

Billy Bob

NAME
 Clr15 113531
 CLASS EXPERIENCE
 15 120000
 Character Level NEXT LEVEL

Len Bland

PLAYERNAME
 Human Medium
 RACE SIZE
 23 Male
 AGE GENDER

Aegir

DEITY
 6' 11" 174 lbs.
 HEIGHT WEIGHT
 Gray Brown, Crewcut
 EYES HAIR

Chaotic Neutral

ALIGNMENT
 VISION
 -129
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	20	+5	20	+5
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	19	+4	23	+6	23	+6
CHA Charisma	18	+4	22	+6	22	+6

HP hit points	118	WOUNDS/CURRENT HP	
AC armor class	29	TOTAL	FLAT : 28 : TOUCH : 17 = 10 + 9 + 3 + 1 + 0 + 0 + 6
INITIATIVE modifier	+2	TOTAL	DEX MODIFIER : +2 MISC MODIFIER : +0
BASE ATTACK bonus	+11/+6/+1		

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 20 ft.	
MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
0	40	-5	0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+19	+9	+3	+5	+2	+0		
REFLEX (dexterity)	+12	+5	+2	+5	+0	+0		
WILL (wisdom)	+20	+9	+6	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16/+11/+6	+11/+6/+1	+5	+0	+0	+0	
RANGED attack bonus	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	+11/+6/+1	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11/+6	1d3+5	20/x2	5 ft.

Greatclub +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	0 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+18/+13/+8	1d10+9	2W-OH		N/A	N/A
Special Properties: Masterwork, Wood						

*Rod of Thunder and Lightning		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	0 ft.
(Medium)						
To Hit	Dam	To Hit		Dam		
1H-P	+18/+13/+8	1d8+7	2W-P-(OH)		+12/+7/+2	1d8+7
1H-O	+14/+9/+4	1d8+4	2W-P-(OL)		+14/+9/+4	1d8+7
2H	+18/+13/+8	1d8+9	2W-OH		+8	1d8+4
Special Properties: Act as +3 light mace ~ 1/day - +2d6 electricity damage ~ 1/day - Thunderclap (2d6 sonic damage) ~ 1/day - Lightning Stroke (9d6 electricity damage) ~ 1/day - Thunder and Lightning ~ 1/wk						

Mace +2 (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	0 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+18/+13/+8	1d6+7	2W-P-(OH)		+12/+7/+2	1d6+7
1H-O	+14/+9/+4	1d6+4	2W-P-(OL)		+14/+9/+4	1d6+7
2H	+18/+13/+8	1d6+7	2W-OH		+10	1d6+4
Special Properties: (Mace +2 (Weapon) (Light)), Masterwork, Steel						

*: 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
*Plate Armor of the Deep [Magic Vestment]	Heavy	+12	+1	-5	35
The wearer is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water, Masterwork, Steel					
*Buckler +2	Shield	+3	+0	+0	5
(Buckler +2 (Shield/Masterwork)), Masterwork, Steel					
*Ring of Protection +3		+3	+0	+0	0
Grants +3 deflection bonus to AC					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				18/9	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	-3	= 2	+	+ -5
✓ Bluff	CHA	6	= 6	+	+
✓ Climb	STR	0	= 5	+	+ -5
✓ Concentration	CON	21	= 3	+	+ 18.0
✓ Control Shape	WIS	6	= 6	+	+
✓ Craft (Shipmaking)	INT	10	= 2	+	+ 6.0
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	14	= 6	+	+ 8.0
✓ Disguise	CHA	6	= 6	+	+
✓ Escape Artist	DEX	-3	= 2	+	+ -5
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	6	= 6	+	+
✓ Heal	WIS	11	= 6	+	+ 5.0
✓ Hide	DEX	-3	= 2	+	+ -5
✓ Intimidate	CHA	6	= 6	+	+
✓ Jump	STR	-6	= 5	+	+ -11
✓ Knowledge (Religion)	INT	12	= 2	+	+ 10.0
✓ Knowledge (The Plane of Water)	INT	6	= 2	+	+ 4.0
✓ Listen	WIS	6	= 6	+	+
✓ Move Silently	DEX	-3	= 2	+	+ -5
✓ Perform (Harp)	CHA	7	= 6	+	+ 1.0
✓ Perform (Untrained)	CHA	6	= 6	+	+
✓ Profession (Boater)	WIS	14	= 6	+	+ 8.0
✓ Profession (Sailor)	WIS	14	= 6	+	+ 8.0
✓ Ride	DEX	2	= 2	+	+
✓ Search	INT	2	= 2	+	+
✓ Sense Motive	WIS	6	= 6	+	+
✓ Spellcraft	INT	3	= 2	+	+ 1.0
✓ Spot	WIS	6	= 6	+	+
✓ Survival	WIS	6	= 6	+	+
✓ Swim	STR	6	= 5	+	+ 6.0
✓ Use Rope	DEX	6	= 2	+	+ 4.0
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Mace +1 (Heavy)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+17/+12/+7	1d8+6	2W-P-(OH)		+11/+6/+1		1d8+6
1H-O	+13/+8/+3	1d8+3	2W-P-(OL)		+13/+8/+3		1d8+6
2H	+17/+12/+7	1d8+8	2W-OH		+7		1d8+3
Special Properties			Masterwork, Steel				

Darts +1, Returning			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x2	0 ft.
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.		
TH	+14/+9/+4	+12/+7/+2	+12/+7/+2	+10/+5/+0	+8/+3/-2		
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6		
Special Properties			(Dart +1 (Weapon)/Returning/Masterwork), Masterwork, Wood, Returning				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Greatclub +2 Masterwork, Wood	Heward's Handy Haversack	1	8.0	8305.0	
Rod of Thunder and Lightning (Medium) Act as +3 light mace ~ 1/day - +2d6 electricity damage ~ 1/day - Thunderclap (2d6 sonic damage) ~ 1/day - Lightning Stroke (9d6 electricity damage) ~ 1/day - Thunder and Lightning ~ 1/wk	Equipped	1	10.0	33000.0	
Mace +2 (Light) (Mace +2 (Weapon) (Light)), Masterwork, Steel	Heward's Handy Haversack	1	4.0	8305.0	
Mace +1 (Heavy) Masterwork, Steel	Heward's Handy Haversack	1	8.0	2312.0	
Acid (Flask)	Heward's Handy Haversack	1	1.0	10.0	
Amulet of Health +2 Grants the wearer an enhancement bonus to Constitution of +2	Heward's Handy Haversack	1	0.01	4000.0	
Masterwork Shipmaking Artisan's Tools Masterwork	Equipped	1	5.0	55.0	
Folding Boat 12x6x6 box unfolds on command to a 10x4x2 or 24x8x6 boat	Heward's Handy Haversack	1	4.0	7200.0	
Buckler +2 (Buckler +2 (Shield/Masterwork)), Masterwork, Steel	Equipped	1	5.0	4165.0	
Bullet, Sling Steel	Heward's Handy Haversack	20	0.5 (10.0)	0.01 (0.2)	
Cloak of Arachnida Grants spider-climb ability, wearer is immune to any entrapment by web spells or webs of any sort. +2 luck bonus on saves vs. poison from spiders	Heward's Handy Haversack	1	1.0	14000.0	
Cloak of Resistance +5 Offer magic protection in the form of a +5 resistance bonus on all saving throws	Equipped	1	1.0	25000.0	
Darts +1, Returning (Dart +1 (Weapon)/Returning/Masterwork), Masterwork, Wood, Returning	Heward's Handy Haversack	3	0.5 (1.5)	8300.5 (24901.5)	
Everburning Torch	Heward's Handy Haversack	1	1.0	110.0	
Fishhook	Heward's Handy Haversack	1	0.0	0.1	
Fishing Net (25 Sq. Ft.)	Heward's Handy Haversack	1	5.0	4.0	
Flint and Steel	Heward's Handy Haversack	1	0.0	1.0	
Gauntlets of Ogre Power Grant the wearer great strength, adding a +2 enhancement bonus to his Strength score	Equipped	1	4.0	4000.0	
Gem of Brightness Shed light (0 charges) ~ bright ray 1 ft. wide, 50 ft. long (1 charge) ~ blinding flash (5 charges), Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.01	13050.0	
Hammer	Heward's Handy Haversack	1	2.0	0.5	
Heward's Handy Haversack 826.56 lbs., 1 Everburning Torch, 1 Oil Flask (1 pt), 1 Piton, 1 Pole (10 Ft.), 1 Potion of Cure Moderate Wounds, 1 Potion of Ghoul Touch, 1 Potion of Tongues, 1 Belt Pouch, 20 Bullet, Sling, 7 Trail Rations (Per Day), 1 Hemp Rope (50'), 1 Sack, 1 Scroll of Dispel Evil, 4 Scroll of Raise Dead, 1 Spyglass, 1 Fishhook, 1 Staff of Healing, 16 Tindertwig, 2 Torch, 1 Waterskin, 1 Acid (Flask), 1 Folding Boat, 1 Potion of Owl's Wisdom, 1 Wand of Cure Moderate Wounds, 1 Fishing Net (25 Sq. Ft.), 1 Wand of Silence, 1 Greatclub +2, 1 Mace +1 (Heavy), 3 Darts +1, Returning, 24 Black Onyx, 1 Flint and Steel, 1 Scroll of Delay Poison, 1 Scroll of Neutralize Poison, 1 Scroll of Remove Curse, 1 Scroll of Remove Paralysis, 4 Incense of Meditation, 1 Mace +2 (Light), 1 Potion of Cure Serious Wounds, 1 Potion of Haste, 1 Gem of Brightness, 2 Scroll of Slay Living, 1 Scroll of Speak with Dead, 1 Wand of Restoration, 1 Peasant's Outfit, 1 Cloak of Arachnida, 1 Amulet of Health +2, 1 Wand of Cure Moderate Wounds, 1 Wand of Cure Moderate Wounds, 9 Copper piece (cp), 1 Silver piece (sp), 1 Hammer, 1 Scroll of Death Ward, 36387 Gold piece (gp), 1 Refuge item, 7 Holy	Equipped	1	5.0	2000.0	
TOTAL WEIGHT CARRIED/VALUE			89.06456747.32 lbs. gp		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Water (Flask), 1 Scroll of Heal, 1 Tuning Fork (Astral), 1 Tuning Forks (Prime), 1 Pearl of the Sirines, 1 Potion of Inflict Serious Wounds (9th) It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds					
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Holy Water (Flask)	Heward's Handy Haversack	7	1.0 (7.0)	25.0 (175.0)	
Incense of Meditation When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher	Heward's Handy Haversack	4	1.0 (4.0)	4900.0 (19600.0)	
Oil Flask (1 pt)	Heward's Handy Haversack	1	1.0	0.1	
Peasant's Outfit	Heward's Handy Haversack	1	2.0	0.0	
Pearl of the Sirines The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance	Equipped	1	0.01	15300.0	
Pearl of the Sirines The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance	Heward's Handy Haversack	1	0.01	15300.0	
Periap of Wisdom +4 Actually increases the possessor's Wisdom score in the form of an enhancement bonus of +4	Equipped	1	0.01	16000.0	
Piton	Heward's Handy Haversack	1	0.5	0.1	
Plate Armor of the Deep The wearer is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water, Masterwork, Steel	Equipped	1	50.0	24650.0	
Pole (10 Ft.)	Heward's Handy Haversack	1	8.0	0.2	
Portable Hole 0 lbs. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being	Carried	1	0.01	20000.0	
Potion of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	300.0	
Potion of Cure Serious Wounds	Heward's Handy Haversack	1	0.1	750.0	
Potion of Ghoul Touch (Potion (Ghoul Touch/Wizard/3rd))	Heward's Handy Haversack	1	0.1	0.0	
Potion of Haste	Heward's Handy Haversack	1	0.1	750.0	
Potion of Owl's Wisdom	Heward's Handy Haversack	1	0.1	300.0	
Potion of Tongues	Heward's Handy Haversack	1	0.1	750.0	
Belt Pouch 0 lbs.	Heward's Handy Haversack	1	0.5	1.0	
Trail Rations (Per Day)	Heward's Handy Haversack	7	1.0 (7.0)	0.5 (3.5)	
Ring of Protection +3 Grants +3 deflection bonus to AC	Equipped	1	0.01	18000.0	
Ring of Swimming Grants +5 competence bonus to Swim checks	Equipped	1	0.01	2500.0	
Hemp Rope (50')	Heward's Handy Haversack	1	10.0	1.0	
Sack 0 lbs.	Heward's Handy Haversack	1	0.5	0.1	
Scroll of Delay Poison	Heward's Handy Haversack	1	0.01	150.0	
Scroll of Dispel Evil	Heward's Handy Haversack	1	0.01	1125.0	
Scroll of Neutralize Poison	Heward's Handy Haversack	1	0.01	375.0	
Scroll of Raise Dead	Heward's Handy Haversack	4	0.01 (0.04)	6125.0 (24500.0)	
TOTAL WEIGHT CARRIED/VALUE			89.06456747.32 lbs. gp		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Scroll of Remove Curse	Heward's Handy Haversack	1	0.01	375.0
Scroll of Remove Paralysis	Heward's Handy Haversack	1	0.01	150.0
Scroll of Slay Living	Heward's Handy Haversack	2	0.01 (0.02)	1125.0 (2250.0)
Scroll of Speak with Dead	Heward's Handy Haversack	1	0.01	375.0
Skullcap of Proof against Detection and Location	Equipped	1	0.01	52500.0
<small>Protects wearer from scrying and magical location</small>				
Spell Component Pouch	Equipped	1	3.0	5.0
Spyglass	Heward's Handy Haversack	1	1.0	1000.0
Staff of Healing	Heward's Handy Haversack	1	5.0	27790.0
<small>Lesser Restoration, Cure Serious Wounds (1 charge) - Remove Blindness/Deafness (2 charges) - Remove Disease (3 charges), Spell Effect (50 Charges/Spell Trigger)</small>				
Tindertwig	Heward's Handy Haversack	16	0.0 (0.0)	1.0 (16.0)
Torch	Heward's Handy Haversack	2	1.0 (2.0)	0.01 (0.02)
Wand of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	4500.0
<small>Spell Effect (50 Charges/Spell Trigger)</small>				
Wand of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	900.0
<small>Spell Effect (50 Charges/Spell Trigger)</small>				
Wand of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	1350.0
<small>Spell Effect (50 Charges/Spell Trigger)</small>				
Wand of Restoration	Heward's Handy Haversack	1	0.1	22360.0
<small>Spell Effect (50 Charges/Spell Trigger)</small>				
Wand of Silence	Heward's Handy Haversack	1	0.1	1800.0
<small>Spell Effect (50 Charges/Spell Trigger)</small>				
Water (Pint)	Waterskin	1	1.0	0.0
Waterskin	Heward's Handy Haversack	1	0.0	1.0
<small>1 lbs., 1 Water (Pint)</small>				
Scroll of Death Ward	Heward's Handy Haversack	1	0.01	700.0
Rod of Splendor	Equipped	1	5.0	25000.0
<small>Create fine garments and adornments that last for 12 hours - 1/day - Create a palatial tent that lasts 1 day - 1/wk</small>				
Refuge item	Heward's Handy Haversack	1	0.01	1500.0
<small>Breaking this item takes the character back to the docks in Festival</small>				
Scroll of Heal	Heward's Handy Haversack	1	0.01	1650.0
Tuning Fork (Astral)	Heward's Handy Haversack	1	1.0	100.0
<small>Astral, (Tuning Forks)</small>				
Tuning Forks (Prime)	Heward's Handy Haversack	1	1.0	100.0
<small>Prime Material</small>				
Potion of Inflict Serious Wounds (9th)	Heward's Handy Haversack	1	0.1	1350.0
<small>(Potion (Inflict Serious Wounds/Cleric/5th)), (Potion), Spell Effect (Single Use/UseActivated)</small>				
TOTAL WEIGHT CARRIED/VALUE			89.06456747.32	
			lbs.	gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MONEY	
Gold piece (gp):	36387 [Heward's Handy Haversack]
Silver piece (sp):	1 [Heward's Handy Haversack]
Copper piece (cp):	9 [Heward's Handy Haversack]
24 x Black Onyx (50)	[Heward's Handy Haversack]
Total = 37587.19 gp	

SPECIAL ABILITIES
+4 to Concentration to use spell or spelllike ability on the defensive
Leadership (21 cohort score/21 follower score)
Rebuke Water (Su) ~ 9/day (Rebuke Level 15 ~ Rebuke Damage 2d6+21)
Restricted Casting ~ May not cast Lawful spells
Turn Fire (Su) ~ 9/day (Turn Level 15 ~ Turn Damage 2d6+21)
Turn Undead (Su) ~ 13/day (Turn Level 15 ~ Turn Damage 2d6+21)

FEATS
Combat Casting You are adept at casting spells in combat
Endurance You are capable of amazing feats of stamina
Extra Turning You can turn or rebuke creatures more often than normal
Great Fortitude You are tougher than normal
Leadership You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.
Martial Weapon Proficiency (Greatclub) You understand how to use the chosen martial weapon in combat
Scribe Scroll You can create scrolls, from which you or another spellcaster can cast the scribed spells
Armor Proficiency (Heavy) You are proficient with heavy armor
Armor Proficiency (Light) You are proficient with light armor
Armor Proficiency (Medium) You are proficient with medium armor
Shield Proficiency You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency You understand how to use all types of simple weapons in combat

DOMAINS	
Strength	You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.
Water	Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. May use these abilities 3 + CHA times per day

PROFICIENCIES
Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Greatclub, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Unarmed Strike

LANGUAGES
Common, Elven, Literacy, Sahuagin

TEMPLATES
Saddle on Mount

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	7+1	7+1	6+1	5+1	5+1	4+1	2+1	1+1	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water	16	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	phb: p.215 Caster Level: 15
<i>Effect:</i> Generates wholesome, drinkable water - 30 gallons.					<i>Target:</i> Up to 30 gallons of water				
□□□□ Cure Minor Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216 Caster Level: 15
<i>Effect:</i> You channel positive energy through your hand that cures 1 point of damage.					<i>Target:</i> Creature touched				
□□□□ Detect Magic	16	None	1 standard action	Concentration, up to 15 minutes	60 ft.	V, S	No	Divination	phb: p.219 Caster Level: 15
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Poison	16	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	phb: p.219 Caster Level: 15
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□ Guidance	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	phb: p.238 Caster Level: 15
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.					<i>Target:</i> Creature touched				
□□□□ Inflict Minor Wounds	16	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244 Caster Level: 15
<i>Effect:</i> This spell functions like inflict light wounds, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.					<i>Target:</i> Creature touched				
□□□□ Light	16	None	1 standard action	150 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248 Caster Level: 15
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.					<i>Target:</i> Object touched				
□□□□ Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253 Caster Level: 15
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.					<i>Target:</i> One object of up to 1 lb.				
□□□□ Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	phb: p.267 Caster Level: 15
<i>Effect:</i> This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 15 cu. ft. of contaminated food and water				
□□□□ Read Magic	16	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination	phb: p.269 Caster Level: 15
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.					<i>Target:</i> You				
□□□□ Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272 Caster Level: 15
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□ Virtue	16	Fortitude negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298 Caster Level: 15
<i>Effect:</i> The subject gains 1 temporary hit point.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bane	17	Will negates	1 standard action	15 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	phb: p.203 Caster Level: 15
<i>Effect:</i> Fills your enemies with fear and doubt. Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.				
□□□□ Bless	17	None	1 standard action	15 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.205 Caster Level: 15
<i>Effect:</i> Fills your allies with courage. Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
□□□□ Bless Water	17	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	phb: p.205 Caster Level: 15
<i>Effect:</i> You imbue a flask of water with positive energy, turning it into holy water.					<i>Target:</i> Flask of water touched				
□□□□ Cause Fear	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.208 Caster Level: 15
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD				
□□□□ Command	17	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.211 Caster Level: 15
<i>Effect:</i> You give the subject a single command that it must obey to the best of its ability.					<i>Target:</i> One living creature				
□□□□ Comprehend Languages	17	None	1 standard action	150 minutes	Personal	V, S, M/DF	No	Divination	phb: p.212 Caster Level: 15
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You				
□□□□ Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215 Caster Level: 15
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+5 damage					<i>Target:</i> Creature touched				
□□□□ Curse Water	17	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	phb: p.216 Caster Level: 15
<i>Effect:</i> You imbue a flask of water with negative energy, turning it into unholy water.					<i>Target:</i> Flask of water touched				
□□□□ Deathwatch	17	None	1 standard action	150 minutes	30 ft.	V, S	No	Necromancy [Evil]	phb: p.217 Caster Level: 15
<i>Effect:</i> Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spells range.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Chaos	17	None	1 standard action	Concentration, up to 150 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218 Caster Level: 15
<i>Effect:</i> You can sense the presence of chaos.					<i>Target:</i> Cone-shaped emanation				

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Detect Evil	17	None	1 standard Concentration, up to 150 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of evil.									
□□□□□	Detect Good	17	None	1 standard Concentration, up to 150 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of good.									
□□□□□	Detect Law	17	None	1 standard Concentration, up to 150 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of law.									
□□□□□	Detect Undead	17	None	1 standard Concentration, up to 15 minutes action	60 ft.	V, S, M/DF	No	Divination	phb: p.220
<i>Effect:</i> You can detect the aura that surrounds undead creatures.									
□□□□□	Divine Favor	17	None	1 standard 1 minute action	Personal	V, S, DF	No	Evocation	phb: p.224
<i>Effect:</i> Calling on the strength and wisdom of a deity, you gain +5 on attack and damage rolls.									
□□□□□	Doom	17	Will negates	1 standard 15 minutes action	Medium (250 ft.)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.225
<i>Effect:</i> Fills subject with a feeling of horrible dread that causes it to become shaken.									
□□□□□	Endure Elements	17	Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.									
□□□□□	Enlarge Person	17	Fortitude negates	1 round 15 minutes	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.226
<i>Effect:</i> Causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This changes the creatures size category up one.									
□□□□□	Entropic Shield	17	None	1 standard 15 minutes action	Personal	V, S	No	Abjuration	phb: p.227
<i>Effect:</i> A magical field that deflects arrows, rays and other ranged attacks appears around you. Ranged attacks have 20% miss chance.									
□□□□□	Hide from Undead	17	Will negates (harmless); see text	1 standard 150 minutes action	Touch	V, S, DF	Yes	Abjuration	phb: p.241
<i>Effect:</i> Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.									
□□□□□	Inflict Light Wounds	17	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.									
□□□□□	Magic Stone	17	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.									
□□□□□	Magic Weapon	17	Will negates (harmless, object)	1 standard 15 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i> Gives a weapon a +1 enhancement bonus on attack and damage rolls.									
□□□□□	**Obscuring Mist	17	None	1 standard 15 minutes action	20 ft.	V, S	No	Conjuration (Creation)	phb: p.258
<i>Effect:</i> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet.									
□□□□□	Obscuring Mist	17	None	1 standard 15 minutes action	20 ft.	V, S	No	Conjuration (Creation)	phb: p.258
<i>Effect:</i> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet.									
□□□□□	Protection from Evil	17	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M/DF No; see text		Abjuration [Good]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Protection from Good	17	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M/DF No; see text		Abjuration [Evil]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Protection from Law	17	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Remove Fear	17	Will negates (harmless)	1 standard 10 minutes; see text action	Close (60 ft.)	V, S	Yes (harmless)	Abjuration	phb: p.271
<i>Effect:</i> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.									
□□□□□	Sanctuary	17	Will negates	1 standard 15 rounds action	Touch	V, S, DF	No	Abjuration	phb: p.274
<i>Effect:</i> Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent cant follow through with the attack, that part of its action is lost, and it cant directly attack the warded creature for the duration of the spell.									
□□□□□	Shield of Faith	17	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	phb: p.278
<i>Effect:</i> creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +4 deflection bonus to AC.									
□□□□□	Summon Monster I	17	None	1 round 15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.285
<i>Effect:</i> This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell conjures one of the creatures from the 1st-level list on the Summon Monster table.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Aid	18	None	1 standard 15 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.196
<i>Effect:</i> +1 morale bonus on attack rolls, +1 morale bonus against fear, 1d8+10 temporary hp.									
□□□□□	Align Weapon	18	Will negates (harmless, object)	1 standard 15 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.197
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.									

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Augury	18	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	phb: p.202
<i>Effect:</i> Can tell you whether an action will bring good or bad results for you in the immediate future.										
□□□□□	Bear's Endurance	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].										
□□□□□	**Bull's Strength	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]										
□□□□□	Bull's Strength	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]										
□□□□□	Calm Emotions	18	Will negates	1 standard action	Concentration, up to 15 rounds	Medium (250 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.207
<i>Effect:</i> You calm agitated creatures, negating emotion effects.										
□□□□□	Consecrate	18	None	1 standard action	30 hours	Close (60 ft.)	V, S, M, DF	No	Evocation [Good]	phb: p.212
<i>Effect:</i> Blesses an area with positive energy.										
□□□□□	Cure Moderate Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 2d8+10 damage										
□□□□□	Darkness	18	None	1 standard action	150 minutes	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.216
<i>Effect:</i> This spell causes an object to radiate shadowy illumination out to a 20-ft. radius.										
□□□□□	Death Knell	18	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]	phb: p.217
<i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power. Gain 1d8 temporary hp, +2 to Str, and +1 caster level if subject fails save.										
□□□□□	Delay Poison	18	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
<i>Effect:</i> The target becomes temporarily immune to poison.										
□□□□□	Desecrate	18	None	1 standard action	30 hours	Close (60 ft.)	V, S, M, DF	Yes	Evocation [Evil]	phb: p.218
<i>Effect:</i> You imbue an area with negative energy.										
□□□□□	Eagle's Splendor	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.225
<i>Effect:</i> The subject becomes more poised, articulate and personally forceful [+4 to Cha].										
□□□□□	Enthral	18	Will negates; see text	1 round	1 hour or less	Medium (250 ft.)	V, S	Yes	Enchantment (Charm)	phb: p.227
<i>Effect:</i> If you have the attention of a group of creatures, you can holde them spellbound.										
□□□□□	Find Traps	18	None	1 standard action	15 minutes	Personal	V, S	No	Divination	phb: p.230
<i>Effect:</i> You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus of 7 on Search checks made to find traps while the spell is in effect.										
□□□□□	*Fog Cloud	18	None	1 standard action	150 minutes	Medium (250 ft.)	V, S	No	Conjuration (Creation)	phb: p.232
<i>Effect:</i> A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet.										
□□□□□	Gentle Repose	18	Will negates (object)	1 standard action	15 days	Touch	V, S, M/DF	Yes (object)	Necromancy	phb: p.235
<i>Effect:</i> You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead.										
□□□□□	Hold Person	18	Will negates; see text	1 standard action	15 rounds; see text	Medium (250 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.241
<i>Effect:</i> The subject humanoid becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.										
□□□□□	Inflict Moderate Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage.										
□□□□□	Lesser Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i> any magical effects reducing one of the subjects ability scores [such as ray of enfeeblement] or cures 1d4 points of temporary ability damage to one of the subjects ability scores [such as from a shadows touch or from poison]. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.										
□□□□□	Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless, object)	Transmutation	phb: p.252
<i>Effect:</i> This spell functions like mending, except that make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new.										
□□□□□	Owl's Wisdom	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.										
□□□□□	Remove Paralysis	18	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
<i>Effect:</i> You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghouls touch or a slow spell. If the spellmore than 30 ft. apart is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.										
□□□□□	Resist Energy	18	Fortitude negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creatures hit points.										
□□□□□	Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	phb: p.278
<i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystallinecrystalline creature.										

* =Domain/Specialty Spell

Cleric Spells

□□□□ Shield Other	18	Will negates (harmless)	1 standard action	15 hours	Close (60 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278
<i>Effect:</i>	This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including that dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warded creature is taken by you.								
□□□□ Silence	18	Will negates; see text or none (object)	1 standard action	15 minutes	Long (1000 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	phb: p.279
<i>Effect:</i>	Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area.								
□□□□ Sound Burst	18	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	phb: p.281
<i>Effect:</i>	You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.								
□□□□ Spiritual Weapon	18	None	1 standard action	15 rounds	Medium (250 ft.)	V, S, DF	Yes	Evocation [Force]	phb: p.283
<i>Effect:</i>	A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8+5 force damage per hit.								
□□□□ Status	18	Will negates (harmless)	1 standard action	15 hours	Touch	V, S	Yes (harmless)	Divination	phb: p.284
<i>Effect:</i>	When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like.								
□□□□ Summon Monster II	18	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286
<i>Effect:</i>	This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from which can be more than 30 ft. apart								
□□□□ Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	phb: p.297
<i>Effect:</i>	An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.								
□□□□ Zone of Truth	18	Will negates	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.303
<i>Effect:</i>	Creatures within the emanation area [or those who enter it] cant speak any deliberate and intentional lies.								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	phb: p.198
<i>Effect:</i>	Turn the bones and boddies of dead creatures into undead skeletons and zombies that obey your commands.								
□□□□ Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	phb: p.203
<i>Effect:</i>	You place a curse on the subject. -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.								
□□□□ Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent	Medium (250 ft.)	V	Yes	Necromancy	phb: p.206
<i>Effect:</i>	You call on the powers of unlife to render the subject blinded or deafened.								
□□□□ Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213
<i>Effect:</i>	The subject contracts a disease which strikes immediately [no incubation period].								
□□□□ Continual Flame	19	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	phb: p.213
<i>Effect:</i>	A flame, equivalent in brightness to a torch, springs forth from an object that you touch.								
□□□□ Create Food and Water	19	None	10 minutes	24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	phb: p.214
<i>Effect:</i>	Feeds 45 humans or 15 horses.								
□□□□ Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i>	You channel positive energy through your hand that cures 3d8+15 damage								
□□□□ Daylight	19	None	1 standard action	150 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i>	The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additiona 60 ft. beyond that.								
□□□□ Deeper Darkness	19	None	1 standard action	15 days	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.217
<i>Effect:</i>	This spell causes an object to radiate shadowy illumination out to a 60-ft. radius.								
□□□□ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i>	Cancels magical spells and effects.								
□□□□ Glyph of Warding	19	See text	10 minutes	Permanent until discharged	Touch	V, S, M	No (object) and Yes; see text	Abjuration	phb: p.236
<i>Effect:</i>	This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password [which you set when casting the spell] is subject to the magic it stores.								
□□□□ Helping Hand	19	None	1 standard action	15 hours	5 miles	V, S, DF	No	Evocation	phb: p.239
<i>Effect:</i>	You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.								
□□□□ Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i>	When laying your hand upon a creature, you channel negative energy that deals 3d8+15 points of damage.								
□□□□ Invisibility Purge	19	None	1 standard action	15 minutes	Personal	V, S	No	Evocation	phb: p.245
<i>Effect:</i>	You surround yourself with a sphere of power with a radius of 75 feet that negates all forms of invisibility. Anything invisible becomes visible while in the area.								
□□□□ Locate Object	19	None	1 standard action	15 minutes	Long (1000 ft.)	V, S, F/DF	No	Divination	phb: p.249
<i>Effect:</i>	You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, orft, even a ladder.								

* =Domain/Specialty Spell

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□□□□□	Magic Circle Against Evil	19	Will negates (harmless)	1 standard 150 minutes action	Touch	V, S, M/DF No; see text	Abjuration [Good]	phb: p.249	
<i>Effect:</i> All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either.									
□□□□□	Magic Circle Against Good	19	Will negates (harmless)	1 standard 150 minutes action	Touch	V, S, M/DF No; see text	Abjuration [Evil]	phb: p.250	
<i>Effect:</i> All creatures within the area gain the effects of a protection from good spell, and no nonevil summoned creatures can enter the area either.									
□□□□□	Magic Circle Against Law	19	Will negates (harmless)	1 standard 150 minutes action	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	phb: p.250	
<i>Effect:</i> All creatures within the area gain the effects of a protection from law spell, and no nonchaotic summoned creatures can enter the area either.									
□□□□□	**Magic Vestment	19	Will negates (harmless, object)	1 standard 15 hours action	Touch	V, S, DF Yes (harmless, object)	Transmutation	phb: p.251	
<i>Effect:</i> You imbue a suit of armor or a shield with an enhancement bonus of +3									
□□□□□	Magic Vestment	19	Will negates (harmless, object)	1 standard 15 hours action	Touch	V, S, DF Yes (harmless, object)	Transmutation	phb: p.251	
<i>Effect:</i> You imbue a suit of armor or a shield with an enhancement bonus of +3									
□□□□□	Meld into Stone	19	None	1 standard 150 minutes action	Personal	V, S, DF No	Transmutation [Earth]	phb: p.252	
<i>Effect:</i> enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone.									
□□□□□	Obscure Object	19	Will negates (object)	1 standard 8 hours action	Touch	V, S, M/DF Yes (object)	Abjuration	phb: p.258	
<i>Effect:</i> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.									
□□□□□	Prayer	19	None	1 standard 15 rounds action	40 ft.	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.264	
<i>Effect:</i> You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus centered on you on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.									
□□□□□	Protection from Energy	19	Fortitude negates (harmless)	1 standard 150 minutes or until discharged action	Touch	V, S, DF Yes (harmless)	Abjuration	phb: p.266	
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 120 points of energy damage, it is discharged.									
□□□□□	Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S Yes (harmless)	Conjuration (Healing)	phb: p.270	
<i>Effect:</i> Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.									
□□□□□	Remove Curse	19	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S Yes (harmless)	Abjuration	phb: p.270	
<i>Effect:</i> Instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.									
□□□□□	Remove Disease	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S Yes (harmless)	Conjuration (Healing)	phb: p.271	
<i>Effect:</i> Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.									
□□□□□	Searing Light	19	None	1 standard Instantaneous action	Medium (250 ft.)	V, S Yes	Evocation	phb: p.275	
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm.									
□□□□□	Speak with Dead	19	Will negates; see text	10 minutes 15 minutes	10 ft.	V, S, DF No	Necromancy [Language-Dependent]	phb: p.281	
<i>Effect:</i> You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask 7 questions. Unasked questions are wasted if the duration expires.									
□□□□□	Stone Shape	19	None	1 standard Instantaneous action	Touch	V, S, M/DF No	Transmutation [Earth]	phb: p.284	
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.									
□□□□□	Summon Monster III	19	None	1 round 15 rounds	Close (60 ft.)	V, S, F/DF No	Conjuration (Summoning)	phb: p.286	
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart									
□□□□□	**Water Breathing	19	Will negates (harmless)	1 standard 30 hours; see text action	Touch	V, S, M/DF Yes (harmless)	Transmutation	phb: p.300	
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.									
□□□□□	Water Breathing	19	Will negates (harmless)	1 standard 30 hours; see text action	Touch	V, S, M/DF Yes (harmless)	Transmutation	phb: p.300	
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.									
□□□□□	Water Walk	19	Will negates (harmless)	1 standard 150 minutes action	Touch	V, S, DF Yes (harmless)	Transmutation [Water]	phb: p.300	
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects feet hover an inch or two above the surface.									
□□□□□	Wind Wall	19	None; see text	1 standard 15 rounds action	Medium (250 ft.)	V, S, M/DF Yes	Evocation [Air]	phb: p.302	
<i>Effect:</i> An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Air Walk	20	None	1 standard 150 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	phb: p.196
<i>Effect:</i> Subject treads on air as if solid 0.									
□□□□□	**Control Water	20	None; see text	1 standard 150 minutes action	Long (1000 ft.)	V, S, M/DF No		Transmutation [Water]	phb: p.214
<i>Effect:</i> Raises or lowers water.									
□□□□□	Control Water	20	None; see text	1 standard 150 minutes action	Long (1000 ft.)	V, S, M/DF No		Transmutation [Water]	phb: p.214
<i>Effect:</i> Raises or lowers water.									
□□□□□	Cure Critical Wounds	20	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 4d8+15 damage.									

* =Domain/Speciality Spell

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□□□□□	Death Ward	20	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217
<i>Effect:</i> Grants immunity to death spells/effects and negative energy effects.										
□□□□□	Dimensional Anchor	20	None	1 standard action	15 minutes	Medium (250 ft.)	V, S	Yes (object)	Abjuration	phb: p.221
<i>Effect:</i> A green ray springs from your hand. Any creature or object struck cannot move extradimensionally.										
□□□□□	Discern Lies	20	Will negates	1 standard Concentration, up to 15 rounds		Close (60 ft.)	V, S, DF	No	Divination	phb: p.221
<i>Effect:</i> Reveals deliberate falsehoods in subject you are concentrating on.										
□□□□□	Dismissal	20	Will negates; see text	1 standard Instantaneous		Close (60 ft.)	V, S, DF	Yes	Abjuration	phb: p.222
<i>Effect:</i> You force an extraplanar creature back to its proper plane..										
□□□□□	Divination	20	None	10 minutes Instantaneous		Personal	V, S, M	No	Divination	phb: p.224
<i>Effect:</i> Provides useful advice for specific proposed actions.										
□□□□□	Divine Power	20	None	1 standard 15 rounds		Personal	V, S, DF	No	Evocation	phb: p.224
<i>Effect:</i> Calling upon the divine power of your patron, your BAB becomes equal to your level, +6 enhancement bonus to Str, and 15 hp.										
□□□□□	Freedom of Movement	20	Will negates (harmless)	1 standard 150 minutes		Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	phb: p.233
<i>Effect:</i> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.										
□□□□□	Giant Vermin	20	None	1 standard 15 minutes		Close (60 ft.)	V, S, DF	Yes	Transmutation	phb: p.235
<i>Effect:</i> You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin cannot be transmuted [so a single casting cannot affect both a centipede and a spider], and all must be grown to the same size.										
□□□□□	Greater Magic Weapon	20	Will negates (harmless, object)	1 standard 15 hours		Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of 3.										
□□□□□	Imbue with Spell Ability	20	Will negates (harmless)	10 minutes Permanent until discharged		Touch	V, S, DF	Yes (harmless)	Evocation	phb: p.243
<i>Effect:</i> You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal.										
□□□□□	Inflict Critical Wounds	20	Will half	1 standard Instantaneous		Touch	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+15 points of damage.										
□□□□□	Lesser Planar Ally	20	None	10 minutes Instantaneous		Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	phb: p.261
<i>Effect:</i> By casting this spell, you request your deity to send you an elemental or outsider [of 6 HD or less] of the deities choice.										
□□□□□	Neutralize Poison	20	Will negates (harmless, object)	1 standard 150 minutes		Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	phb: p.257
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that dont go away on their own.										
□□□□□	Poison	20	Fortitude negates; see text	1 standard Instantaneous; see text		Touch	V, S, DF	Yes	Necromancy	phb: p.262
<i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later.										
□□□□□	Repel Vermin	20	None or Will negates; see text	1 standard 150 minutes		10 ft.	V, S, DF	Yes	Abjuration	phb: p.271
<i>Effect:</i> An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.										
□□□□□	Restoration	20	Will negates (harmless)	3 rounds Instantaneous		Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i> This spell functions like lesser restoration, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 15 days.										
□□□□□	Sending	20	None	10 minutes 1 round; see text		See text	V, S, M/DF	No	Evocation	phb: p.275
<i>Effect:</i> You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject.										
□□□□□	**Spell Immunity	20	Will negates (harmless)	1 standard 150 minutes		Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.282
<i>Effect:</i> The warded creature is immune to the effects of 3 specified spell[s]. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.										
□□□□□	Spell Immunity	20	Will negates (harmless)	1 standard 150 minutes		Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.282
<i>Effect:</i> The warded creature is immune to the effects of 3 specified spell[s]. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.										
□□□□□	Summon Monster IV	20	None	1 round 15 rounds		Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.										
□□□□□	Tongues	20	Will negates (harmless)	1 standard 150 minutes		Touch	V, M/DF	No	Divination	phb: p.294
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages.										

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Atonement	21	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP	Abjuration	phb: p.201	
<i>Effect:</i> Removes burden of evil acts or misdeeds from subject.										
□□□□□	Break Enchantment	21	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Abjuration	phb: p.207
<i>Effect:</i> Frees subjects from enchantments, transmutations, and curses.										

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Commune	21	None	10 minutes	15 rounds	Personal	V, S, M, DF, XP	No	Divination	phb: p.211
<i>Effect:</i> You contact your deity - or agents thereof - and may ask 15 yes-or-no questions.										
□□□□□	Dispel Evil	21	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	phb: p.222
<i>Effect:</i> A shimmering, white holy energy surrounds you.										
□□□□□	Dispel Good	21	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]	phb: p.222
<i>Effect:</i> A dark wavering unholy energy surrounds you.										
□□□□□	Dispel Law	21	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	phb: p.223
<i>Effect:</i> A flickering yellow chaotic energy surrounds you.										
□□□□□	Disrupting Weapon	21	Will negates (harmless, object); see action text	1 standard action	15 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	phb: p.223
<i>Effect:</i> Makes a melee weapon deadly to undead.										
□□□□□	Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V, S, DF	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> A flame strike produces a vertical column of divine fire roaring downward. The spell deals 15d6 points of damage.										
□□□□□	Greater Command	21	Will negates	1 standard action	15 rounds	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.211
<i>Effect:</i> As command, but affects multiple subjects.										
□□□□□	Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	phb: p.238
<i>Effect:</i> Hallow makes a particular site, building, or structure a holy site.										
□□□□□	Ice Storm	21	None	1 standard action	1 full round	Long (1000 ft.)	V, S, M/DF	Yes	Evocation [Cold]	phb: p.243
<i>Effect:</i> Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.										
□□□□□	Insect Plague	21	None	1 round	15 minutes	Long (1000 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.244
<i>Effect:</i> You summon a number of swarms of locusts ~ 5. The swarms must be summoned so that each one is adjacent to at least one other swarm [that is, adjacent to at least one other swarm the swarms must fill one contiguous area].										
□□□□□	Mark of Justice	21	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.252
<i>Effect:</i> You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.										
□□□□□	Mass Cure Light Wounds	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+15 damage for many creatures.										
□□□□□	Mass Inflict Light Wounds	21	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i> Negative energy spreads out in all directions from the point of origin, dealing 1d8+15 points of damage to nearby living enemies.										
□□□□□	Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	phb: p.262
<i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time.										
□□□□□	Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	phb: p.268
<i>Effect:</i> You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 15 days. In addition, the subjects soul must be free and willing to return										
□□□□□	**Righteous Might	21	None	1 standard action	15 rounds	Personal	V, S, DF	No	Transmutation	phb: p.273
<i>Effect:</i> Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil [if you normally channel positive energy] or damage reduction 5/good [if you normally channel negative energy].										
□□□□□	Righteous Might	21	None	1 standard action	15 rounds	Personal	V, S, DF	No	Transmutation	phb: p.273
<i>Effect:</i> Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil [if you normally channel positive energy] or damage reduction 5/good [if you normally channel negative energy].										
□□□□□	Scrying	21	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	phb: p.274
<i>Effect:</i> You can see and hear some creature, which may be at any distance.										
□□□□□	Slay Living	21	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy (Death)	phb: p.280
<i>Effect:</i> You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6+15 points of damage [Of course, the subject might die from damage even if it succeeds on its save.]										
□□□□□	Spell Resistance	21	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.282
<i>Effect:</i> The creature gains spell resistance equal to 27.										
□□□□□	Summon Monster V	21	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.										
□□□□□	Symbol of Pain	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]	phb: p.290
<i>Effect:</i> This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.										
□□□□□	Symbol of Sleep	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.291
<i>Effect:</i> This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6+10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.										

* =Domain/Specialty Spell

Cleric Spells

□□□□□ True Seeing	21	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Divination	phb: p.296
<i>Effect:</i>	You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.								
□□□□□ Unhallow	21	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]	phb: p.297
<i>Effect:</i>	Unhallow makes a particular site, building, or structure an unholy site.								
□□□□□ Wall of Stone	21	See text	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	phb: p.299
<i>Effect:</i>	This spell creates a wall of rock that merges into adjoining rock surfaces.								

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Objects	22	None	1 standard action	15 rounds	Medium (250 ft.)	V, S	No	Transmutation	phb: p.199
<i>Effect:</i>	You imbue inanimate objects with mobility and a semblance of life to attack your foes.								
□□□□□ Antilife Shell	22	None	1 round	150 minutes	10 ft.	V, S, DF	Yes	Abjuration	phb: p.199
<i>Effect:</i>	You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.								
□□□□□ Banishment	22	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	phb: p.203
<i>Effect:</i>	Banishes 30 HD of extraplanar creatures.								
□□□□□ Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	15 minutes	Medium (250 ft.)	V, S	Yes	Evocation [Force]	phb: p.205
<i>Effect:</i>	An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Deals 15d6 damage.								
□□□□□ *Cone of Cold	22	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]	phb: p.212
<i>Effect:</i>	Creates an area of extreme cold dealing 15d6 cold damage.								
□□□□□ Create Undead	22	None	1 hour	Instantaneous	Close (60 ft.)	V, S, M	No	Necromancy [Evil]	phb: p.215
<i>Effect:</i>	Creates ghouls, ghosts, mummies, or mohrgs.								
□□□□□ Find the Path	22	None or Will negates (harmless)	3 rounds	150 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	phb: p.230
<i>Effect:</i>	The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell.								
□□□□□ Forbiddance	22	See text	6 rounds	Permanent	Medium (250 ft.)	V, S, M, DF	Yes	Abjuration	phb: p.232
<i>Effect:</i>	seals an area against all planar travel into or within it. This includes all teleportation spells [such as dimension door and teleport], plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours.								
□□□□□ Geas/Quest	22	None	10 minutes	15 days or until discharged	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.234
<i>Effect:</i>	This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.								
□□□□□ Greater Dispel Magic	22	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i>	As dispel magic, but +20 on check.								
□□□□□ Greater Glyph of Warding	22	See text	10 minutes	Permanent until discharged	Touch	V, S, M	No (object) and Yes; see text	Abjuration	phb: p.237
<i>Effect:</i>	This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower.								
□□□□□ Harm	22	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.239
<i>Effect:</i>	Harm charges a subject with negative energy that deals 150 points of damage. If the creature successfully saves, harm deals half this amount, but it cannot reduce the targets hit points to less than 1. Deals 150 points damage to target.								
□□□□□ Heal	22	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.239
<i>Effect:</i>	Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 150 hit points of damage.								
□□□□□ Heroes' Feast	22	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	phb: p.240
<i>Effect:</i>	You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8+7 temporary hit points after imbibing the nectarlike beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.								
□□□□□ Mass Bear's Endurance	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i>	As Bear's Endurance, affects multiple creatures.								
□□□□□ Mass Bull's Strength	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i>	As Bull's Strength, affects multiple subjects.								
□□□□□ Mass Cure Moderate Wounds	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i>	You channel positive energy through your hand that cures 2d8+15 damage for many creatures.								
□□□□□ Mass Eagle's Splendor	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.225
<i>Effect:</i>	As Eagle's Splendor, affects multiple subjects.								
□□□□□ Mass Inflict Moderate Wounds	22	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i>	Negative energy spreads out in all directions from the point of origin, dealing 2d8+15 points of damage to nearby living enemies.								
□□□□□ Mass Owl's Wisdom	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i>	This spell functions like owls wisdom, except that it affects multiple creatures.								
□□□□□ Planar Ally	22	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF	No	Conjuration	phb: p.261

* =Domain/Specialty Spell

Cleric Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Effect: By casting this spell, you request your deity to send you an elemental or outsider [of 12 HD or less] of the deities choice.									
XXXXXX*Stoneskin	22	Will negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	phb: p.284
Effect: The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. [It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.] Once the spell has prevented a total of 150 points of damage, it is discharged.									
XXXXXXSummon Monster VI	22	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.287
Effect: This spell functions like summon monster I, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.									
XXXXXXSymbol of Fear	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.290
Effect: This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 15 rounds.									
XXXXXXSymbol of Persuasion	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.290
Effect: This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster [as the charm monster spell] for 15 hours.									
XXXXXXUndeath to Death	22	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	Yes	Necromancy [Death]	phb: p.297
Effect: This spell functions like circle of death, except that it destroys undead creatures as noted above.									
XXXXXXWind Walk	22	No and Will negates (harmless)	1 standard action	15 hours; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	phb: p.302
Effect: You alter the substance of your body to a cloudlike vapor [as the gaseous form spell] and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.									
XXXXXXWord of Recall	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	phb: p.303
Effect: Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place.									

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
XXXXXX*Acid Fog	23	None	1 standard action	15 rounds	Medium (250 ft.)	V, S, M/DF	No	Conjuration (Creation) [Acid]	phb: p.196
Effect: Billowing mass of misty vapors deals 2d6 acid damage.									
XXXXXX*Bigby's Grasping Hand	23	None	1 standard action	15 rounds	Medium (250 ft.)	V, S, F/DF	Yes	Evocation [Force]	phb: p.204
Effect: Large hand provides cover, pushes, or grapples creatures.									
XXXXXXBlasphemy	23	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]	phb: p.205
Effect: Kills, paralyzes, weakens, or dazes nonevil subjects depending on caster level and target HD.									
XXXXXXControl Weather	23	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	phb: p.214
Effect: You change weather in the local area.									
XXXXXXDestruction	23	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Necromancy [Death]	phb: p.218
Effect: The spell instantly slays the subject and consumes the remains [but not equipment or possessions] utterly.									
XXXXXXEthereal Jaunt	23	None	1 standard action	15 rounds	Personal	V, S	No	Transmutation	phb: p.227
Effect: You become ethereal along with your equipment.									
XXXXXXGreater Restoration	23	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	phb: p.272
Effect: This spell functions like lesser restoration, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than 15 weeks.									
XXXXXXGreater Scrying	23	Will negates	1 standard action	15 hours	See text	V, S	Yes	Divination (Scrying)	phb: p.275
Effect: As scrying, but faster and longer. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.									
XXXXXXHoly Word	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	phb: p.242
Effect: Any nongood creature within the area that hears the holy word suffers the following ill effects [depending on HD]: Deafened, blinded, paralyzed or centered on you killed.									
XXXXXXMass Cure Serious Wounds	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	phb: p.216
Effect: You channel positive energy through your hand that cures 3d8+15 damage for many creatures.									
XXXXXXMass Inflict Serious Wounds	23	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.244
Effect: Negative energy spreads out in all directions from the point of origin, dealing 3d8+15 points of damage to nearby living enemies.									
XXXXXXRefuge	23	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	phb: p.269
Effect: You create powerful magic in some specially prepared object-a statuette, a jeweled rod, a gem, or the like. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode.									
XXXXXXRegenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.270
Effect: The subjects severed body members [fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures], broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8+15 points of damage, rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures [including undead].									
XXXXXXRepulsion	23	Will negates	1 standard action	15 rounds	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	phb: p.271
Effect: An invisible, mobile field surrounds you and prevents creatures from approaching you.									

* =Domain/Specialty Spell

Cleric Spells

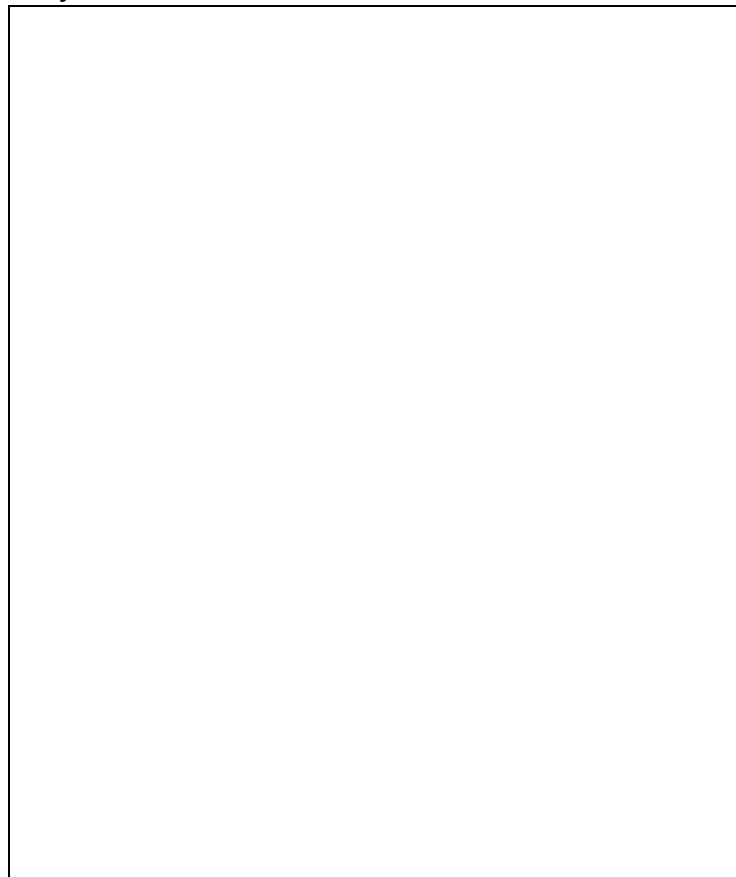
☐☐☐☐☐	Resurrection	23	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i> This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death.										
<i>Target:</i> Dead creature touched <i>Caster Level:</i> 15										
☐☐☐☐☐	Summon Monster VII	23	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.287
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart										
<i>Target:</i> One or more summoned creatures, no two of the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.										
<i>Caster Level:</i> 15										
☐☐☐☐☐	Symbol of Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.291
<i>Effect:</i> This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.										
<i>Target:</i> One symbol										
☐☐☐☐☐	Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	phb: p.291
<i>Effect:</i> This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.										
<i>Target:</i> One symbol										
<i>Caster Level:</i> 15										
☐☐☐☐☐	Word of Chaos	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	phb: p.303
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.										
<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you										
<i>Caster Level:</i> 15										

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
☐☐☐☐☐	Antimagical Field	24	None	1 standard action	150 minutes	10 ft.	V, S, M/DF	See text	Abjuration	phb: p.200
<i>Effect:</i> An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects.										
<i>Target:</i> 10-ft. radius emanation, centered on you <i>Caster Level:</i> 15										
☐☐☐☐☐	*Bigby's Clenched Fist	24	None	1 standard action	15 rounds	Medium (250 ft.)	V, S, F/DF	Yes	Evocation [Force]	phb: p.203
<i>Effect:</i> Large hand provides cover, pushes, or strikes creatures.										
<i>Target:</i> 10-ft. hand <i>Caster Level:</i> 15										
☐☐☐☐☐	Cloak of Chaos	24	See text	1 standard action	15 rounds	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	phb: p.210
<i>Effect:</i> A random pattern of color surrounds the subject, granting +4 to AC, +4 resistance, and SR 25 against lawful spells.										
<i>Target:</i> 15 creatures in a 20-ft. radius burst centered on you <i>Caster Level:</i> 15										
☐☐☐☐☐	Create Greater Undead	24	None	1 hour	Instantaneous	Close (60 ft.)	V, S, M	No	Necromancy [Evil]	phb: p.215
<i>Effect:</i> Create shadows, wraiths, spectres, or devoursers.										
<i>Target:</i> One corpse <i>Caster Level:</i> 15										
☐☐☐☐☐	Dimensional Lock	24	None	1 standard action	15 days	Medium (250 ft.)	V, S	Yes	Abjuration	phb: p.221
<i>Effect:</i> You create a shimmering emerald barrier that completely blocks extradimensional travel.										
<i>Target:</i> 20-ft. radius emanation centered on a point in space <i>Caster Level:</i> 15										
☐☐☐☐☐	Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	phb: p.222
<i>Effect:</i> You learn the exact location of single creature or object.										
<i>Target:</i> One creature or object <i>Caster Level:</i> 15										
☐☐☐☐☐	Earthquake	24	See text	1 standard action	1 round	Long (1000 ft.)	V, S, DF	No	Evocation [Earth]	phb: p.225
<i>Effect:</i> An intense but highly localized tremor rips the ground.										
<i>Target:</i> 80-ft. radius spread [S] <i>Caster Level:</i> 15										
☐☐☐☐☐	Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 15d6 points of fire damage.										
<i>Target:</i> 30 10-ft. cubes [S] <i>Caster Level:</i> 15										
☐☐☐☐☐	Greater Planar Ally	24	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	phb: p.261
<i>Effect:</i> By casting this spell, you request your deity to send you an elemental or outsider [of 18 HD or less] of the deities choice.										
<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear. <i>Caster Level:</i> 15										
☐☐☐☐☐	Greater Spell Immunity	24	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.282
<i>Effect:</i> The warded creature is immune to the effects of 3 specified spell[s]. The spells must be of 8th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.										
<i>Target:</i> Creature touched <i>Caster Level:</i> 15										
☐☐☐☐☐	Holy Aura	24	See text	1 standard action	15 rounds	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]	phb: p.241
<i>Effect:</i> A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and on you causing evil creatures to become blinded when they strike the subjects. +4 to AC, +4 resistance, and SR 25 against evil spells.										
<i>Target:</i> 15 creatures in a 20-ft. radius burst centered on you <i>Caster Level:</i> 15										
☐☐☐☐☐	*Horrid Wilting	24	Fortitude half	1 standard action	Instantaneous	Long (1000 ft.)	V, S, M/DF	Yes	Necromancy	phb: p.242
<i>Effect:</i> This spell evaporates moisture from the body of each subject living creature, dealing 15d6 points of damage. This spell is especially devastating to water elements and plant creatures, which instead take 15d8 points of damage.										
<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart <i>Caster Level:</i> 15										
☐☐☐☐☐	Mass Cure Critical Wounds	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 4d8+15 damage for many creatures.										
<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 15										
☐☐☐☐☐	Mass Inflict Critical Wounds	24	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.244
<i>Effect:</i> Negative energy spreads out in all directions from the point of origin, dealing 4d8+15 points of damage to nearby living enemies.										
<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 15										
☐☐☐☐☐	Summon Monster VIII	24	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.287
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart										
<i>Target:</i> One or more summoned creatures, no two of the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.										
<i>Caster Level:</i> 15										
☐☐☐☐☐	Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	phb: p.289
<i>Effect:</i> This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of death slays one or more creatures within 60 feet of the symbol [treat as a burst] whose combined total current hit points do not exceed 150.										
<i>Target:</i> One symbol <i>Caster Level:</i> 15										
☐☐☐☐☐	Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.290
<i>Effect:</i> This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane [as the insanity spell].										
<i>Target:</i> One symbol <i>Caster Level:</i> 15										
☐☐☐☐☐	Unholy Aura	24	See text	1 standard action	15 rounds	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]	phb: p.297
<i>Effect:</i> A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and on you weakening good creatures when they strike the subjects. +4 to AC, +4 resistance, and SR 25 against good spells.										
<i>Target:</i> 15 creatures in a 20-ft. radius burst centered on you <i>Caster Level:</i> 15										

* =Domain/Specialty Spell

Billy Bob



Human

RACE

23

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 11"

HEIGHT

174 lbs.

WEIGHT

Gray

EYE COLOUR

SKIN COLOUR

Brown, Crewcut

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Armor Class includes Magic Vestment spell.

Biography:

Look for Charisma improving items:

- * Cloak of Charisma
- * Helm of Underwater Action

Built Temple of Aegir in Istavan