

Dionysus

NAME
Clr14
CLASS
14
Character Level
92912
EXPERIENCE
105000
NEXT LEVEL

Carole Bland

PLAYERNAME
Human
RACE
21
AGE
Medium
SIZE
Male
GENDER

Baccus

DEITY
5' 4"
HEIGHT
Blue
EYES
340 lbs.
WEIGHT
Blond, Spikes
HAIR

Chaotic Neutral

ALIGNMENT
VISION
-75
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	11	+0	11	+0	11	+0
WIS Wisdom	22	+6	24	+7	24	+7
CHA Charisma	14	+2	18	+4	18	+4

HP	AC	INITIATIVE	BASE ATTACK
73 hit points	22 armor class	+1 modifier	+10/+5 bonus

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20 ft.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	+9	+1	+0	+2	+0		
REFLEX (dexterity)	+5	+4	+1	+0	+0	+0		
WILL (wisdom)	+12	+9	+7	+0	-4	+0		

MELEE	RANGED	GRAPPLE
+13/+8 attack bonus	+11/+6 attack bonus	+13/+8 attack bonus

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8	1d3+3	20/x2	5 ft.

Light Mace		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	0 ft.
To Hit	Dam	To Hit	Dam			
1H-P: +13/+8	1d6+3	2W-P-(OH): +7/+2	1d6+3			
1H-O: +9/+4	1d6+1	2W-P-(OL): +9/+4	1d6+3			
2H: +13/+8	1d6+3	2W-OH: +5	1d6+1			

Heavy Mace		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	0 ft.
To Hit	Dam	To Hit	Dam			
1H-P: +13/+8	1d8+3	2W-P-(OH): +7/+2	1d8+3			
1H-O: +9/+4	1d8+1	2W-P-(OL): +9/+4	1d8+3			
2H: +13/+8	1d8+4	2W-OH: +3	1d8+1			

*Mace +2 (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	0 ft.
To Hit	Dam	To Hit	Dam			
1H-P: +15/+10	1d6+5	2W-P-(OH): +9/+4	1d6+5			
1H-O: +11/+6	1d6+3	2W-P-(OL): +11/+6	1d6+5			
2H: +15/+10	1d6+5	2W-OH: +7	1d6+3			

*: 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
*Chainmail +2 (Chainmail (Masterwork/+2 (Armor))), Masterwork, Steel	Medium	+7	+2	-4	30
*Buckler +1 (Shield/Fortification (Light)/Mithral) Shield	Shield	+2	+0	+0	0
25% chance a Critical or Sneak Attack is only normal damage, Fortification (Light), Mithral, Steel					
*Ring of Protection +2 Grants +2 deflection bonus to AC		+2	+0	+0	0
Ring of Protection +1 Grants +1 deflection bonus to AC		+1	+0	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5	MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+	
✓ Balance	DEX	-3	= 1	+	+	-4
✓ Bluff	CHA	4	= 4	+	+	
✓ Climb	STR	-1	= 3	+	+	-4
✓ Concentration	CON	1	= 1	+	+	
✓ Control Shape	WIS	3	= 7	+	+	-4
✓ Craft (Pottery)	INT	4	= 0	+	+	4.0
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	4	= 4	+	+	
✓ Disguise	CHA	4	= 4	+	+	
✓ Escape Artist	DEX	-1	= 1	+	+	-2
✓ Forgery	INT	0	= 0	+	+	
✓ Gather Information	CHA	4	= 4	+	+	
✓ Heal	WIS	5	= 7	+	+	-2
✓ Hide	DEX	-3	= 1	+	+	-4
✓ Intimidate	CHA	4	= 4	+	+	
✓ Jump	STR	-7	= 3	+	+	-10
✓ Knowledge (Religion)	INT	6	= 0	+	+	6.0
✓ Listen	WIS	3	= 7	+	+	-4
✓ Move Silently	DEX	-3	= 1	+	+	-4
✓ Perform (Untrained)	CHA	4	= 4	+	+	
✓ Profession (Brewer)	WIS	9	= 7	+	+	6.0
✓ Ride	DEX	1	= 1	+	+	
✓ Search	INT	0	= 0	+	+	
✓ Sense Motive	WIS	3	= 7	+	+	-4
✓ Spellcraft	INT	17	= 0	+	+	17.0
✓ Spot	WIS	3	= 7	+	+	0.5
✓ Survival	WIS	3	= 7	+	+	-4
✓ Swim	STR	-5	= 3	+	+	-8
✓ Use Rope	DEX	9	= 1	+	+	8.5

✓: can be used untrained. X: exclusive skills

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+6
Up to 0	14	Turn level	18
1 - 3	15	Turn damage	2d6 +22
4 - 6	16		
7 - 9	17		
10 - 12	18	You destroy Undead creatures with total hit dice up to 9.	
13 - 15	19		
16 - 18	20		
19 - 21	21		
22+	22		

TURN/DAY

Heavy Mace +2 (Anarchic)			HAND Carried	TYPE B	SIZE M	CRITICAL 20/x2	REACH 0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+15/+10	1d8+5	2W-P-(OH)		+9/+4		1d8+5
1H-O	+11/+6	1d8+3	2W-P-(OL)		+11/+6		1d8+5
2H	+15/+10	1d8+6	2W-OH		+5		1d8+3
Special Properties			(Mace (Heavy/Anarchic/+2 (Weapon))), Masterwork, Steel, Anarchic				

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Light Mace	Heward's Handy Haversack	1	4.0	
Acid (Flask)	Heward's Handy Haversack	1	1.0	
Alchemist's Fire (Flask)	Heward's Handy Haversack	1	1.0	
Pottery Artisan's Tools	Equipped	1	5.0	
Buckler +1 (Shield/Fortification (Light)/Mithral)	Equipped	1	2.5	
25% chance a Critical or Sneak Attack is only normal damage, Fortification (Light), Mithral, Steel				
Candle	Heward's Handy Haversack	6	0.0 (0.0)	
Chainmail +2	Equipped	1	40.0	
(Chainmail (Masterwork/+2 (Armor))), Masterwork, Steel				
Decanter of Endless Water	Heward's Handy Haversack	1	2.0	
If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out - 'Stream' pours out 1 gallon per round - 'Fountain' produces a 5-foot-long stream at 5 gallons per round - 'Geyser' produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round				
Deed to Minor Temple of Baccus in Port Sauce	Heward's Handy Haversack	1	0.01	
Flint and Steel	Heward's Handy Haversack	1	0.0	
Gold Chalice w/ Amethyst inlays	Heward's Handy Haversack	1	1.0	
0 lbs.				
Healer's Kit	Equipped	1	1.0	
Heward's Handy Haversack	Equipped	1	5.0	
407.86 lbs., 1 Acid (Flask), 1 Heavy Mace +2 (Anarchic), 3 Holy Water (Flask), 1 Holy Water Font, 1 Horse Treats, 1 Heavy Mace, 1 Light Mace, 2 Oil Flask (1 pt), 1 Blue whinnis, 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Alchemist's Fire (Flask), 2 Potion of Cure Serious Wounds, 1 Potion of Flame Breath, 1 Potion of Protection from Energy/Fire, 1 Potion of Water Breathing, 2 Scroll of Cure Moderate Wounds, 1 Scroll of Heal, 1 Scroll of Protection from Evil, 1 Scroll of Protection from Law, 1 Scroll of Raise Dead, 6 Candle, 3 Stone Salve, 142 Tindertwig, 5 Torch, 8 Wine (Gallon), 15079 Gold piece (gp), 1 Wand of Inflict Critical Wounds, 1 Ring of Protection +1, 7 Copper piece (cp), 6 Silver piece (sp), 1 Decanter of Endless Water, 1 Deed to Minor Temple of Baccus in Port Sauce, 1 Flint and Steel, 1 Gold Chalice w/ Amethyst inlays				
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				
Heward's Handy Keg	Equipped	1	5.0	
200 lbs., 1 Wine (Keg)				
Holds exactly one keg of liquid. Always weighs 5lbs regards of the amount. Upon command, liquid will shoot out to fill a cup or similar container held in hand.				
Holy Symbol (Silver)	Equipped	1	1.0	
Holy Water (Flask)	Heward's Handy Haversack	3	1.0 (3.0)	
Holy Water Font	Heward's Handy Haversack	1	5.0	
Horse Treats	Heward's Handy Haversack	1	1.0	
Ioun Stone (Clear)	Equipped	1	0.01	
Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Spindle - sustains user without food or water				
Heavy Mace	Heward's Handy Haversack	1	8.0	
Mask of Silent Casting	Equipped	1	0.5	
May cast spells silenced. Does not work for command words.				
Oil Flask (1 pt)	Heward's Handy Haversack	2	1.0 (2.0)	
Monk's Outfit	Equipped	1	2.0	
Blue whinnis	Heward's Handy Haversack	1	0.01	
Injury DC 14, Init.:1 CON, Sec.:unconsciousness				
TOTAL WEIGHT CARRIED/VALUE			66.04	lbs.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Potion of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Potion of Cure Serious Wounds	Heward's Handy Haversack	2	0.1 (0.2)	
<input type="checkbox"/>				
Potion of Flame Breath	Heward's Handy Haversack	1	0.1	
2d6 of flame damage				
<input type="checkbox"/>				
Potion of Protection from Energy/Fire	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Scroll of Protection from Evil	Heward's Handy Haversack	1	0.01	
Scroll of Protection from Law	Heward's Handy Haversack	1	0.01	
Stone Salve	Heward's Handy Haversack	3	0.01 (0.03)	
If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the stone to flesh spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a stoneskin spell				
Tindertwig	Heward's Handy Haversack	142	0.0 (0.0)	
Torch	Heward's Handy Haversack	5	1.0 (5.0)	
Wine (Gallon)	Heward's Handy Haversack	8	8.0 (64.0)	
Wine (Keg)	Heward's Handy Keg	1	200.0	
Phylactery of Undead Turning	Equipped	1	0.01	
This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is				
Cloak of Charisma +4	Equipped	1	2.0	
When in a characters possession, it adds a +4 enhancement bonus to her Charisma score				
Mace +2 (Light)	Equipped	1	4.0	
(Mace +2 (Weapon) (Light)), Masterwork, Steel				
Ring of Protection +2	Equipped	1	0.01	
Grants +2 deflection bonus to AC				
Heavy Mace +2 (Anarchic)	Heward's Handy Haversack	1	8.0	
(Mace (Heavy/Anarchic/+2 (Weapon))), Masterwork, Steel, Anarchic				
Potion of Water Breathing	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Potion of Cure Light Wounds	Heward's Handy Haversack	2	0.1 (0.2)	
<input type="checkbox"/>				
Scroll of Cure Moderate Wounds	Heward's Handy Haversack	2	0.01 (0.02)	
Scroll of Heal	Heward's Handy Haversack	1	0.01	
Scroll of Raise Dead	Heward's Handy Haversack	1	0.01	
Ring of Protection +1	Heward's Handy Haversack	1	0.01	
Grants +1 deflection bonus to AC				
Wand of Inflict Critical Wounds	Heward's Handy Haversack	1	0.1	
Spell Effect (50 Charges/Spell Trigger)				
□□□□ □□□□ □□□□ □□□□ □□□□				
□□□□ □□□□ □□□□ □□□□ □□□□				
Periapt of Wisdom +2	Equipped	1	0.01	
Actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2				
TOTAL WEIGHT CARRIED/VALUE			66.04	lbs.

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

MONEY	
Gold piece (gp): 15079	[Heward's Handy Haversack]
Silver piece (sp): 6	[Heward's Handy Haversack]
Copper piece (cp): 7	[Heward's Handy Haversack]
Total = 15079.67 gp	

SPECIAL ABILITIES	
+4 to Concentration to use spell or spelllike ability on the defensive	
Restricted Casting - May not cast Lawful spells	
Stunning Fist 3/day (DC 24)	
Turn Undead (Su) ~ 7/day (Turn Level 18 ~ Turn Damage 2d6+22)	

FEATS

Brew Potion	You can create potions, which carry spells within themselves
Combat Casting	You are adept at casting spells in combat
Deflect Arrows	You can deflect incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons
Great Fortitude	You are tougher than normal
Improved Unarmed Strike	You are skilled at fighting while unarmed
Stunning Fist	You know how to strike opponents in vulnerable areas
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

Chaos	You cast chaos spells at +1 caster level
Madness	You gain an 'Insanity score' equal to half your class level (add cleric levels to prestige class levels for this purpose).

PROFICIENCIES

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

LANGUAGES

Common, Literacy

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	6+1	4+1	4+1	3+1	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water	18	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	phb: p.215
<i>Effect:</i> Generates wholesome, drinkable water - 28 gallons.					<i>Target:</i> Up to 28 gallons of water				
□□□□ Cure Minor Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 1 point of damage.					<i>Target:</i> Creature touched				
□□□□ Detect Magic	18	None	1 standard	Concentration, up to 14 minutes action	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Poison	18	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Divination	phb: p.219
<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	18	Will negates (harmless)	1 standard	1 minute or until discharged action	Touch	V, S	Yes	Divination	phb: p.238
<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	18	Will negates	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	phb: p.244
<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	18	None	1 standard	140 minutes action	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
<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	18	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
<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	18	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	phb: p.267
<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> 14 cu. ft. of contaminated food and water				
□□□□ Read Magic	18	None	1 standard	140 minutes action	Personal	V, S, F	No	Divination	phb: p.269
<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	18	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
<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	18	Fortitude negates (harmless)	1 standard	1 minute action	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298
<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	19	Will negates	1 standard	14 minutes action	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	phb: p.203
<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	19	None	1 standard	14 minutes action	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.205
<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	19	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	phb: p.205
<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	19	Will partial	1 standard	1d4 rounds or 1 round; see text action	Close (60 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.208
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD				
□□□□ Command	19	Will negates	1 standard	1 round action	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.211
<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	19	None	1 standard	140 minutes action	Personal	V, S, M/DF	No	Divination	phb: p.212
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You				
□□□□ Cure Light Wounds	19	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 1d8+5 damage					<i>Target:</i> Creature touched				
□□□□ Curse Water	19	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	phb: p.216
<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	19	None	1 standard	140 minutes action	30 ft.	V, S	No	Necromancy [Evil]	phb: p.217
<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	19	None	1 standard	Concentration, up to 140 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of chaos.					<i>Target:</i> Cone-shaped emanation				

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Detect Evil	19	None	1 standard Concentration, up to 140 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of evil.									
□□□□□	Detect Good	19	None	1 standard Concentration, up to 140 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of good.									
□□□□□	Detect Law	19	None	1 standard Concentration, up to 140 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of law.									
□□□□□	Detect Undead	19	None	1 standard Concentration, up to 14 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	19	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 +4 on attack and damage rolls.									
□□□□□	Doom	19	Will negates	1 standard 14 minutes action	Medium (240 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	19	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.									
□□□□□	Entropic Shield	19	None	1 standard 14 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	19	Will negates (harmless); see text	1 standard 140 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	19	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.									
□□□□□	*Lesser Confusion	19	None	1 standard 1 round action	Close (60 ft.)	V, S, DF	No	Enchantment (Compulsion) [Mind-Affecting]	phb: p.212
<i>Effect:</i> One creature is confused for 1 round.									
□□□□□	Magic Stone	19	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	19	Will negates (harmless, object)	1 standard 14 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	19	None	1 standard 14 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	19	Will negates (harmless)	1 standard 14 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	19	Will negates (harmless)	1 standard 14 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	19	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.									
□□□□□	Protection from Law	19	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	19	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	19	Will negates	1 standard 14 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	19	Will negates (harmless)	1 standard 14 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	19	None	1 round 14 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	20	None	1 standard 14 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.									
<i>Target:</i> Living creature touched									

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Align Weapon	20	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.197
<i>Effect:</i>		Weapon becomes good, evil, lawful, or chaotic.								
<i>Target:</i>		Weapon touched or fifty projectiles [all of which Caster Level: 14 must be in contact with each other at the time of casting]								
□□□□□	Augury	20	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.								
<i>Target:</i>		You								
<i>Caster Level:</i>		14								
□□□□□	Bear's Endurance	20	Will negates (harmless)	1 standard action	14 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].								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Bull's Strength	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i>		The subject becomes stronger. [+4 to Str]								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Calm Emotions	20	Will negates	1 standard action	Concentration, up to 14 rounds	Medium (240 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.207
<i>Effect:</i>		You calm agitated creatures, negating emotion effects.								
<i>Target:</i>		Creatures in a 20-ft. radius spread								
<i>Caster Level:</i>		14								
□□□□□	Consecrate	20	None	1 standard action	28 hours	Close (60 ft.)	V, S, M, DF	No	Evocation [Good]	phb: p.212
<i>Effect:</i>		Blesses an area with positive energy.								
<i>Target:</i>		20-ft. radius emanation								
<i>Caster Level:</i>		14								
□□□□□	Cure Moderate Wounds	20	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								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Darkness	20	None	1 standard action	140 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.								
<i>Target:</i>		Object touched								
<i>Caster Level:</i>		14								
□□□□□	Death Knell	20	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.								
<i>Target:</i>		Living creature touched								
<i>Caster Level:</i>		14								
□□□□□	Delay Poison	20	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
<i>Effect:</i>		The target becomes temporarily immune to poison.								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Desecrate	20	None	1 standard action	28 hours	Close (60 ft.)	V, S, M, DF	Yes	Evocation [Evil]	phb: p.218
<i>Effect:</i>		You imbue an area with negative energy.								
<i>Target:</i>		20-ft. radius emanation								
<i>Caster Level:</i>		14								
□□□□□	Eagle's Splendor	20	Will negates (harmless)	1 standard action	14 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].								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Enthral	20	Will negates; see text	1 round	1 hour or less	Medium (240 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.								
<i>Target:</i>		Any number of creatures								
<i>Caster Level:</i>		14								
□□□□□	Find Traps	20	None	1 standard action	14 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.								
<i>Target:</i>		You								
<i>Caster Level:</i>		14								
□□□□□	Gentle Repose	20	Will negates (object)	1 standard action	14 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.								
<i>Target:</i>		Corpse touched								
<i>Caster Level:</i>		14								
□□□□□	Hold Person	20	Will negates; see text	1 standard action	14 rounds; see text	Medium (240 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.								
<i>Target:</i>		One humanoid creature								
<i>Caster Level:</i>		14								
□□□□□	Inflict Moderate Wounds	20	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.								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Lesser Restoration	20	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.								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Make Whole	20	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.								
<i>Target:</i>		One object of up to 140 cu. ft								
<i>Caster Level:</i>		14								
□□□□□	Owl's Wisdom	20	Will negates (harmless)	1 standard action	14 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.								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	Remove Paralysis	20	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.								
<i>Target:</i>		Up to four creatures, no two of which can be								
<i>Caster Level:</i>		14								
□□□□□	Resist Energy	20	Fortitude negates (harmless)	1 standard action	140 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.								
<i>Target:</i>		Creature touched								
<i>Caster Level:</i>		14								
□□□□□	**Shatter	20	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.								
<i>Target:</i>		5-ft. radius spread; or one solid object or one								
<i>Caster Level:</i>		14								
□□□□□	Shatter	20	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

* =Domain/Specialty Spell

Cleric Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Shatter	20	Will negates (harmless)	1 standard action	14 hours	Close (60 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278
<i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunder a single solid, nonmagical object; or damages a crystalline creature.									
Shield Other	20	Will negates (harmless)	1 standard action	14 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	20	Will negates; see text or none (object)	1 standard action	14 minutes	Long (960 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	20	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	20	None	1 standard action	14 rounds	Medium (240 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+4 force damage per hit.									
Status	20	Will negates (harmless)	1 standard action	14 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	20	None	1 round	14 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.									
*Touch of Madness	20	Will negates	1 action	14 rounds	Touch	V, S	Yes	Enchantment [Mind-Affecting]	dydgd: p.217
<i>Effect:</i> You may daze one living creature by making a successful touch attack.									
Undetectable Alignment	20	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	20	Will negates	1 standard action	14 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	21	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	phb: p.198
<i>Effect:</i> Turn the bones and bodies of dead creatures into undead skeletons and zombies that obey your commands.									
Bestow Curse	21	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	21	Fortitude negates	1 standard action	Permanent	Medium (240 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	21	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	21	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	21	None	10 minutes	24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	phb: p.214
<i>Effect:</i> Feeds 42 humans or 14 horses.									
Cure Serious Wounds	21	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+14 damage.									
Daylight	21	None	1 standard action	140 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 additional 60 ft. beyond that.									
Deeper Darkness	21	None	1 standard action	14 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	21	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> Cancels magical spells and effects.									
Glyph of Warding	21	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	21	None	1 standard action	14 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	21	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+14 points of damage.									
Invisibility Purge	21	None	1 standard action	14 minutes	Personal	V, S	No	Evocation	phb: p.245
<i>Effect:</i> You surround yourself with a sphere of power with a radius of 70 feet that negates all forms of invisibility. Anything invisible becomes visible while in the area.									

* =Domain/Specialty Spell

Cleric Spells

□□□□	Locate Object	21	None	1 standard action	14 minutes	Long (960 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, or even a ladder.										
<i>Target:</i> Circle, centered on you, with a radius of 960 ft. <i>Caster Level:</i> 14										
□□□□	Magic Circle Against Evil	21	Will negates (harmless)	1 standard action	140 minutes	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.										
<i>Target:</i> 10-ft. radius emanation from touched creature <i>Caster Level:</i> 14										
□□□□	Magic Circle Against Good	21	Will negates (harmless)	1 standard action	140 minutes	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.										
<i>Target:</i> 10-ft. radius emanation from touched creature <i>Caster Level:</i> 14										
□□□□	**Magic Circle Against Law	21	Will negates (harmless)	1 standard action	150 minutes	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.										
<i>Target:</i> 10-ft. radius emanation from touched creature <i>Caster Level:</i> 15										
□□□□	Magic Circle Against Law	21	Will negates (harmless)	1 standard action	150 minutes	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.										
<i>Target:</i> 10-ft. radius emanation from touched creature <i>Caster Level:</i> 15										
□□□□	Magic Vestment	21	Will negates (harmless, object)	1 standard action	14 hours	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										
<i>Target:</i> Armor or shield touched <i>Caster Level:</i> 14										
□□□□	Meld into Stone	21	None	1 standard action	140 minutes	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.										
<i>Target:</i> You <i>Caster Level:</i> 14										
□□□□	Obscure Object	21	Will negates (object)	1 standard action	8 hours	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.										
<i>Target:</i> One object touched of up to 1400 lbs <i>Caster Level:</i> 14										
□□□□	Prayer	21	None	1 standard action	14 rounds	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.										
<i>Target:</i> All allies and foes within a 40-ft. radius burst <i>Caster Level:</i> 14										
□□□□	Protection from Energy	21	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	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.										
<i>Target:</i> Creature touched <i>Caster Level:</i> 14										
□□□□	*Rage	21	None	1 standard action	Concentration + 14 rounds	Medium (240 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.268
<i>Effect:</i> Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage [see page 25], except that the subjects aren't fatigued at the end of the rage.										
<i>Target:</i> 4 willing living creatures, no two of which may be more than 30 ft. apart										
□□□□	Remove Blindness/Deafness	21	Fortitude negates (harmless)	1 standard action	Instantaneous	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.										
<i>Target:</i> Creature touched <i>Caster Level:</i> 14										
□□□□	Remove Curse	21	Will negates (harmless)	1 standard action	Instantaneous	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.										
<i>Target:</i> Creature or item touched <i>Caster Level:</i> 14										
□□□□	Remove Disease	21	Fortitude negates (harmless)	1 standard action	Instantaneous	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.										
<i>Target:</i> Creature touched <i>Caster Level:</i> 14										
□□□□	Searing Light	21	None	1 standard action	Instantaneous	Medium (240 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.										
<i>Target:</i> Ray <i>Caster Level:</i> 14										
□□□□	Speak with Dead	21	Will negates; see text	10 minutes	14 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.										
<i>Target:</i> One dead creature <i>Caster Level:</i> 14										
□□□□	Stone Shape	21	None	1 standard action	Instantaneous	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.										
<i>Target:</i> Stone or stone object touched, up to 24 cu. ft. <i>Caster Level:</i> 14										
□□□□	Summon Monster III	21	None	1 round	14 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 the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.										
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 14										
□□□□	Water Breathing	21	Will negates (harmless)	1 standard action	28 hours; see text	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.										
<i>Target:</i> Living creatures touched <i>Caster Level:</i> 14										
□□□□	Water Walk	21	Will negates (harmless)	1 standard action	140 minutes	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.										
<i>Target:</i> 14 touched creatures <i>Caster Level:</i> 14										
□□□□	Wind Wall	21	None; see text	1 standard action	14 rounds	Medium (240 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.										
<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S] <i>Caster Level:</i> 14										

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□	Air Walk	22	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]phb: p.196	
<i>Effect:</i> Subject treads on air as if solid 0.										
<i>Target:</i> Creature [Gargantuan or smaller] touched <i>Caster Level:</i> 14										
□□□□	*Chaos Hammer	22	Will partial; see text	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (250 ft.)	V, S	Yes	Evocation [Chaotic]	phb: p.208
<i>Effect:</i> You unleash chaotic power to smite your enemies.										
<i>Target:</i> 20-ft. radius burst <i>Caster Level:</i> 15										

* =Domain/Specialty Spell

Cleric Spells

□□□□□*Confusion	22	Will negates	1 standard 14 rounds action	Medium (240 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	phb: p.212
<i>Effect:</i> You cause the targets to become confused, making them unable to independently determine what they will do.				<i>Target:</i> All creatures in a 15-ft. radius burst				
□□□□□Control Water	22	None; see text	1 standard 140 minutes action	Long (960 ft.)	V, S, M/DF	No	Transmutation [Water] Caster Level: 14	phb: p.214
<i>Effect:</i> Raises or lowers water.				<i>Target:</i> Water in a volume of 140 ft by 140 ft by 28 ft [S]				
□□□□□Cure Critical Wounds	22	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 14	phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 4d8+14 damage.				<i>Target:</i> Creature touched				
□□□□□Death Ward	22	Will negates (harmless)	1 standard 14 minutes action	Touch	V, S, DF	Yes (harmless)	Necromancy Caster Level: 14	phb: p.217
<i>Effect:</i> Grants immunity to death spells/effects and negative energy effects.				<i>Target:</i> Living creature touched				
□□□□□Dimensional Anchor	22	None	1 standard 14 minutes action	Medium (240 ft.)	V, S	Yes (object)	Abjuration Caster Level: 14	phb: p.221
<i>Effect:</i> A green ray springs from your hand. Any creature or object struck cannot move extradimensionally.				<i>Target:</i> Ray				
□□□□□Discern Lies	22	Will negates	1 standard Concentration, up to 14 rounds action	Close (60 ft.)	V, S, DF	No	Divination Caster Level: 14	phb: p.221
<i>Effect:</i> Reveals deliberate falsehoods in subject you are concentrating on.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□Dismissal	22	Will negates; see text	1 standard Instantaneous action	Close (60 ft.)	V, S, DF	Yes	Abjuration Caster Level: 14	phb: p.222
<i>Effect:</i> You force an extraplanar creature back to its proper plane..				<i>Target:</i> One extraplanar creature				
□□□□□Divination	22	None	10 minutes Instantaneous	Personal	V, S, M	No	Divination Caster Level: 14	phb: p.224
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
□□□□□Divine Power	22	None	1 standard 14 rounds action	Personal	V, S, DF	No	Evocation Caster Level: 14	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 14 hp.				<i>Target:</i> You				
□□□□□Freedom of Movement	22	Will negates (harmless)	1 standard 140 minutes action	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration Caster Level: 14	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.				<i>Target:</i> You or creature touched				
□□□□□Giant Vermin	22	None	1 standard 14 minutes action	Close (60 ft.)	V, S, DF	Yes	Transmutation Caster Level: 14	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 canmore than 30 ft. apart be transmuted [so a single casting cannot affect both a centipede and a spider], and all must be grown to the same size.				<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
□□□□□Greater Magic Weapon	22	Will negates (harmless, object)	1 standard 14 hours action	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation Caster Level: 14	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.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□□Imbue with Spell Ability	22	Will negates (harmless)	10 minutes Permanent until discharged	Touch	V, S, DF	Yes (harmless)	Evocation Caster Level: 14	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.				<i>Target:</i> Creature touched; see text				
□□□□□Inflict Critical Wounds	22	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy Caster Level: 14	phb: p.244
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+14 points of damage.				<i>Target:</i> Creature touched				
□□□□□Lesser Planar Ally	22	None	10 minutes Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text] Caster Level: 14	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.				<i>Target:</i> One called elemental or outsider of 6 HD or less				
□□□□□Neutralize Poison	22	Will negates (harmless, object)	1 standard 140 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing) Caster Level: 14	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.				<i>Target:</i> Creature or object of up to 14 cu. ft. touched				
□□□□□Poison	22	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V, S, DF	Yes	Necromancy Caster Level: 14	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.				<i>Target:</i> Living creature touched				
□□□□□Repel Vermin	22	None or Will negates; see text	1 standard 140 minutes action	10 ft.	V, S, DF	Yes	Abjuration Caster Level: 14	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.				<i>Target:</i> 10 ft. radius emanation centered on you				
□□□□□Restoration	22	Will negates (harmless)	3 rounds Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing) Caster Level: 14	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 14 days.				<i>Target:</i> Creature touched				
□□□□□Sending	22	None	10 minutes 1 round; see text	See text	V, S, M/DF	No	Evocation Caster Level: 14	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.				<i>Target:</i> One creature				
□□□□□Spell Immunity	22	Will negates (harmless)	1 standard 140 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 14	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.				<i>Target:</i> Creature touched				
□□□□□Summon Monster IV	22	None	1 round 14 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 14	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 fromwhich can be more than 30 ft. apart the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□Tongues	22	Will negates (harmless)	1 standard 140 minutes action	Touch	V, M/DF	No	Divination Caster Level: 14	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.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Cleric Spells

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement	23	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	phb: p.201
<i>Effect:</i> Removes burden of evil acts or misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□ *Bolts of Bedevilment	23	Will negates	1 action	14 rounds	Medium (240 ft.)	V, S	Yes	Enchantment [Mind-Affecting]	dtydgd: p.216
<i>Effect:</i> Grants you the ability to make one ray attack/round. The ray dazes one living creature so it takes no action for 1d3 rounds					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
□□□□□ Break Enchantment	23	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.					<i>Target:</i> Up to 14 creatures, all within 30 ft. of each other			<i>Caster Level:</i> 14	
□□□□□ Commune	23	None	10 minutes	14 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 14 yes-or-no questions.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Dispel Evil	23	See text	1 standard action	14 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.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			<i>Caster Level:</i> 14	
□□□□□ Dispel Good	23	See text	1 standard action	14 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.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			<i>Caster Level:</i> 14	
□□□□□ **Dispel Law	23	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.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			<i>Caster Level:</i> 15	
□□□□□ Dispel Law	23	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.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			<i>Caster Level:</i> 15	
□□□□□ Disrupting Weapon	23	Will negates (harmless, object); see action text	1 standard action	14 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	phb: p.223
<i>Effect:</i> Makes a melee weapon deadly to undead.					<i>Target:</i> One melee weapon			<i>Caster Level:</i> 14	
□□□□□ Flame Strike	23	Reflex half	1 standard action	Instantaneous	Medium (240 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 14d6 points of damage.					<i>Target:</i> Cylinder 10			<i>Caster Level:</i> 14	
□□□□□ Greater Command	23	Will negates	1 standard action	14 rounds	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.211
<i>Effect:</i> As command, but affects multiple subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Hallow	23	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.					<i>Target:</i> 40-ft. radius emanating from the touched point			<i>Caster Level:</i> 14	
□□□□□ Insect Plague	23	None	1 round	14 minutes	Long (960 ft.)	V, S, DF	No	Conjuration (Summoning)	phb: p.244
<i>Effect:</i> You summon a number of swarms of locusts - 4. 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].					<i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm			<i>Caster Level:</i> 14	
□□□□□ Mark of Justice	23	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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Mass Cure Light Wounds	23	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+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Mass Inflict Light Wounds	23	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+14 points of damage to nearby living enemies.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Plane Shift	23	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.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			<i>Caster Level:</i> 14	
□□□□□ Raise Dead	23	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 14 days. In addition, the subjects soul must be free and willing to return					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 14	
□□□□□ Righteous Might	23	None	1 standard action	14 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].					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Scrying	23	Will negates	1 hour	14 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.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 14	
□□□□□ Slay Living	23	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+14 points of damage [Of course, the subject might die from damage even if it succeeds on its save.]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□ Spell Resistance	23	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.282
<i>Effect:</i> The creature gains spell resistance equal to 26.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Summon Monster V	23	None	1 round	14 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.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Symbol of Pain	23	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.						<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
□□□□□	Symbol of Sleep	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 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.						<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
□□□□□	True Seeing	23	Will negates (harmless)	1 standard action	14 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.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	Unhallow	23	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.						<i>Target:</i> 40-ft. radius emanating from the touched point		<i>Caster Level:</i> 14		
□□□□□	Wall of Stone	23	See text	1 standard action	Instantaneous	Medium (240 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.						<i>Target:</i> Stone wall whose area is up to 14 5-ft. squares		<i>Caster Level:</i> 14 [S]		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	**Animate Objects	24	None	1 standard action	14 rounds	Medium (240 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.						<i>Target:</i> 14 Small objects; see text		<i>Caster Level:</i> 14		
□□□□□	Animate Objects	24	None	1 standard action	14 rounds	Medium (240 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.						<i>Target:</i> 14 Small objects; see text		<i>Caster Level:</i> 14		
□□□□□	Antilife Shell	24	None	1 round	140 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.						<i>Target:</i> 10-ft. radius emanation, centered on you		<i>Caster Level:</i> 14		
□□□□□	Banishment	24	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	phb: p.203
<i>Effect:</i> Banishes 28 HD of extraplanar creatures.						<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□	Blade Barrier	24	Reflex half or Reflex negates; see text	1 standard action	14 minutes	Medium (240 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 14d6 damage.						<i>Target:</i> Wall of whirling blades up to 280 ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft.; either form 20 ft. high		<i>Caster Level:</i> 14		
□□□□□	Create Undead	24	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.						<i>Target:</i> One corpse		<i>Caster Level:</i> 14		
□□□□□	Find the Path	24	None or Will negates (harmless)	3 rounds	140 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.						<i>Target:</i> You or creature touched		<i>Caster Level:</i> 14		
□□□□□	Forbiddance	24	See text	6 rounds	Permanent	Medium (240 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.						<i>Target:</i> 14 60-ft. cubes [S]		<i>Caster Level:</i> 14		
□□□□□	Geas/Quest	24	None	10 minutes	14 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.						<i>Target:</i> One living creature		<i>Caster Level:</i> 14		
□□□□□	Greater Dispel Magic	24	None	1 standard action	Instantaneous	Medium (300 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> As dispel magic, but +20 on check.						<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst		<i>Caster Level:</i> 20		
□□□□□	Greater Glyph of Warding	24	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.						<i>Target:</i> Object touched or up to 70 sq. ft		<i>Caster Level:</i> 14		
□□□□□	Harm	24	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 140 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 140 points damage to target.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	Heal	24	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, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 140 hit points of damage.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	Heroes' Feast	24	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.						<i>Target:</i> Feast for 14 creatures		<i>Caster Level:</i> 14		
□□□□□	Mass Bear's Endurance	24	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> As Bear's Endurance, affects multiple creatures.						<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□	Mass Bull's Strength	24	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> As Bull's Strength, affects multiple subjects.						<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
□□□□□	Mass Cure Moderate 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.216
<i>Effect:</i> You channel positive energy through your hand that cures 2d8+14 damage for many creatures.						<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Mass Eagle's Splendor	24	Will negates (harmless)	1 standard action	14 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	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 2d8+14 points of damage to nearby living enemies.										
□□□□□	Mass Owl's Wisdom	24	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> This spell functions like owl's wisdom, except that it affects multiple creatures.										
□□□□□	*Phantasmal Killer	24	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (240 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	phb: p.260
<i>Effect:</i> You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subjects subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spells subject can see the phantasmal killer.										
□□□□□	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 12 HD or less] of the deities choice.										
□□□□□	Summon Monster VI	24	None	1 round	14 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 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.										
□□□□□	Symbol of Fear	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.290
<i>Effect:</i> This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 14 rounds.										
□□□□□	Symbol of Persuasion	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.290
<i>Effect:</i> 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 14 hours.										
□□□□□	Undeath to Death	24	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V, S, M/DF	Yes	Necromancy [Death]	phb: p.297
<i>Effect:</i> This spell functions like circle of death, except that it destroys undead creatures as noted above.										
□□□□□	Wind Walk	24	No and Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	phb: p.302
<i>Effect:</i> 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.										
□□□□□	Word of Recall	24	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	phb: p.303
<i>Effect:</i> 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	
□□□□□	Blasphemy	25	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation [Evil, Sonic]	phb: p.205
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonvill subjects depending on caster level and target HD.										
□□□□□	Control Weather	25	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	phb: p.214
<i>Effect:</i> You change weather in the local area.										
□□□□□	Destruction	25	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Necromancy [Death]	phb: p.218
<i>Effect:</i> The spell instantly slays the subject and consumes the remains [but not equipment or possessions] utterly.										
□□□□□	Ethereal Jaunt	25	None	1 standard action	14 rounds	Personal	V, S	No	Transmutation	phb: p.227
<i>Effect:</i> You become ethereal along with your equipment.										
□□□□□	Greater Restoration	25	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i> 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 14 weeks.										
□□□□□	Greater Scrying	25	Will negates	1 standard action	14 hours	See text	V, S	Yes	Divination (Scrying)	phb: p.275
<i>Effect:</i> 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.										
□□□□□	Holy Word	25	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	phb: p.242
<i>Effect:</i> Any nongood creature within the area that hears the holy word suffers the following ill effects [depending on HD]: Deafened, blinded, paralyzed or killed.										
□□□□□	*Insanity	25	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.244
<i>Effect:</i> The affected creature suffers from a continuous confusion effect, as the spell.										
□□□□□	Mass Cure Serious Wounds	25	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 3d8+14 damage for many creatures.										
□□□□□	Mass Inflict Serious Wounds	25	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 3d8+14 points of damage to nearby living enemies.										
□□□□□	Refuge	25	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	phb: p.269
<i>Effect:</i> 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.										

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Regenerate	25	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.270
<i>Effect:</i>								<i>Target:</i> Living creature touched	<i>Caster Level:</i> 14
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+14 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].									
□□□□□ Repulsion	25	Will negates	1 standard action	14 rounds	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	phb: p.271
<i>Effect:</i>								<i>Target:</i> 140 ft. radius emanation centered on you	<i>Caster Level:</i> 14
An invisible, mobile field surrounds you and prevents creatures from approaching you.									
□□□□□ Resurrection	25	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i>								<i>Target:</i> Dead creature touched	<i>Caster Level:</i> 14
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.									
□□□□□ Summon Monster VII	25	None	1 round	14 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.287
<i>Effect:</i>								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 14
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 the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.									
□□□□□ Symbol of Stunning	25	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.291
<i>Effect:</i>								<i>Target:</i> One symbol	<i>Caster Level:</i> 14
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.									
□□□□□ Symbol of Weakness	25	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	phb: p.291
<i>Effect:</i>								<i>Target:</i> One symbol	<i>Caster Level:</i> 14
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.									
□□□□□ **Word of Chaos	25	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	phb: p.303
<i>Effect:</i>								<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you	<i>Caster Level:</i> 15
Kills, confuses, stuns, or deafens nonchaotic subjects.									
□□□□□ Word of Chaos	25	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	phb: p.303
<i>Effect:</i>								<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you	<i>Caster Level:</i> 15
Kills, confuses, stuns, or deafens nonchaotic subjects.									

* =Domain/Specialty Spell

Dionysus

Human

RACE

21

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 4"

HEIGHT

340 lbs.

WEIGHT

Blue

EYE COLOUR

Pasty

SKIN COLOUR

Blond, Spikes

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Ring of Protection +1 on loan to Zeke

Biography:

Notes:

Character Sheet Notes: