates (harmless)	1 standard 1 minute/level or until discharged action	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
Effect: Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.					Target: Two willing creatures		Caster Level: 8		
■■■■■	Body Blades	18	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: Pg.35
Effect: Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					Target: You		Caster Level: 8		
■■■■■	Brambles	18	None	1 standard 1 round/level action	Touch	V,S,M	No	Trasmutation	SC: Pg.38
Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					Target: Wooden weapon touched		Caster Level: 8		
■■■■■	Bull's Strength	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature touched		Caster Level: 8		
■■■■■	Calm Emotions	18	Will negates	1 standard Concentration, up to 1 round/level [D] action	Medium (180 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread		Caster Level: 8		
■■■■■	Close Wounds	18	Will half [harmless]; see text	1 immediate Instantaneous action	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
Effect: Cure 1d4 +1/level [max +5].					Target: One creature		Caster Level: 8		
■■■■■	Cloud of Knives	18		1 standard 1 round/level action	Personal	V,S,M		Conjuration	PHB II: pg.107
Effect: Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					Target: You		Caster Level: 8		
■■■■■	Consecrate	18	None	1 standard 2 hours/level action	Close (45 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ft.-radius emanation		Caster Level: 9		
■■■■■	Cure Moderate Wounds	18	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature touched		Caster Level: 8		
■■■■■	Curse of Ill Fortune	18	Will negates	1 standard 1 minute/level action	Medium (180 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					Target: One living creature		Caster Level: 8		
■■■■■	Darkness	18	None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched		Caster Level: 8		
■■■■■	Deific Vegeance	18	Will half	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					Target: One creature		Caster Level: 8		
■■■■■	Delay Poison	18	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
Effect: Stops poison from harming subject for 1 hour/level.					Target: Creature touched		Caster Level: 8		
■■■■■	Divine Insight	18	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	SC: Pg.70
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					Target: You		Caster Level: 8		
■■■■■	Divine Interdiction	18	Will negates or None [object]; see text	1 standard 1 round/level action	Close (45 ft.)	V	Yes or No [object]; see text	Abjuration	SC: Pg.70
Effect: Temp loss of turning power & domain powers.					Target: 10-ft.-radius emanation centered on a creature, object, or point in space		Caster Level: 8		
■■■■■	Divine Protection	18	Will negates [harmless]	1 standard 1 minute/level action	Medium (180 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-ft.-radius burst		Caster Level: 8		
■■■■■	Eagle's Splendor	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
Effect: Subject gains +4 to Cha for 1 minutes/level.					Target: Creature touched		Caster Level: 8		
■■■■■	Energized Shield, Lesser	18	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text					Target: Touch		Caster Level: 8		
■■■■■	Enthral	18	Will negates; see text	1 round 1 hour or less	Medium (180 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
Effect: Captivates all within 100 ft. +10 ft./level					Target: Any number of creatures		Caster Level: 8		
■■■■■	Extend Tentacles	18	N/A	1 standard Instantaneous action	Personal	V	N/A	Transmutation	SC: Pg.86
Effect: Extends your tentacles by 5 ft.					Target: You		Caster Level: 8		
■■■■■	Find Traps	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.230
Effect: Notice traps as a rogue does.					Target: You		Caster Level: 8		
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Frost Breath	18	Reflex half	1 standard Instantaneous action		30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 8		
☐☐☐☐☐ Fuse Arms	18	Fortitude negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Gentle Repose	18	Will negates (object)	1 standard 1 day/level action		Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Ghost Touch Armor	18	Will negates [harmless]	1 standard 1 minute/level action		Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Hand of Divinity	18	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Healing Lorecall	18	N/A	1 standard 10 minutes/level action		Personal	V,S,M	N/A	Divination	SC: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Hold Person	18	Will negates; see text	1 standard 1 round/level [D]; see text action		Medium (180 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Inflict Moderate Wounds	18	Will half	1 standard Instantaneous action		Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Inky Cloud	18	None	1 standard 10 minutes/level action		30 ft.	V,S,M	No	Conjunction (Creation)	SC: Pg.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Insight of Good Fortune	18	Will negates (harmless)	1 standard 1 minute/level or until discharged action		Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
<i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Iron Silence	18	Will negates [harmless,object]	1 standard 1 hour/level [D] action		Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels		<i>Caster Level:</i> 8		
☐☐☐☐☐ Light of Mercuria	18	None	1 standard 10 minutes/level [D] action		Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 9		
☐☐☐☐☐ Living Undeath	18	Fortitude negates [harmless]	1 standard 1 minute/level action		Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Make Whole	18	Will negates (harmless, object)	1 standard Instantaneous action		Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level		<i>Caster Level:</i> 8		
☐☐☐☐☐ Mark of Judgement	18	Will negates	1 standard 1 round/level action		Medium (180 ft.)	V,S,DF	Yes	Necromancy	PHB II: pg.119
<i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Mark of the Outcast	18	Will negates	1 standard Permanent action		Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Master's Touch	18	Will negates (harmless)	1 immediate	Instantaneous action	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
<i>Effect:</i> Subject gains +4 insight bonus to one skill check.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Owl's Wisdom	18	Will negates (harmless)	1 standard 1 minute/level action		Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Negative Energy	18	Will negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Protection from Positive Energy	18	Will negates [harmless]	1 standard 10 minutes/level action		Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Quick March	18	Will negates [harmless]	1 standard 1 round action		Medium (180 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 8		
☐☐☐☐☐ Remove Paralysis	18	Will negates (harmless)	1 standard Instantaneous action		Close (45 ft.)	V,S	Yes (harmless)	Conjunction (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Resist Energy	18	Fortitude negates (harmless)	1 standard 10 minutes/level action		Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjunction (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Share Talents	18	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.124
<i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.					<i>Target:</i> Two willing creatures touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action		Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shield Other	18	Will negates (harmless)	1 standard	1 hour/level [D] action	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Shroud of Undeath	18	N/A	1 standard 10 minutes/level [D] action		Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisbile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You		<i>Caster Level:</i> 8		
* =Domain/Speciality Spell									

Cleric Spells

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

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid, Mass	19	None	1 standard	1 minute/level action	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart <i>Caster Level:</i> 8				
□□□□□ Air Breathing	19	Will negates [harmless]	1 standard	2 hours/level; see text action	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched <i>Caster Level:</i> 8				
□□□□□ Align Weapon, Mass	19	Will negates [harmless, object]	1 standard	1 minute/level action	Close (45 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SC: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart <i>Caster Level:</i> 8				
□□□□□ Alter Fortune	19	None	1 immediate	Instantaneous action	Close (45 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature <i>Caster Level:</i> 8				
□□□□□ Antidragon Aura	19	Will negates [harmless]	1 standard	1 minute/level action	Close (45 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart <i>Caster Level:</i> 8				
□□□□□ Attune Form	19	N/A	1 standard	24 hours action	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels <i>Caster Level:</i> 8				
□□□□□ Awaken Sin	19	Will negates	1 standard	Instantaneous action	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+ <i>Caster Level:</i> 9				
□□□□□ Axiomatic Storm	19	None	1 standard	1 round/level action	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high] <i>Caster Level:</i> 8				
□□□□□ Bestow Curse	19	Will negates	1 standard	Permanent action	Touch	V,S	Yes	Necromancy	PHB: pg.203
<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 <i>Caster Level:</i> 8				
* =Domain/Specialty Spell									

Cleric Spells

Blade of Pain and Fear	19	Will partial	1 standard 1 minute/level [D] action	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.				<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 8		
Blindness/Deafness	19	Fortitude negates	1 standard Permanent [D] action	Medium (180 ft.)	V	Yes	Necromancy	PHB: pg.206
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature		<i>Caster Level:</i> 8		
Chain of Eyes	19	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Divination	SC: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
Channeled Divine Shield	19		See text 1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
<i>Effect:</i> Gain DR based upon casting time; See text.				<i>Target:</i> You		<i>Caster Level:</i> 8		
Checkmate's Light	19	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
<i>Effect:</i> 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.				<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 8		
Circle Dance	19	N/A	1 minute Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
<i>Effect:</i> Get direction and general status of a known target.				<i>Target:</i> You		<i>Caster Level:</i> 8		
Cloak of Bravery	19	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].				<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
Cloak Pool	19	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (45 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.				<i>Target:</i> One color pool		<i>Caster Level:</i> 8		
Continual Flame	19	None	1 standard Permanent action	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 8		
Conviction, Mass	19	Will negates [harmless]	1 standard 10 minutes/level action	Medium (180 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.				<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 8		
Corona of Cold	19	Fortitude negates	1 standard 1 round/level [D] action	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.				<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 8		
Create Food and Water	19	None	10 minutes 24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.				<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<i>Caster Level:</i> 8		
Crown of Grave	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Crown of Might	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Crown of Protection	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Crown of Smiting	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> 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.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Cure Serious Wounds	19	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 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
Curse of Arrow Attraction	19	Will negates	1 standard 1 round/level action	Medium (180 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.109
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Darkfire	19	None	1 standard 1 round/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	SC: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].				<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 8		
Daylight	19	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.				<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
Deeper Darkness	19	None	1 standard 1 day/level [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
Demon Dirge	19	NWill half	1 standard 1d6 rounds; see text action	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.				<i>Target:</i> Living creature		<i>Caster Level:</i> 8		
Devil Blight	19	None or Fortitude partial; see text	1 standard 1d6 rounds action	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..				<i>Target:</i> Living creature		<i>Caster Level:</i> 8		
Dispel Magic	19	None	1 standard Instantaneous action	Medium (180 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 8		
Divine Retaliation	19	None	1 swift 1 round action	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
<i>Effect:</i> 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.				<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 8		
Downdraft	19	Reflex partial; see text	1 standard Instantaneous action	Long (720 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].				<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]		<i>Caster Level:</i> 8		
Energized Shield	19	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6				<i>Target:</i> Touch		<i>Caster Level:</i> 8		
Energy Aegis	19	Will negates (harmless)	1 immediate 1 round action	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
Energy Vortex	19	Reflex half	1 standard Instantaneous action	20 ft.	V,S	Yes	Evocation [Choose:Acid,	SC: Pg.81

* =Domain/Specialty Spell

Cleric Spells

							Cold, Fire, Electricity, Sonic] Caster Level: 8
Effect: Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.							Target: All creatures within a 20-ft.-radius burst centered on you
□□□□□ Energy Vulnerability	19	Will negates	1 standard 1 round/level action	Medium (180 ft.)	V,S,M/DF	Yes	Abjuration PHB II: pg.112
Effect: You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.							Target: One or more creatures within a 10-ft.-radius burst Caster Level: 8
□□□□□ Favorable Sacrifice	19	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,S,M	Yes [harmless]	Abjuration SC: Pg.89
Effect: Gain benefit from deity; see text.							Target: Creature touched Caster Level: 8
□□□□□ Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation SC: Pg.90
Effect: Deal 1d6 damage per size category difference.							Target: Creature touched Caster Level: 8
□□□□□ Flame of Faith	19	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation SC: Pg.95
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.							Target: Nonmagical weapon touched Caster Level: 8
□□□□□ Ghost Touch Weapon	19	Will negates [harmless,object]	1 standard 1 minute/level action	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation SC: Pg.102
Effect: Hit incorporeal normally.							Target: One weapon or fifty projectiles [all in contact at time of casting] Caster Level: 8
□□□□□ Girallon's Blessing	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation SC: Pg.106
Effect: Gain an additional pair of arms; see text							Target: Creature touched Caster Level: 8
□□□□□ Glyph of Warding	19	See text	10 minutes Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration PHB: pg.236
Effect: Inscription harms those who pass it.							Target: Object touched or up to 5 sq. ft/level Caster Level: 8
□□□□□ Grace	19	N/A	1 swift action 1 round/level	Personal	V	N/A	Transmutation [Good] SC: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.							Target: You Caster Level: 9
□□□□□ Hamatula Barbs	19	Fortitude negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation SC: Pg.109
Effect: Any creature hitting the subject takes 1d8 damage.							Target: Creature touched Caster Level: 8
□□□□□ Helping Hand	19	None	1 standard 1 hour/level action	5 miles	V,S, DF	No	Evocation PHB: pg.239
Effect: Ghostly hand leads subject to you.							Target: Ghostly hand Caster Level: 8
□□□□□ Hesitate	19	Will negates; see text	1 immediate action 1 round/level [D]; see text	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB II: pg.114
Effect: Creature can only take move action on it's turn; retry save each round [swift action].							Target: One living creature Caster Level: 8
□□□□□ Holy Meditation	19		1 minute 2 hours	Personal	V,S,M		Evocation F.H.P: pg.36
Effect: Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.							Target: You Caster Level: 8
□□□□□ Holy Storm	19	None	1 standard 1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water] SC: Pg.115
Effect: -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: 9
□□□□□ Ice Axe	19	None	1 standard 1 round/level [D] action	0 ft.	V,S,M	Yes	Evocation [Cold] SC: Pg.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10].							Target: Battleaxe-shaped weapon of swirling ice Caster Level: 8
□□□□□ Inflict Serious Wounds	19	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy PHB: pg.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.							Target: Creature touched Caster Level: 8
□□□□□ Interplanar Message	19	Will negates [harmless]	1 standard 24 hours/level action	One creature	V,S	Yes [harmless]	Evocation SC: Pg.124
Effect: Send 25 words or less to the targeted creature; see text.							Target: One creature [Language-Dependent] Caster Level: 8
□□□□□ Invest Moderate Protection	19	Will half (harmless); see text	1 standard Instantaneous; see text action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) PHB II: pg.115
Effect: Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.							Target: Creature touched Caster Level: 8
□□□□□ Invisibility Purge	19	None	1 standard 1 minute/level [D] action	Personal	V,S	No	Evocation PHB: pg.245
Effect: Disperses invisibility within 5 ft./level							Target: You Caster Level: 8
□□□□□ Knight's Move	19	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutation (Teleportation) SC: Pg.129
Effect: Teleport and end up flanking an opponent.							Target: You Caster Level: 8
□□□□□ Know Opponent	19	Will negates	1 standard Instantaneous action	Close (45 ft.)	S,DF	Yes	Divination SC: Pg.129
Effect: Learn strengths or weaknesses of opponent; see text.							Target: One creature Caster Level: 8
□□□□□ Know Vulnerabilities	19	Will negates	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Divination SC: Pg.129
Effect: Learn any vulnerabilities and resistances the target has.							Target: One creature Caster Level: 8
□□□□□ Light of Venya	19	None	1 standard 10 minutes/level [D] action	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good, Light] SC: Pg.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text							Target: You and up to two rays; see text Caster Level: 9
□□□□□ Locate Object	19	None	1 standard 1 minute/level action	Long (720 ft.)	V,S,F/DF	No	Divination PHB: pg.249
Effect: Senses direction toward object [specific or type].							Target: Circle, centered on you, with a radius of 400 + 40 ft. per level Caster Level: 8
□□□□□ Magic Circle against Chaos	19	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: pg.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.							Target: 10-ft.-radius emanation from touched creature Caster Level: 8
□□□□□ **Magic Circle against Evil	19	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: pg.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.							Target: 10-ft.-radius emanation from touched creature Caster Level: 9
□□□□□ Magic Circle against Evil	19	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: pg.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.							Target: 10-ft.-radius emanation from touched creature Caster Level: 9
□□□□□ Magic Vestment	19	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation PHB: pg.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement							Target: Armor or shield touched Caster Level: 8
* =Domain/Specialty Spell							

Cleric Spells

□□□□□ Mantle of Chaos	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Chaos] SC: Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.							
□□□□□ Mantle of Law	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law] SC: Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.							
□□□□□ Mark of Doom	19	None	1 standard 1 round/level action	Medium (180 ft.)	V,S,DF	No	Necromancy PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.							
□□□□□ Meld into Stone	19	None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth] PHB: pg.252
<i>Effect:</i> You and your gear merge with stone.							
□□□□□ Nauseating Breath	19	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation) SC: Pg.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.							
□□□□□ Obscure Object	19	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration PHB: pg.258
<i>Effect:</i> Masks object against scrying.							
□□□□□ Prayer	19	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.							
□□□□□ Protection from Energy	19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration PHB: pg.266
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.							
□□□□□ Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.							
□□□□□ Remove Curse	19	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration PHB: pg.270
<i>Effect:</i> Frees object or person from curse.							
□□□□□ Remove Disease	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.271
<i>Effect:</i> Cures all diseases affecting subject.							
□□□□□ Resist Energy, Mass	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.							
□□□□□ Resurgence, Mass	19	Will negates [harmless]	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.							
□□□□□ Ring of Blades	19	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation) SC: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.							
□□□□□ Safety	19	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	Abjuration SC: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.							
□□□□□ Searing Light	19	None	1 standard Instantaneous action	Medium (180 ft.)	V,S	Yes	Evocation PHB: pg.275
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 8 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.							
□□□□□ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration SC: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.							
□□□□□ Shield of Warding	19	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good] SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].							
□□□□□ Sink	19	Will negates	1 standard 1 round action	Close (45 ft.)	V,S,DF	Yes	Transmutation SC: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.							
□□□□□ Skull Watch	19	See text	1 standard Permanent action	Touch	V,S,F	No	Necromancy SC: Pg.191
<i>Effect:</i> Alarm affect; see text							
□□□□□ Slashing Darkness	19	None	1 standard Instantaneous action	Medium (180 ft.)	V,S	Yes	Evocation SC: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.							
□□□□□ Snowshoes, Mass	19	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (45 ft.)	V,S	Yes [harmless]	Transmutation SC: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.							
□□□□□ Sonorous Hum	19	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic] SC: Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.							
□□□□□ Soul Burn	19	Fortitude half	1 standard 1 round; see text action	Medium (180 ft.)	V,S,DF	No	Evocation FH.P: pg.37
<i>Effect:</i> Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.							
□□□□□ Spark of Life	19	Will negates	1 standard 1 round/level action	Touch	V,S	Yes	Necromancy SC: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.							
□□□□□ Speak with Dead	19	Will negates; see text	10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy PHB: pg.281
<i>Effect:</i> Corpse answers one question/2 levels.							
□□□□□ Spikes	19	None	1 standard 1 hour/level action	Touch	V,S,M	No	Transmutation SC: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.							
□□□□□ **Stone Shape	19	None	1 standard Instantaneous action	Touch	V,S,M/DF	No	Transmutation [Earth] PHB: pg.284
<i>Effect:</i> Sculpts stone into any shape.							
* =Domain/Specialty Spell							

Cleric Spells

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

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk	20	None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Air]	PHB: pg.196
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched				<i>Caster Level:</i> 8
Assay Spell Resistance	20	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You				<i>Caster Level:</i> 8
Astral Hospice	20	N/A	1 standard action	24 hours/level	Close (45 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: Pg.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text				<i>Caster Level:</i> 8
Blessing of the Righteous	20	Will negates [harmless]	1 standard action	1 round/level	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
<i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.					<i>Target:</i> All allies in a 40-ft.-radius burst centered on you				<i>Caster Level:</i> 9
Blindsight, Greater	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 8
Castigate	20	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you				<i>Caster Level:</i> 8
Channeled Divine Health	20	Will negates (harmless)	See text	Instantaneous	See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.106
<i>Effect:</i> Ranged healing; See text.					<i>Target:</i> One creature				<i>Caster Level:</i> 8
Contingent Energy Resistance	20	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You				<i>Caster Level:</i> 8
Control Water	20	None; see text	1 standard action	10 minutes/level [D]	Long (720 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: pg.214
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]				<i>Caster Level:</i> 8
Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 4d8 +1/level [max +20] damage.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 8
Death Ward	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 8
Dimensional Anchor	20	None	1 standard action	1 minute/level	Medium (180 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray				<i>Caster Level:</i> 8
Discern Lies	20	Will negates	1 standard action	Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 8
Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature				<i>Caster Level:</i> 8
Divination	20	None	10 minutes	Instantaneous	Personal	V,S,M	No	Divination	PHB: pg.224
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You				<i>Caster Level:</i> 8

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Divine Power	20	None	1 standard 1 round/level action	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain attack bonus, +6 to Str, and 1 hp/level.				<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Divine Warding	20	None	1 full round Until used 0	Personal	V,S	No	Abjuration	FH.P: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.				<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Freedom of Movement	20	Will negates (harmless)	1 standard 10 minutes/level action	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Giant Vermin	20	None	1 standard 1 minute/level action	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Glowing Orb	20	None	1 standard Permanent action	Touch	V,S,F	No	Evocation [Light]	SC: Pg.106
<i>Effect:</i> Makes a light source in a globe; see text				<i>Target:</i> Magical, controllable light source		<i>Caster Level:</i> 8		
☐☐☐☐☐ Hand of the Faithful	20	Fortitude negates	1 minute 1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace enter or exit.				<i>Target:</i> 10-ft.-radius emanation centered on a point in tospace		<i>Caster Level:</i> 8		
☐☐☐☐☐ Healing Spirit	20	Will half (harmless)	1 standard 1 round/2 levels action	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.				<i>Target:</i> One conjured healing spirit		<i>Caster Level:</i> 8		
☐☐☐☐☐ *Holy Smite	20	Will partial; see text	1 standard Instantaneous [1 round]; see text action	Medium (190 ft.)	V,S	Yes	Evocation [Good]	PHB: pg.241
<i>Effect:</i> Damages and blinds evil creatures.				<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 9		
☐☐☐☐☐ Holy Transformation, Lesser	20	N/A	1 standard 1 round/level [D] action	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
<i>Effect:</i> Change to good outsider, gain abilities of protectar [minatures pg.66].				<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Hypothermia	20	Fortitude partial	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Imbue with Spell Ability	20	Will negates (harmless)	10 minutes Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text		<i>Caster Level:</i> 8		
☐☐☐☐☐ Inflict Critical Wounds	20	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
<i>Effect:</i> Touch attack, 4d8 +1/level [max +20] damage				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Iron Bones	20	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.				<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Lifebolt	20	Will negates	1 standard 1 minute/level action	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard 1 hour/level action	Close (45 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 8		
☐☐☐☐☐ Make Manifest	20	Will negates	1 standard 1 round/level action	Close (45 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.				<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Moon Bolt	20	Fortitude half[living] Will negates[undead]	1 standard Instantaneous action	Long (720 ft.)	V,S	Yes	Evocation	SC: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.				<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart		<i>Caster Level:</i> 8		
☐☐☐☐☐ Mystic Aegis	20		1 immediate Instantaneous action	Personal	V,DF		Abjuration	PHB II: pg.120
<i>Effect:</i> You cast mystic aegis immediately when you are targeted by a hostile spell. You gain Spell Resistance 12 + your caster level.				<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐ Negative Energy Aura	20	N/A	1 standard 1 round/level action	Personal	V,S	N/A	Necromancy	SC: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.				<i>Target:</i> 10-ft.-radius emanation		<i>Caster Level:</i> 8		
☐☐☐☐☐ Neutralize Poison	20	Will negates (harmless, object)	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 1 cu. ft./level.		<i>Caster Level:</i> 8		
☐☐☐☐☐ Panacea	20	Will half [harmless]; see text	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
<i>Effect:</i> Removes most conditions; see text.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Planar Ally, Lesser	20	None	10 minutes Instantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.				<i>Target:</i> One called elemental or outsider of 6 HD or less		<i>Caster Level:</i> 8		
☐☐☐☐☐ Planar Exchange, Lesser	20	None	1 round 1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text				<i>Target:</i> One called creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Planar Tolerance	20	None	1 immediate 1 hour/level action	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.				<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Poison	20	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐ Positive Energy Aura	20	None	1 standard 1 round/level action	Personal	V,S	No	Conjuration (Healing)	SC: Pg.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.				<i>Target:</i> 10-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐ Recitation	20	None	1 standard 1 round/level action	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.				<i>Target:</i> All allies and foes within a 60 ft.-radius burst centered on you.		<i>Caster Level:</i> 8		
☐☐☐☐☐ Renewed Vigor	20	Fortitude negates (harmless)	1 standard Instantaneous; see text action	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
<i>Effect:</i> Remove the fatigued condition from all creatures in area, and exhausted creatures become fatigued. +2 bonus to Constitution for 1 round per caster level.				<i>Target:</i> 30-ft.-radius- burst centered on you		<i>Caster Level:</i> 8		
* =Domain/Specialty Spell								

Cleric Spells

☐☐☐☐☐ Repel Vermin	20	None or Will negates; see text	1 standard 10 minutes/level [D] action	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
☐☐☐☐☐ Resistance, Greater	20	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.								
☐☐☐☐☐ Restoration	20	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Restores level and ability score drains.								
☐☐☐☐☐ Revenance	20	None; see text	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.								
☐☐☐☐☐ Sending	20	None	10 minutes 1 round/level; see text	See text	V,S,M/DF	No	Evocation	PHB: pg.275
<i>Effect:</i> Delivers short message anywhere, instantly.								
☐☐☐☐☐ Shadowblast	20	Fort negates	1 standard Insta action	Long (720 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.								
☐☐☐☐☐ Shield of Faith, Mass	20	Will negates [harmless]	1 standard 1 minute/level action	Close (45 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
<i>Effect:</i> As shield of faith, except it affects multiple creatures.								
☐☐☐☐☐ Sound Lance	20	Fortitude half	1 standard Instantaneous action	Medium (180 ft.)	V,S	Yes	Evocation [Sonic]	SC: Pg.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].								
☐☐☐☐☐ Spell Immunity	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.								
☐☐☐☐☐ Spell Vulnerability	20	Fortitude negates	1 round 1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.								
☐☐☐☐☐ *Spike Stones	20	Reflex partial	1 standard 1 hour/level [D] action	Medium (180 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
<i>Effect:</i> Creatures in area take 1d8 damage, may be slowed.								
☐☐☐☐☐ Stifle Spell	20	See text	1 immediate action	Close (45 ft.)	V	Yes	Abjuration	PHB II: pg.126
<i>Effect:</i> You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being cast.								
☐☐☐☐☐ Summon Hound Archon	20	None	1 round Concentration, up to 1 round/level + 1 round	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
<i>Effect:</i> Summons a hound archon [MM 16]; see text								
☐☐☐☐☐ Summon Monster IV	20	None	1 round 1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ Tongues	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.								
☐☐☐☐☐ Wall of Good	20	See text	1 standard 10 minutes/level action	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designatedsquare/level or hemi/sphere 5 ft./2 levels hostile side.								
☐☐☐☐☐ Wall of Law	20	See text	1 standard 10 minutes/level action	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designatedsquare/level or hemi/sphere 5 ft./2 levels hostile side.								
☐☐☐☐☐ Wall of Sand	20	None	1 standard Concentration +1 round/level action	Medium (180 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
<i>Effect:</i> Creates a churning wall of sand.								
* =Domain/Speciality Spell								

Notes:

Character Sheet Notes:

FAITH: _____

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35