

Mophat Delnore

NAME
 Rog4 Ftr5 Clr5 103649
 CLASS EXPERIENCE
 14 105000
 Character Level NEXT LEVEL

Rich Landowski

PLAYERNAME
 Halfling Small
 RACE SIZE
 26 Male
 AGE GENDER

Baccus

DEITY
 3' 4" 63 lbs.
 HEIGHT WEIGHT
 Green Gray, Spikes
 EYES HAIR

Chaotic Neutral

ALIGNMENT
 VISION
 -95
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	18	+4	18	+4
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	17	+3	19	+4	19	+4
INT Intelligence	8	-1	8	-1	8	-1
WIS Wisdom	15	+2	17	+3	17	+3
CHA Charisma	8	-1	8	-1	8	-1

HP 119
 hit points

AC 27
 armor class

INITIATIVE +9
 modifier

BASE ATTACK +11/+6/+1
 bonus

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 30 ft.

TOTAL: 27
 FLAT: 27
 TOUCH: 19
 BASE: 10
 ARMOR BONUS: +8
 SHIELD BONUS: +0
 STAT: +5
 SIZE: +1
 NATURAL: +0
 MISC: +3

MISC MODIFIERS: DEX +5, MISC +4

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+14	+9	+4	+0	+1	+0		
REFLEX (dexterity)	+12	+6	+5	+0	+1	+0		
WILL (wisdom)	+12	+6	+3	+0	+3	+0		

MELEE attack bonus: +16/+11/+6 = +11/+6/+1 +4 +1 +0 +0

RANGED attack bonus: +17/+12/+7 = +11/+6/+1 +5 +1 +0 +0

GRAPPLE attack bonus: +11/+6/+1 = +11/+6/+1 +4 -4 +0 +0

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+16/+11/+6	1d2+4	20/x2	5 ft.

Dagger +4, Longtooth

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	P	S	19-20/x2	0 ft.

	To Hit	Dam	To Hit	Dam
1H-P	+20/+15/+10	1d6+8	+16/+11/+6	1d6+8
1H-O	+20/+15/+10	1d6+6	+18/+13/+8	1d6+8
2H	+20/+15/+10	1d6+10	+16	1d6+6

TH: +22/+17/+12 (30 ft.), +20/+15/+10 (70 ft.), +18/+13/+8 (140 ft.), +16/+11/+6 (210 ft.), +14/+9/+4 (280 ft.)

Dam: 1d6+8 (30 ft.), 1d6+8 (70 ft.), 1d6+8 (140 ft.), 1d6+8 (210 ft.), 1d6+8 (280 ft.)

Warhammer +4 (Cancellation)

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	B	M	20/x3	0 ft.

	To Hit	Dam	To Hit	Dam
2H	+18/+13/+8	1d8+10	N/A	N/A

Special Properties: Drains magical properties from items (once per month), (Warhammer (+4 (Weapon))), Masterwork, Steel

Shortbow (Mighty +2)

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	P	M	20/x3	0 ft.

	30 ft.	70 ft.	140 ft.	210 ft.	280 ft.
TH	+15/+10/+5	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1
Dam	1d6+2	1d6+2	1d6+2	1d6+2	1d6+2

Special Properties: Wood, Mighty Bow

*: 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
Breastplate +1	Medium	+6	+3	-3	25
Masterwork, Steel					
Leather	Light	+2	+6	+0	10
*Studded Leather +5 (Small)	Light	+8	+5	+0	15
(Studded Leather (Small/Masterwork/+5 (Armor))), Masterwork, Steel					
Ring of Protection +2		+2		+0	0
Grants +2 deflection bonus to AC					
*Ring of Protection +3		+3		+0	0
Grants +3 deflection bonus to AC					
Bracers of Armor +2		+2		+0	0
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS 17/8.5	
					MISC MODIFIER	
✓ Appraise	INT	1	-1	+2.0	+	
✓ Balance	DEX	5	5	+	+	
✓ Bluff	CHA	-1	-1	+	+	
✓ Climb	STR	7	4	+1.0	+2	
✓ Concentration	CON	4	4	+	+	
✓ Control Shape	WIS	3	3	+	+	
✓ Craft (Untrained)	INT	-1	-1	+	+	
✓ Diplomacy	CHA	-1	-1	+	+	
✓ Disable Device	INT	15	-1	+9.0	+7	
✓ Disguise	CHA	1	-1	+	+2	
✓ Escape Artist	DEX	5	5	+	+	
✓ Forgery	INT	-1	-1	+	+	
✓ Gather Information	CHA	-1	-1	+	+	
✓ Handle Animal	CHA	0	-1	+1.0	+	
✓ Heal	WIS	6	3	+1.0	+2	
✓ Hide	DEX	11	5	+2.0	+4	
✓ Intimidate	CHA	-1	-1	+	+	
✓ Jump	STR	13	4	+2.0	+7	
Knowledge (Arcana)	INT	1	-1	+2.0	+	
Knowledge (Religion)	INT	0	-1	+1.0	+	
✓ Listen	WIS	5	3	+	+2	
✓ Move Silently	DEX	12	5	+5.0	+2	
✓ Open Lock	DEX	21	5	+9.0	+7	
✓ Perform (Untrained)	CHA	-1	-1	+	+	
✓ Ride	DEX	5	5	+	+	
✓ Search	INT	6	-1	+7.0	+	
✓ Sense Motive	WIS	3	3	+	+	
✓ Sleight of Hand	DEX	7	5	+2.0	+	
Spellcraft	INT	0	-1	+1.0	+	
✓ Spot	WIS	8	3	+5.0	+	
✓ Survival	WIS	7	3	+4.5	+	
✓ Swim	STR	4	4	+	+	
✓ Use Rope	DEX	5	5	+	+	

✓: can be used untrained. X: exclusive skills

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20-1
Up to 0	1	Turning level	5
1 - 3	2	Turning damage	2d6 +4
4 - 6	3		
7 - 9	4		
10 - 12	5		
13 - 15	6		
16 - 18	7		
19 - 21	8		
22+	9		

You destroy Undead creatures with total hit dice up to 2.

TURN/DAY

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+14/+9/+4	1d4+4	2W-P-(OH)		+10/+5/+0		1d4+4
1H-O	+14/+9/+4	1d4+2	2W-P-(OL)		+12/+7/+2		1d4+4
2H	+14/+9/+4	1d4+6	2W-OH		+10		1d4+2
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+16/+11/+6	+14/+9/+4	+12/+7/+2		+10/+5/+0		+8/+3/-2
Dam	1d4+4	1d4+4	1d4+4		1d4+4		1d4+4
Special Properties							

Dagger +1			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+15/+10/+5	1d4+5	2W-P-(OH)		+11/+6/+1		1d4+5
1H-O	+15/+10/+5	1d4+3	2W-P-(OL)		+13/+8/+3		1d4+5
2H	+15/+10/+5	1d4+7	2W-OH		+11		1d4+3
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3		+11/+6/+1		+9/+4/-1
Dam	1d4+5	1d4+5	1d4+5		1d4+5		1d4+5
Special Properties (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel							

Dagger +1 (Invisibility once/day)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+15/+10/+5	1d4+5	2W-P-(OH)		+11/+6/+1		1d4+5
1H-O	+15/+10/+5	1d4+3	2W-P-(OL)		+13/+8/+3		1d4+5
2H	+15/+10/+5	1d4+7	2W-OH		+11		1d4+3
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3		+11/+6/+1		+9/+4/-1
Dam	1d4+5	1d4+5	1d4+5		1d4+5		1d4+5
Special Properties Masterwork, Steel, Spell Effect (Command Word)							

Shortbow			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	0 ft.
	30 ft.	60 ft.	120 ft.		180 ft.		240 ft.
TH	+15/+10/+5	+15/+10/+5	+13/+8/+3		+11/+6/+1		+9/+4/-1
Dam	1d6	1d6	1d6		1d6		1d6
Special Properties							

Shortsword +3 (Keen)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	17-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+17/+12/+7	1d6+7	2W-P-(OH)		+13/+8/+3		1d6+7
1H-O	+17/+12/+7	1d6+5	2W-P-(OL)		+15/+10/+5		1d6+7
2H	+17/+12/+7	1d6+9	2W-OH		+13		1d6+5
Special Properties Masterwork, Steel, Keen							

EQUIPMENT			
ITEM	LOCATION	QTY	WT
Dagger +4, Longtooth	Carried	1	1.0
Warhammer +4 (Cancellation) Drains magical properties from items (once per month), (Warhammer (+4 (Weapon))), Masterwork, Steel	Heward's Handy Haversack	1	5.0
Shortbow (Mighty +2) 0 lbs. Wood, Mighty Bow	Heward's Handy Haversack	1	2.0
1" High Carving of PC	Heward's Handy Haversack	1	0.1
Aged Vinegar (Wine (Pint))	Heward's Handy Haversack	2	1.0 (2.0)
Amulet of Proof against Detection and Location Protects wearer from scrying and magical location	Heward's Handy Haversack	1	0.01
Arrow □□□□□ □□□□□ □□□□□ □□□□□	Heward's Handy Haversack	24	0.15 (3.6)
Arrow (Alchemical Silver) Steel, Wood □□□□□ □□□□□	Heward's Handy Haversack	10	0.15 (1.5)
Backpack 0 lbs.	Heward's Handy Haversack	1	2.0
Belt of Giant Strength +4 Adds to the wearers Strength score in the form of an enhancement bonus of +4	Equipped	1	1.0
Black Clothing (Outfit (Peasant's))	Heward's Handy Haversack	1	2.0
Boots of Striding and Springing These boots increase the wearers base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps	Equipped	1	1.0
TOTAL WEIGHT CARRIED/VALUE			31.06 lbs.

EQUIPMENT			
ITEM	LOCATION	QTY	WT
Breastplate +1 Masterwork, Steel	Heward's Handy Haversack	2	30.0 (60.0)
Candle	Heward's Handy Haversack	1	0.0
Cape of the Mountebank On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination	Equipped	1	1.0
Chalk (1 piece)	Heward's Handy Haversack	1	0.0
Chime of Opening When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of lower than 15th level	Equipped	1	1.0
Dagger	Heward's Handy Haversack	1	1.0
Dagger +1 (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel	Heward's Handy Haversack	1	1.0
Dagger +1 (Invisibility once/day) Masterwork, Steel, Spell Effect (Command Word)	Heward's Handy Haversack	1	1.0
Deed to House in Verbosh	Heward's Handy Haversack	1	0.01
Disguise Kit	Equipped	1	8.0
Glasses of True Seeing (Goggles (Spell Effect (Use Activated) (SPELLNAME[True Seeing]CASTER[cleric]SPELLTYPE[Divine]SPELLLEVEL[5]CASTERLEVEL[9])))	Equipped	1	0.01
Hat of Disguise This apparently normal hat allows its wearer to alter her appearance as with a disguise self spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on	Equipped	1	0.01
Healer's Kit	Equipped	1	1.0
Heward's Handy Haversack 158.66 lbs., 1 1" High Carving of PC, 4 Silver piece (sp), 1 Dagger, 1 Dagger +1, 1 Dagger +1 (Invisibility once/day), 1 Deed to House in Verbosh, 1 Leather, 1 Backpack, 2 Manacles, 1 Potion of Darkvision, 2 Aged Vinegar, 1 Potion of Spider Climb, 1 Belt Pouch, 1 Scroll of Expeditious Retreat, 1 Shortbow, 1 Shortbow (Mighty +2), 12 Smokestick, 1 Thunderstone, 24 Arrow, 143 Tinderwig, 1 Waterskin, 1 Robes of Chaos and Evil, 1 Amulet of Proof against Detection and Location, 1 Scroll of Death Knell, 1 Scroll of Water Breathing, 1 Potion of Water Breathing, 10 Arrow (Alchemical Silver), 30 White pearl, 2 Potion of Invisibility, 2 Breastplate +1, 1 Bracers of Armor +2, 1794 Gold piece (gp), 5 Potion Divine Favor (+3), 2 Potion of Fly (20 minutes), 1 Thieves Tools (Masterwork), 1 Black Clothing, 1 Warhammer +4 (Cancellation), 2 Potion of Cure Light Wounds, 1 Potion of Cure Serious Wounds, 2 Scroll of Cure Moderate Wounds, 1 Scroll of Heal, 1 Scroll of Raise Dead, 1 Shortsword +3 (Keen), 1 Cloak of Resistance +2, 1 Ring of Protection +2, 1 Candle, 1 Chalk (1 piece), 5 Copper piece (cp) 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	Equipped	1	5.0
Ioun Stone (Pink) Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Rhomboid - +2 enhancement bonus to Constitution	Equipped	1	0.01
Leather	Heward's Handy Haversack	1	15.0
Manacles	Heward's Handy Haversack	2	2.0 (4.0)
Periapt of Wisdom +2 Actually increases the possessors Wisdom score in the form of an enhancement bonus of +2	Equipped	1	0.01
Potion Divine Favor (+3) Spell Effect (Single Use/UseActivated) □□□□□	Heward's Handy Haversack	5	0.1 (0.5)
Potion of Darkvision □	Heward's Handy Haversack	1	0.1
Potion of Fly (20 minutes) (Potion of Fly) □□	Heward's Handy Haversack	2	0.1 (0.2)
Potion of Invisibility □□	Heward's Handy Haversack	2	0.1 (0.2)
Potion of Spider Climb □	Heward's Handy Haversack	1	0.1
Potion of Water Breathing □	Heward's Handy Haversack	1	0.1
TOTAL WEIGHT CARRIED/VALUE			31.06 lbs.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Belt Pouch 0 lbs.	Heward's Handy Haversack	1	0.5	
Ring of Feather Falling Acts as Feather Fall spell, activates automatically if wearer falls more than 5'	Equipped	1	0.01	
Robes of Chaos and Evil (Outfit (Monk's))	Heward's Handy Haversack	1	2.0	
Scroll of Death Knell	Heward's Handy Haversack	1	0.01	
Scroll of Expeditious Retreat	Heward's Handy Haversack	1	0.01	
Scroll of Water Breathing	Heward's Handy Haversack	1	0.01	
Shortbow 0 lbs.	Heward's Handy Haversack	1	2.0	
Small Traveler's Outfit (Burgandy) (Outfit (Traveler's))	Equipped	1	5.0	
Smokestick	Heward's Handy Haversack	12	0.5 (6.0)	
Thieves Tools (Masterwork) Masterwork	Heward's Handy Haversack	1	1.0	
Thieves Tools +3 Masterwork (Thief's Tools)	Equipped	1	2.0	
Thunderstone	Heward's Handy Haversack	1	1.0	
Tindertwig	Heward's Handy Haversack	143	0.0 (0.0)	
Waterskin 4 lbs., 4 Wine (Pint)	Heward's Handy Haversack	1	0.0	
Wine (Pint)	Waterskin	4	1.0 (4.0)	
Potion of Cure Light Wounds <input type="checkbox"/>	Heward's Handy Haversack	2	0.1 (0.2)	
Potion of Cure Serious Wounds <input type="checkbox"/>	Heward's Handy Haversack	1	0.1	
Scroll of Cure Moderate Wounds <input type="checkbox"/>	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	
Studded Leather +5 (Small) (Studded Leather (Small/Masterwork/+5 (Armor))), Masterwork, Steel	Equipped	1	10.0	
Ring of Protection +2 Grants +2 deflection bonus to AC	Heward's Handy Haversack	1	0.01	
Shortsword +3 (Keen) Masterwork, Steel, Keen	Heward's Handy Haversack	1	2.0	
Cloak of Resistance +2 Offer magic protection in the form of a +2 resistance bonus on all saving throws	Heward's Handy Haversack	1	1.0	
Ring of Protection +3 Grants +3 deflection bonus to AC	Equipped	1	0.01	
Bracers of Armor +2 The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor	Heward's Handy Haversack	1	1.0	
TOTAL WEIGHT CARRIED/VALUE			31.06 lbs.	

WEIGHT ALLOWANCE			
Light	75	Medium	150
Lift over head	225	Lift off ground	450
		Heavy	225
		Push / Drag	1125

MONEY	
Gold piece (gp):	1794 [Heward's Handy Haversack]
Silver piece (sp):	4 [Heward's Handy Haversack]
Copper piece (cp):	5 [Heward's Handy Haversack]
30 x White pearl (100)	[Heward's Handy Haversack]
Total = 4794.45 gp	

SPECIAL ABILITIES
+2 morale bonus on saving throws against fear
Evasion (Ex) ~ No damage instead of half damage on successful save
Restricted Casting ~ May not cast Lawful spells
Smite (Su) +5 damage, 1/day
Sneak Attack +2d6
Trap Sense (Ex) +1 bonus to Reflex save and +1 Dodge bonus to AC vs. Traps
Trapfinding ~ May use Search skill to locate traps
Turn Undead (Su) ~ 2/day (Turn Level 5 ~ Turn Damage 2d6+4)
Uncanny Dodge (Ex) ~ Dex bonus to AC

FEATS	
Improved Initiative	You can react more quickly than normal in a fight
Iron Will	You have a stronger will than normal
Nimble Fingers	You are adept at manipulating small, delicate objects
Quick Draw	You can draw weapons with startling speed
Scribe Scroll	You can create scrolls, from which you or another spellcaster can cast the scribed spells
Track	You can follow the trails of creatures and characters across most types of terrain
Two-Weapon Defense	Your two-weapon fighting skill bolsters your defense as well as your offense
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon
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
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
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
Tower Shield Proficiency	You are proficient with tower shields

DOMAINS	
Destruction	You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack
Chaos	You cast chaos spells at +1 caster level

PROFICIENCIES
Axe (Throwing), Battleaxe, Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Halfling, Literacy

TEMPLATES
Saddle on Mount

Cape of the Mountebank Spell-like Abilities

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> Dimension Door	16	None and Will negates (object)	1 standard action	Instantaneous	Long (760 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.221

Effect:
You instantly transfer yourself from your current location to any other spot within range.

Target: You and touched objects or other touched willing creatures

* =Domain/Speciality Spell

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water	13	None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	phb: p.215
<i>Effect:</i> Generates wholesome, drinkable water - 10 gallons.					Target: Up to 10 gallons of water		Caster Level: 5		
□□□□ Cure Minor Wounds	13	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.					Target: Creature touched		Caster Level: 5		
□□□□ Detect Magic	13	None	1 standard	Concentration, up to 5 minutes action	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□ Detect Poison	13	None	1 standard	Instantaneous action	Close (35 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.					Target: One creature, one object, or a 5-ft. cube		Caster Level: 5		
□□□□ Guidance	13	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.					Target: Creature touched		Caster Level: 5		
□□□□ Inflict Minor Wounds	13	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.					Target: Creature touched		Caster Level: 5		
□□□□ Light	13	None	1 standard	50 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.					Target: Object touched		Caster Level: 5		
□□□□ Mending	13	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.					Target: One object of up to 1 lb.		Caster Level: 5		
□□□□ Purify Food and Drink	13	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.					Target: 5 cu. ft. of contaminated food and water		Caster Level: 5		
□□□□ Read Magic	13	None	1 standard	50 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.					Target: You		Caster Level: 5		
□□□□ Resistance	13	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.					Target: Creature touched		Caster Level: 5		
□□□□ Virtue	13	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.					Target: Creature touched		Caster Level: 5		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bane	14	Will negates	1 standard	5 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.					Target: All enemies within 50 ft.		Caster Level: 5		
□□□□ Bless	14	None	1 standard	5 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.					Target: The caster and all allies within a 50-ft. burst, centered on the caster		Caster Level: 5		
□□□□ Bless Water	14	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.					Target: Flask of water touched		Caster Level: 5		
□□□□ Cause Fear	14	Will partial	1 standard	1d4 rounds or 1 round; see text action	Close (35 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.208
<i>Effect:</i> The affected creature becomes frightened.					Target: One living creature with 5 or fewer HD		Caster Level: 5		
□□□□ Command	14	Will negates	1 standard	1 round action	Close (35 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.					Target: One living creature		Caster Level: 5		
□□□□ Comprehend Languages	14	None	1 standard	50 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.					Target: You		Caster Level: 5		
□□□□ Cure Light Wounds	14	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					Target: Creature touched		Caster Level: 5		
□□□□ Curse Water	14	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.					Target: Flask of water touched		Caster Level: 5		
□□□□ Deathwatch	14	None	1 standard	50 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.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□ Detect Chaos	14	None	1 standard	Concentration, up to 50 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of chaos.					Target: Cone-shaped emanation		Caster Level: 5		

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Detect Evil	14	None	1 standard Concentration, up to 50 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of evil.									
□□□□□	Detect Good	14	None	1 standard Concentration, up to 50 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of good.									
□□□□□	Detect Law	14	None	1 standard Concentration, up to 50 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
<i>Effect:</i> You can sense the presence of law.									
□□□□□	Detect Undead	14	None	1 standard Concentration, up to 5 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	14	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 +1 on attack and damage rolls.									
□□□□□	Doom	14	Will negates	1 standard 5 minutes action	Medium (150 ft.)	V, S, DF	Yes	Necromancy [Fear,phb: Mind-Affecting]	phb: p.225
<i>Effect:</i> Fills subject with a feeling of horrible dread that causes it to become shaken.									
□□□□□	Endure Elements	14	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	14	None	1 standard 5 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	14	Will negates (harmless); see text	1 standard 50 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	14	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.									
□□□□□	Inflict Light Wounds	14	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	14	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	14	Will negates (harmless, object)	1 standard 5 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	14	None	1 standard 5 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	14	Will negates (harmless)	1 standard 5 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	14	Will negates (harmless)	1 standard 5 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	14	Will negates (harmless)	1 standard 6 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	14	Will negates (harmless)	1 standard 6 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	14	Will negates (harmless)	1 standard 10 minutes; see text action	Close (35 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 fear30 ft. apart effect when receiving the spell, that effect is suppressed for the duration of the spell.									
□□□□□	Sanctuary	14	Will negates	1 standard 5 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	14	Will negates (harmless)	1 standard 5 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 +2 deflection bonus to AC.									
□□□□□	Summon Monster I	14	None	1 round 5 rounds	Close (35 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	15	None	1 standard 5 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+5 temporary hp.									
□□□□□	Align Weapon	15	Will negates (harmless, object)	1 standard 5 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	15	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	15	Will negates (harmless)	1 standard	5 minutes action	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	15	Will negates (harmless)	1 standard	5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]										
□□□□□	Calm Emotions	15	Will negates	1 standard	Concentration, up to 5 rounds action	Medium (150 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.207
<i>Effect:</i> You calm agitated creatures, negating emotion effects.										
□□□□□	Consecrate	15	None	1 standard	10 hours action	Close (35 ft.)	V, S, M, DF	No	Evocation [Good]	phb: p.212
<i>Effect:</i> Blesses an area with positive energy.										
□□□□□	Cure Moderate Wounds	15	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 2d8+5 damage										
□□□□□	Darkness	15	None	1 standard	50 minutes action	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	15	Will negates	1 standard	Instantaneous/10 minutes per HD of subject; see text action	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	15	Fortitude negates (harmless)	1 standard	5 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
<i>Effect:</i> The target becomes temporarily immune to poison.										
□□□□□	Desecrate	15	None	1 standard	10 hours action	Close (35 ft.)	V, S, M, DF	Yes	Evocation [Evil]	phb: p.218
<i>Effect:</i> You imbue an area with negative energy.										
□□□□□	Eagle's Splendor	15	Will negates (harmless)	1 standard	5 minutes action	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	15	Will negates; see text	1 round	1 hour or less	Medium (150 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	15	None	1 standard	5 minutes action	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 2 on Search checks made to find traps while the spell is in effect.										
□□□□□	Gentle Repose	15	Will negates (object)	1 standard	5 days action	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	15	Will negates; see text	1 standard	5 rounds; see text action	Medium (150 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	15	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 2d8+5 points of damage.										
□□□□□	Lesser Restoration	15	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	15	Will negates (harmless, object)	1 standard	Instantaneous action	Close (35 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	15	Will negates (harmless)	1 standard	5 minutes action	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	15	Will negates (harmless)	1 standard	Instantaneous action	Close (35 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	15	Fortitude negates (harmless)	1 standard	50 minutes action	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	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous action	Close (35 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										
□□□□□	Shatter	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous action	Close (35 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										
□□□□□	**Shatter	15	Will negates (object);	1 standard	Instantaneous action	Close (35 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	phb: p.278

* =Domain/Specialty Spell

Cleric Spells

		Will negates (object) or Fortitude half; see text	action							Target: 5-ft. radius spread; or one solid object or one crystalline creature	Caster Level: 5
Effect:	Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.										
□□□□□ Shield Other	15	Will negates (harmless)	1 standard action	5 hours		Close (35 ft.)	V, S, F	Yes (harmless)	Abjuration		phb: p.278
Effect:	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	15	Will negates; see text or none (object)	1 standard action	5 minutes		Long (600 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)		phb: p.279
Effect:	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	15	Fortitude partial	1 standard action	Instantaneous		Close (35 ft.)	V, S, F/DF	Yes	Evocation [Sonic]		phb: p.281
Effect:	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	15	None	1 standard action	5 rounds		Medium (150 ft.)	V, S, DF	Yes	Evocation [Force]		phb: p.283
Effect:	A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8+1 force damage per hit.										
□□□□□ Status	15	Will negates (harmless)	1 standard action	5 hours		Touch	V, S	Yes (harmless)	Divination		phb: p.284
Effect:	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	15	None	1 round	5 rounds		Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)		phb: p.286
Effect:	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 the 1st-level list.										
□□□□□ Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours		Close (35 ft.)	V, S	Yes (object)	Abjuration		phb: p.297
Effect:	An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.										
□□□□□ Zone of Truth	15	Will negates	1 standard action	5 minutes		Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		phb: p.303
Effect:	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	16	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	phb: p.198	
Effect:	Turn the bones and bopdies of dead creatures into undead skeletons and zombies that obey your commands.									
□□□□□ Bestow Curse	16	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	phb: p.203	
Effect:	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	16	Fortitude negates	1 standard action	Permanent	Medium (150 ft.)	V	Yes	Necromancy	phb: p.206	
Effect:	You call on the powers of unlfe to render the subject blinded or deafened.									
□□□□□ **Contagion	16	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213	
Effect:	The subject contracts a disease which strikes immediately [no incubation period].									
□□□□□ Contagion	16	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213	
Effect:	The subject contracts a disease which strikes immediately [no incubation period].									
□□□□□ Continual Flame	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	phb: p.213	
Effect:	A flame, equivalent in brightness to a torch, springs forth from an object that you touch.									
□□□□□ Create Food and Water	16	None	10 minutes	24 hours; see text	Close (35 ft.)	V, S	No	Conjuration (Creation)	phb: p.214	
Effect:	Feeds 15 humans or 5 horses.									
□□□□□ Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216	
Effect:	You channel positive energy through your hand that cures 3d8+5 damage									
□□□□□ Daylight	16	None	1 standard action	50 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216	
Effect:	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	16	None	1 standard action	5 days	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.217	
Effect:	This spell causes an object to radiate shadowy illumination out to a 60-ft. radius.									
□□□□□ Dispel Magic	16	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	phb: p.223	
Effect:	Cancels magical spells and effects.									
□□□□□ Glyph of Warding	16	See text	10 minutes	Permanent until discharged	Touch	V, S, M	No (object) and Yes; see text	Abjuration	phb: p.236	
Effect:	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	16	None	1 standard action	5 hours	5 miles	V, S, DF	No	Evocation	phb: p.239	
Effect:	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	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244	
Effect:	When laying your hand upon a creature, you channel negative energy that deals 3d8+5 points of damage.									

* =Domain/Specialty Spell

Cleric Spells

□□□□ Invisibility Purge	16	None	1 standard 5 minutes action	Personal	V, S	No	Evocation	phb: p.245
<i>Effect:</i> You surround yourself with a sphere of power with a radius of 25 feet that negates all forms of invisibility. Anything invisible becomes visible while in the area.								
□□□□ Locate Object	16	None	1 standard 5 minutes action	Long (600 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.								
□□□□ Magic Circle Against Evil	16	Will negates (harmless)	1 standard 50 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	16	Will negates (harmless)	1 standard 50 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	16	Will negates (harmless)	1 standard 60 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 Circle Against Law	16	Will negates (harmless)	1 standard 60 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	16	Will negates (harmless, object)	1 standard 5 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 +1								
□□□□ Meld into Stone	16	None	1 standard 50 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	16	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	16	None	1 standard 5 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	16	Fortitude negates (harmless)	1 standard 50 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 60 points of energy damage, it is discharged.								
□□□□ Remove Blindness/Deafness	16	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	16	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	16	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	16	None	1 standard Instantaneous action	Medium (150 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	16	Will negates; see text	10 minutes 5 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 2 questions. Unasked questions are wasted if the duration expires.								
□□□□ Stone Shape	16	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	16	None	1 round 5 rounds	Close (35 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	16	Will negates (harmless)	1 standard 10 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	16	Will negates (harmless)	1 standard 50 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	16	None; see text	1 standard 5 rounds action	Medium (150 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.								

* =Domain/Specialty Spell

Cape of the Mountebank Spell-like Abilities

Dimension Door (DC:16)

Notes:

Character Sheet Notes: