

**Cylo** **Don** **Boccob** **Neutral Good**  
 NAME PLAYERNAME DEITY ALIGNMENT  
 Clr9 36182 Halfling Small 3' 1" 35 lbs.  
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION  
 9 45000 33 Male 0  
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	9	-1	9	-1	9	-1	56				Walk 15 ft.
<b>DEX</b> Dexterity	13	+1	13	+1	13	+1	<b>AC</b> armor class	16	15	12	10
<b>CON</b> Constitution	11	+0	11	+0	11	+0	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
<b>INT</b> Intelligence	12	+1	12	+1	12	+1	<b>INITIATIVE</b> modifier	+1	+1	+0	TOTAL
<b>WIS</b> Wisdom	19	+4	19	+4	19	+4	<b>BASE ATTACK</b> bonus	+6/+1			
<b>CHA</b> Charisma	13	+1	13	+1	13	+1					
<b>APP</b> Appearance	9	-1	9	-1	9	-1					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+7	+6	+0	+0	+1	+0		
<b>REFLEX</b> (dexterity)	+5	+3	+1	+0	+1	+0		
<b>WILL</b> (wisdom)	+11	+6	+4	+0	+1	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6/+1	+6/+1	-1	+1	+0	+0	
RANGED attack bonus	+8/+3	+6/+1	+1	+1	+0	+0	
GRAPPLE attack bonus	+1/-4	+6/+1	-1	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	1d2-1	20/x2	5 ft.

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
N/A	N/A				
Special Properties					

*Sling	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B	M	20/x2	5 ft.
30 ft.	50 ft.	100 ft.	150 ft.	200 ft.	
TH	+7/+2	+7/+2	+5/+0	+3/-2	+1/-4
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1
Special Properties					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt (Small)	Light	+4	+4	-2	20

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6 MISC MODIFIER
✓ Appraise	INT	1	= 1	+ +	
✓ Balance	DEX	-5	= 1	+ +	-6
✓ Bluff	CHA	1	= 1	+ +	
✓ Climb	STR	-5	= -1	+ +	-4
✓ Concentration	CON	0	= 0	+ +	
✓ Craft (Untrained)	INT	1	= 1	+ +	
✓ Diplomacy	CHA	1	= 1	+ +	
✓ Disguise	CHA	1	= 1	+ +	
✓ Escape Artist	DEX	-5	= 1	+ +	-6
✓ Forgery	INT	1	= 1	+ +	
✓ Gather Information	CHA	1	= 1	+ +	
✓ Heal	WIS	14	= 4	+ 10.0	
✓ Hide	DEX	-1	= 1	+ +	-2
✓ Intimidate	CHA	1	= 1	+ +	
✓ Jump	STR	-11	= -1	+ +	-10
Knowledge (Arcana)	INT	10	= 1	+ 9.0	
Knowledge (Religion)	INT	10	= 1	+ 9.0	
✓ Listen	WIS	6	= 4	+ +	2
✓ Move Silently	DEX	-3	= 1	+ +	-4
✓ Ride	DEX	1	= 1	+ +	
✓ Search	INT	1	= 1	+ +	
✓ Sense Motive	WIS	4	= 4	+ +	
Spellcraft	INT	11	= 1	+ 8.0	2
✓ Spot	WIS	4	= 4	+ +	
✓ Survival	WIS	4	= 4	+ +	
✓ Swim	STR	-13	= -1	+ +	-12
✓ Use Rope	DEX	1	= 1	+ +	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bedroll	Carried	1	5.0	0.1	
Blanket (Winter)	Carried	1	3.0	0.5	
Bullets, Sling (50)	Pouch (Belt)	1	25.0	0.5	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
Chain Shirt (Small)	Equipped	1	12.5	100.0	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Healer's Kit	Pouch (Belt)	1	1.0	50.0	
□□□□□ □□□□□					
Holy Symbol (Wooden)	Carried	1	0.0	1.0	
Outfit (Explorer's/Small)	Equipped	1	2.0	0.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
30 lbs., 1 Flint and Steel, 1 Healer's Kit, 1 Bullets, Sling (50), 1 Waterskin (Filled)					
Quarterstaff	Carried	1	4.0	0.0	
Ring of Boccob	Equipped	1	0.0	0.0	
This ring is similar in function to a Rod of Absorption, but it stores only 10 levels of spells and resets each day at midnight.					
□□□□□ □□□□□					
Ring of Counterscrying	Equipped	1	0.0	4000.0	
This silver ring provides the equivalent of a continuous Nondetection spell on the wearer. In addition, if a scrying attempt fails by more than 5 points the subject will be aware of the attempt, and may immediately choose to reverse the spell (turning it upon the caster). This requires another caster level check, as though the wearer were the one casting the detection.					
Sling	Equipped	1	0.0	0.0	
0 lbs.					
Wand of Fire	Equipped	1	0.06	0.0	
This wand casts the following spells as an 8th level Wizard: Fireball 1/day; Fire Shield 1/day; Wall of Fire 1/month. The 8d6 fireball can be divided into multiple smaller blasts if desired., This wand casts the following spells as an 8th level Wizard: Fireball 1/day; Fire Shield 1/day; Wall of Fire 1/month. The 8d6 fireball can be divided into multiple smaller blasts if desired., This wand casts the following spells as an 8th level Wizard: Fireball 1/day; Fire Shield 1/day; Wall of Fire 1/month. The 8d6 fireball can be divided into multiple smaller blasts if desired.					
Waterskin (Filled)	Pouch (Belt)	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			55.06 lbs.	4155.1 gp	

WEIGHT ALLOWANCE					
Light	22	Medium	45	Heavy	67
Lift over head	67	Lift off ground	135	Push / Drag	337

Special Attacks	
<b>Turn Undead</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]
4/day (turn level 9) (turn damage 2d6+10)	

Special Qualities	
<b>+2 morale bonus on saving throws against fear</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Spontaneous casting - Cure spells</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes1.rtf]

Feats	
<b>Augment Healing</b>	[xxx - Complete Divine, p.79]
Healing spells do +2 per spell level	
<b>Brew Potion</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures.	
<b>Reach Spell</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, DivineAbilitiesandFeats.rtf]
See Text, You may cast a spell that normally has a range of touch at any distance up to 30 feet.	
<b>Sacred Boost</b>	[xxx - Complete Divine, p.84]
You can channel positive energy to increase the power of cure wounds spells cast near you.	
<b>Armor Proficiency (Heavy)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Armor Proficiency (Light)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Armor Proficiency (Medium)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

DOMAINS	
Magic	Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.
Oracle	You cast all divination spells at +2 caster level.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Halfling

TEMPLATES

# 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	5+1	5+1	4+1	3+1	1+1	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Amanuensis <i>Effect:</i> Copy nonmagical text.	14	Will negates (object)	1 standard action	90 minutes	Close (45 ft.)	V, S	Yes (object)	Transmutation	splcmp: p.9
□□□□□ Create Water <i>Effect:</i> Creates 18 gallons of pure water.		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf Caster Level: 9
□□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf Caster Level: 9
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 9
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 9
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf Caster Level: 9
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf Caster Level: 9
□□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf Caster Level: 9
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf Caster Level: 9
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 9 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf Caster Level: 9
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	90 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf Caster Level: 9
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf Caster Level: 9
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf Caster Level: 9

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anarchic Water <i>Effect:</i> Makes chaotic-aligned anarchic water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Chaotic]	splcmp: p.11 Caster Level: 9
□□□□□ Axiomatic Water <i>Effect:</i> Makes lawful-aligned axiomatic water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes	Transmutation [Lawful]	splcmp: p.22 Caster Level: 9
□□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	9 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf Caster Level: 9
□□□□□ Blade of Blood <i>Effect:</i> Weapon deals +1d6 damage, or +3d6 if you take 5 points of damage.		None	1 swift action	9 rounds	Touch	V, S	No	Necromancy	phb2: PHB2 page 103 Caster Level: 9
□□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.		None	1 standard action	9 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf Caster Level: 9
□□□□□ Blessed Aim <i>Effect:</i> +2 bonus for allies' ranged attacks.	15	Will negates (harmless)	1 standard action	9 minutes	50 ft.	V, S	No	Divination	splcmp: p.31 Caster Level: 9
□□□□□ Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf Caster Level: 9
□□□□□ Blood Wind <i>Effect:</i> Subject uses natural weapon at range.	15	Will negates (harmless)	1 swift action	1 round	Close (45 ft.)	V, S	Yes (harmless)	Evocation	splcmp: p.33 Caster Level: 9
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 9
□□□□□ Cold Fire <i>Effect:</i> Fire becomes blue and white, emits cold.	15	No (fire source) or Fortitude half (creature)	1 standard action	9 minutes [D] [fire source] or Instantaneous [creature]	Close (45 ft.)	V, S, DF	No (fire source) or	Transmutation [Cold]	splcmp: p.50 Caster Level: 9

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□ Command	15	Will negates	1 standard 1 round action	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.							<i>Target:</i> One living creature	<i>Caster Level:</i> 9
□□□□□ Comprehend Languages		None	1 standard 90 minutes action	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.							<i>Target:</i> You	<i>Caster Level:</i> 9
□□□□□ Conviction	15	Will negates (harmless)	1 standard 90 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	splcmp: p,52
<i>Effect:</i> Subject gains +2 or higher save bonus.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 9
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 9
□□□□□ Delay Disease	15	Will negates (harmless)	1 standard 24 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	splcmp: p,63
<i>Effect:</i> Ravages of disease staved off for a day.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 9
□□□□□ Detect Chaos		None	1 standard Concentration, up to 90 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.							<i>Target:</i> Cone-shaped emanation	<i>Caster Level:</i> 9
□□□□□ Detect Evil		None	1 standard Concentration, up to 90 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.							<i>Target:</i> Cone-shaped emanation	<i>Caster Level:</i> 9
□□□□□ Detect Good		None	1 standard Concentration, up to 90 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.							<i>Target:</i> Cone-shaped emanation	<i>Caster Level:</i> 9
□□□□□ Detect Law		None	1 standard Concentration, up to 90 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.							<i>Target:</i> Cone-shaped emanation	<i>Caster Level:</i> 9
□□□□□ Detect Undead		None	1 standard Concentration, up to 9 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.							<i>Target:</i> Cone-shaped emanation	<i>Caster Level:</i> 9
□□□□□ Dispel Ward		None	1 standard Instantaneous action	Medium (190 ft.)	V, S	No	Abjuration	splcmp: p,67
<i>Effect:</i> As dispel magic, but affects only wards.							<i>Target:</i> One warded object or area	<i>Caster Level:</i> 9
□□□□□ Divine Favor		None	1 standard 1 minute action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +3 on attack and damage rolls.							<i>Target:</i> You	<i>Caster Level:</i> 9
□□□□□ Doom	15	Will negates	1 standard 9 minutes action	Medium (190 ft.)	V, S, DF	Yes	Necromancy [Fear, RSRD: SpellsD-E.rtf Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.							<i>Target:</i> One living creature	<i>Caster Level:</i> 9
□□□□□ Ebon Eyes		None	1 standard 90 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,77
<i>Effect:</i> Subject can see through magical darkness.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 9
□□□□□ Endure Elements	15	Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 9
□□□□□ Entropic Shield		None	1 standard 9 minutes [D] action	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.							<i>Target:</i> You	<i>Caster Level:</i> 9
□□□□□ Faith Healing	15	Will half (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,87
<i>Effect:</i> Cures 8 hp +1/level 5 to worshiper of your deity.							<i>Target:</i> Living creature touched	<i>Caster Level:</i> 9
□□□□□ Foundation of Stone		None	1 standard 9 rounds action	Close (45 ft.)	V, S, DF	No	Transmutation [Earth]	splcmp: p,99
<i>Effect:</i> +2 AC, +4 bonus to resist bull rush and trip attacks.							<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart	<i>Caster Level:</i> 9
□□□□□ Grave Strike			1 swift action 1 round	Personal	V, DF		Divination [Good]	splcmp: p,107
<i>Effect:</i> You can sneak attack undead for 1 round.							<i>Target:</i> You	<i>Caster Level:</i> 9
□□□□□ Guiding Light		None	1 standard 9 minutes [D] action	Long (760 ft.)	V, S	Yes	Evocation [Light]	splcmp: p,108
<i>Effect:</i> +2 on ranged attacks against creatures in illuminated area.							<i>Target:</i>	<i>Caster Level:</i> 9
□□□□□ Healthful Rest	15	Will negates (harmless)	10 minutes 24 hours	Close (45 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,111
<i>Effect:</i> Subjects heal at twice the normal rate.							<i>Target:</i>	<i>Caster Level:</i> 9
□□□□□ Hide from Undead	15	Will negates (harmless); see text	1 standard 90 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 9 subjects.							<i>Target:</i> 9 touched creatures	<i>Caster Level:</i> 9
□□□□□ Ice Gauntlet			1 standard 9 minutes [D] action	Personal	V, DF		Evocation [Cold]	splcmp: p,119
<i>Effect:</i> A spiked gauntlet of ice forms around your fist.							<i>Target:</i> You	<i>Caster Level:</i> 9
□□□□□ Incite	15	Will negates	1 swift action 9 minutes	Close (45 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	splcmp: p,121
<i>Effect:</i> Subjects can't ready actions or delay.							<i>Target:</i> Creatures in a 10-ft. burst	<i>Caster Level:</i> 9
□□□□□ Inflict Light Wounds	15	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 9
□□□□□ Inhibit			1 standard Instantaneous action	Medium (190 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	splcmp: p,123
<i>Effect:</i> Subject delays until next round.							<i>Target:</i> One creature	<i>Caster Level:</i> 9

\* =Domain/Speciality Spell

## Cleric Spells

□□□□□	Ironguts	15	Will negates	1 standard 90 minutes action	Touch	V, S, M	Yes	Abjuration	splcmp: p,126
<i>Effect:</i> Subject gains +5 bonus on saving throws against poison.									
□□□□□	Lesser Vigor	15	Will negates (harmless)	1 standard 10 rounds + 9 rounds [max 15 rounds] action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> Creature heals 1 hp/round [max 15 rounds].									
□□□□□	Light of Lunia		None	1 standard 90 minutes [D] or until discharged; see text action	Medium (190 ft.)	V, S	Yes; see text	Evocation [Good, Light]	splcmp: p,132
<i>Effect:</i> You radiate silvery light, which you can expend as 2 bolts that deal 1d6 damage.									
□□□□□*	Magic Aura	15	None; see text	1 standard 9 days [D] action	Touch	V, S, F	No	Illusion (Glamer)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Alters object's magic aura.									
□□□□□	Magic Stone	15	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
□□□□□	Magic Weapon	15	Will negates (harmless, object)	1 standard 9 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.									
□□□□□	Moon Lust	15	Will partial	1 standard 9 rounds action	Medium (190 ft.)	V, S, F	Yes	Illusion (Pattern) [Mind-Affecting]	splcmp: p,143
<i>Effect:</i> Subject obsesses about moon, is fascinated or dazed.									
□□□□□	Nightshield			1 standard 9 minutes [D] action	Personal	V, S		Abjuration	splcmp: p,148
<i>Effect:</i> You gain resistance bonus on saves, and spell absorbs magic missile damage.									
□□□□□	Nimbus of Light			1 standard 9 minutes or until discharged [D] action	Personal	V, S, DF		Evocation [Light]	splcmp: p,148
<i>Effect:</i> Light illuminates you until released as an attack.									
□□□□□	Obscuring Mist		None	1 standard 9 minutes action	20 ft. high	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.									
□□□□□	Omen of Peril			1 round Instantaneous	Personal	V, F		Divination	splcmp: p,149
<i>Effect:</i> You know how dangerous the future will be.									
□□□□□	Portal Beacon		None	1 standard 9 hours action	Close (45 ft.)	V, S	No	Transmutation	splcmp: p,161
<i>Effect:</i> You grant others knowledge of a magic portal's location.									
□□□□□	Protection from Chaos	15	Will negates (harmless)	1 standard 9 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Protection from Evil	15	Will negates (harmless)	1 standard 9 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Protection from Law	15	Will negates (harmless)	1 standard 9 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Remove Fear	15	Will negates (harmless)	1 standard 10 minutes; see text action	Close (45 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects.									
□□□□□	Resist Planar Alignment	15	Fortitude negates (harmless)	1 standard 90 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p,174
<i>Effect:</i> Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.									
□□□□□	Resurgence	15	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p,174
<i>Effect:</i> You grant subject a second chance at a saving throw.									
□□□□□	Sanctuary	15	Will negates	1 standard 9 rounds action	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.									
□□□□□	Shield of Faith	15	Will negates (harmless)	1 standard 9 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +3 deflection bonus.									
□□□□□	Sign			1 standard 90 minutes or until discharged action	Personal	V, S, M		Enchantment (Compulsion) [Mind-Affecting]	splcmp: p,189
<i>Effect:</i> You gain +4 bonus on next initiative check.									
□□□□□	Snowshoes	15	Will negates (harmless)	1 standard 9 hours [D] action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,194
<i>Effect:</i> Subject walks easily on ice and snow.									
□□□□□	Spell Flower			1 standard 9 rounds action	Personal	V, S		Transmutation	splcmp: p,198
<i>Effect:</i> Hold the charge on one touch spell per forelimb.									
□□□□□	Summon Monster I		None	1 round 9 rounds [D]	Close (45 ft.)	V, S, F/DF No		Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□	Updraft			1 swift Instantaneous action	Personal	V, S, M		Conjuration (Creation) [Air]	splcmp: p,228
<i>Effect:</i> Column of wind lifts you aloft.									
□□□□□	Vision of Glory		None	1 standard 1 minute or until discharged action	Touch	V, S, DF	Yes	Divination	splcmp: p,231
<i>Effect:</i> Subject gains morale bonus equal to your Cha modifier to one saving throw.									
□□□□□	Wings of the Sea	15	Fortitude negates (harmless)	1 standard 9 minutes action	Touch	S, M	Yes (harmless)	Transmutation	splcmp: p,240
<i>Effect:</i> +30 ft. to subject's swim speed.									

\* =Domain/Specialty Spell

# Cleric Spells

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid		None	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	RSRD: SpellsA-B.rtf
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+9 temporary hp.					<i>Target:</i> Living creature touched				
□□□□□ Align Weapon	16	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which Caster Level: 9 must be in contact with each other at the time of casting]				
□□□□□ Animalistic Power	16	Will negates	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation	phb2: PHB2 page 101
<i>Effect:</i> Subject gains +2 bonus to Str, Dex, and Con.					<i>Target:</i> Creature touched Caster Level: 9				
□□□□□ Augury		None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You Caster Level: 9				
□□□□□ Aura Against Flame			1 standard action	9 rounds	Personal	V, S		Abjuration	splcmp: p,18
<i>Effect:</i> Ignores 10 fire damage/round and extinguishes fires.					<i>Target:</i> You Caster Level: 9				
□□□□□ Avoid Planar Effects		None	1 immediate action	9 minutes	20 ft.	V	Yes (harmless)	Abjuration	splcmp: p,19
<i>Effect:</i> Provides temporary protection against overtly damaging planar traits.					<i>Target:</i> Caster Level: 9				
□□□□□ Balor Nimbus		None	1 standard action	9 rounds	Personal	V, S, M/DF	No	Transmutation	splcmp: p,24
<i>Effect:</i> Your flaming body damages foes in grapple.					<i>Target:</i> You Caster Level: 9				
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 9 minutes.					<i>Target:</i> Creature touched Caster Level: 9				
□□□□□ Black Karma Curse	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind Affecting] Caster Level: 9	phb2: PHB2 page 103
<i>Effect:</i> Subject damages self with melee attack					<i>Target:</i> One creature				
□□□□□ Blade Brothers	16	Will negates	1 standard action	9 minutes	Touch	V, S	Yes	Abjuration	phb2: PHB2 page 103
<i>Effect:</i> Use higher saving throw result between two creatures, but both suffer effects if it fails					<i>Target:</i> Two willing creatures Caster Level: 9				
□□□□□ Body Blades			1 standard action	9 minutes	Personal	V, S		Transmutation	splcmp: p,35
<i>Effect:</i> You gain spikes, harm grapplers.					<i>Target:</i> You Caster Level: 9				
□□□□□ Brambles		None	1 standard action	9 rounds	Touch	V, S, M	No	Transmutation	splcmp: p,38
<i>Effect:</i> Wooden weapon grows spikes that deal +9 damages 10.					<i>Target:</i> Wooden weapon touched Caster Level: 9				
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 9 minutes.					<i>Target:</i> Creature touched Caster Level: 9				
□□□□□ Calm Emotions	16	Will negates	1 standard action	Concentration, up to 9 rounds [D]	Medium (190 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	RSRD: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread				
□□□□□ Close Wounds	16	Will half (harmless); see text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes (harmless)	Conjuration (Healing)	splcmp: p,48
<i>Effect:</i> Cure 1d4 damage +1/level, even on another's turn.					<i>Target:</i> One creature Caster Level: 9				
□□□□□ Consecrate		None	1 standard action	18 hours	Close (45 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation Caster Level: 9				
□□□□□ Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+9 damage.					<i>Target:</i> Creature touched Caster Level: 9				
□□□□□ Curse of Ill Fortune	16	Will negates	1 standard action	9 minutes	Medium (190 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,56
<i>Effect:</i> Subject takes -3 penalty on attacks, checks, and saves.					<i>Target:</i> One living creature Caster Level: 9				
□□□□□ Darkness		None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness] Caster Level: 9	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched				
□□□□□ Dark Way		None	1 standard action	9 rounds	Close (45 ft.)	V, S, DF	Yes	Illusion (Shadow)	splcmp: p,58
<i>Effect:</i> Creates temporary unbreakable bridge supporting up to 200 lb./level.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long Caster Level: 9				
□□□□□ Deific Vengeance	16	Will half	1 standard action	Instantaneous	Close (45 ft.)	V, S, DF	Yes	Conjuration (Summoning) Caster Level: 9	splcmp: p,62
<i>Effect:</i> Deity's punishment deals 1d6 damage/2 levels [max 5d6].					<i>Target:</i> One creature				
□□□□□ Delay Poison	16	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 9	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 9 hours.					<i>Target:</i> Creature touched				
□□□□□ Divine Insight			1 standard action	9 hours or until discharged [D]	Personal	V, S, DF		Divination	splcmp: p,70
<i>Effect:</i> You gain insight bonus of 5 + caster level on one single skill check.					<i>Target:</i> You Caster Level: 9				
□□□□□ Divine Interdiction	16	Will negates or None (object); see text	1 standard action	9 rounds	Close (45 ft.)	V	Yes or No (object);	Abjuration	splcmp: p,70
<i>Effect:</i> Turn/rebuke attempts fail within the area.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space Caster Level: 9				
□□□□□ Divine Protection	16	Will negates (harmless)	1 standard action	9 minutes	Medium (190 ft.)	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	splcmp: p,70
<i>Effect:</i> Allies gain +1 to AC, saves.					<i>Target:</i>				

\* =Domain/Specialty Spell



# Cleric Spells

□□□□□ Eagle's Splendor	16	Will negates (harmless)	1 standard 9 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 9 minutes.								
□□□□□ Enthral	16	Will negates; see text	1 round 1 hour or less	Medium (190 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 190 ft.								
□□□□□ Extend Tentacles			1 standard 9 rounds action	Personal	V		Transmutation	splcmp: p,86
<i>Effect:</i> +5 ft. to reach of tentacle attack.								
□□□□□ Find Traps		None	1 standard 9 minutes action	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.								
□□□□□ Frost Breath	16	Reflex half	1 standard Instantaneous action	30 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p,100
<i>Effect:</i> Icy breath deals 1d4 damage/2 levels.								
□□□□□ Fuse Arms	16	Fortitude negates (harmless)	1 standard 90 minutes action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p,100
<i>Effect:</i> Multiple arms/tentacles become one pair of stronger limbs.								
□□□□□ Gentle Repose	16	Will negates (object)	1 standard 9 days action	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.								
□□□□□ Ghost Touch Armor	16	Will negates (harmless)	1 standard 9 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,102
<i>Effect:</i> Armor works normally against incorporeal attacks.								
□□□□□ Hand of Divinity		None	1 minute 9 minutes	Touch	V, S, DF	No	Evocation [see text]	splcmp: p,109
<i>Effect:</i> Gives +2 sacred or profane bonus on saves to worshiper of your deity.								
□□□□□ Healing Lorecall			1 standard 90 minutes action	Personal	V, S, M		Divination	splcmp: p,110
<i>Effect:</i> If you have 5 or more ranks in Heal, you can remove harmful conditions with conjuration [healing] spells.								
□□□□□ Hold Person	16	Will negates; see text	1 standard 9 rounds [D]: see text action	Medium (190 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 9 rounds.								
□□□□□ Identify		None	1 hour Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Determines properties of magic item.								
□□□□□ Inflict Moderate Wounds	16	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+9 damage.								
□□□□□ Inky Cloud		None	90 minutes	30 ft.		No	Conjuration (Creation)	splcmp: p,123
<i>Effect:</i> Obscures sight underwater beyond 5 ft.								
□□□□□ Iron Silence	16	Will negates (harmless, object)	1 standard 9 hours [D] action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	splcmp: p,125
<i>Effect:</i> Armor touched has no armor check penalty on Hide and Move Silently for 9 hours.								
□□□□□ Lesser Energized Shield		None	9 rounds	Touch	V, S, DF	No	Abjuration [see text]	splcmp: p,79
<i>Effect:</i> Shield provides user resistance 5, shield bash deals +1d6 damage.								
□□□□□ Lesser Spell Immunity	16	Will negates (harmless)	1 standard 90 minutes action	Touch	V, S	Yes (harmless)	Abjuration	splcmp: p,199
<i>Effect:</i> As spell immunity, but only 1st- and 2nd-level spells.								
□□□□□ Light of Mercuria							Evocation [Good, Light]	splcmp: p,132
<i>Effect:</i> You radiate golden light, which you can expend as 2 bolts that deal 1d6 damage, 2d6 against undead and evil outsiders.								
□□□□□ Living Undeath	16	Fortitude negates (harmless)	1 standard 9 minutes action	Touch	V, S, DF	Yes (harmless)	Necromancy	splcmp: p,134
<i>Effect:</i> Subject becomes immune to extra damage from critical hits and sneak attacks.								
□□□□□ Make Whole	16	Will negates (harmless, object)	1 standard Instantaneous action	Close (45 ft.)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.								
□□□□□ Mark of the Outcast	16	Will negates	1 standard Permanent action	Close (45 ft.)	V, S, DF	Yes	Necromancy	splcmp: p,138
<i>Effect:</i> Subject takes -5 penalty on Bluff and Diplomacy checks and -2 penalty to AC.								
□□□□□ Owl's Wisdom	16	Will negates (harmless)	1 standard 9 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 9 minutes.								
□□□□□ Protection from Negative Energy	16	Will negates (harmless)	1 standard 90 minutes action	Touch	V, S	Yes (harmless)	Abjuration	splcmp: p,163
<i>Effect:</i> Ignore 10 points of negative energy damage per attack.								
□□□□□ Protection from Positive Energy	16	Will negates	1 standard 90 minutes action	Touch	V, S	Yes	Abjuration	splcmp: p,163
<i>Effect:</i> Ignore 10 points of positive energy damage per attack.								
□□□□□ Quick March	16	Will negates (harmless)	1 swift action 1 round	Medium (190 ft.)	V, S, DF	Yes (harmless)	Transmutation	splcmp: p,164
<i>Effect:</i> Allies' speed increases by 30 ft. for 1 round.								
□□□□□ Remove Paralysis	16	Will negates (harmless)	1 standard Instantaneous action	Close (45 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard 90 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.								

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□ Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								Caster Level: 9	
□□□□□ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.								Caster Level: 9	
□□□□□ Shield Other	16	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.								Caster Level: 9	
□□□□□ Shroud of Undeath			1 standard action	90 minutes [D]	Personal	V, S, M		Necromancy	splcmp: p,189
<i>Effect:</i> Negative energy shroud makes undead perceive you as undead.								Caster Level: 9	
□□□□□ Silence	16	Will negates; see text or none (object)	1 standard action	9 minutes [D]	Long (760 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.								Caster Level: 9	
□□□□□ Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.								Caster Level: 9	
□□□□□ Spawn Screen	16	Will negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Necromancy	splcmp: p,197
<i>Effect:</i> Subject resists being transformed into an undead spawn if slain.								Caster Level: 9	
□□□□□ Spiritual Weapon		None	1 standard action	9 rounds [D]	Medium (190 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.								Caster Level: 9	
□□□□□ Stabilize	16	Will negates (harmless); see text	1 swift action	Instantaneous		V, S, DF	Yes (harmless)	Conjuration (Healing)	splcmp: p,204
<i>Effect:</i> Cures 1 point of damage to all creatures in area.								Caster Level: 9	
□□□□□ Status	16	Will negates (harmless)	1 standard action	9 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.								Caster Level: 9	
□□□□□ Stone Bones	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, F	Yes (harmless)	Transmutation	splcmp: p,208
<i>Effect:</i> Corporeal undead gains +3 natural armor bonus.								Caster Level: 9	
□□□□□ Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 ft.)	V, S, DF	No	Conjuration (Summoning) [Good]	splcmp: p,214
<i>Effect:</i> Summon an Elysian thrush, which accelerates natural healing.								Caster Level: 9	
□□□□□ Summon Monster II		None	1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.								Caster Level: 9	
□□□□□ Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (45 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.								Caster Level: 9	
□□□□□ Veil of Shadow				9 minutes	Personal	V, S		Evocation [Darkness]	splcmp: p,228
<i>Effect:</i> Darkness grants you concealment.								Caster Level: 9	
□□□□□ Zone of Truth	16	Will negates	1 standard action	9 minutes	Close (45 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.								Caster Level: 9	

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Breathing	17	Will negates (harmless)	1 standard action	18 hours; see text	Touch	S, M/DF	Yes (harmless)	Transmutation	splcmp: p,8
<i>Effect:</i> Subjects can breathe air freely.								Caster Level: 9	
□□□□□ Alter Fortune		None	1 immediate action	Instantaneous	Close (45 ft.)	V, X	No	Divination	phb2: PHB2 page 101
<i>Effect:</i> Causes one creature to reroll any die roll.								Caster Level: 9	
□□□□□ Anarchic Storm		None	1 standard action	9 rounds [D]		V, S, M, DF	No	Conjuration (Creation) [Chaotic, Water]	splcmp: p,11
<i>Effect:</i> Chaotic-aligned rain falls in 20-ft. radius.								Caster Level: 9	
□□□□□ Antidragon Aura	17	Will negates (harmless)	1 standard action	9 minutes	Close (45 ft.)	V, S, M, DF	Yes (harmless)	Abjuration	splcmp: p,14
<i>Effect:</i> Allies gain bonus to AC and saves against dragons.								Caster Level: 9	
□□□□□ Attune Form		None	1 standard action	24 hours	Touch	V, S, M/DF	No	Transmutation	splcmp: p,17
<i>Effect:</i> Grant creature temporary protection against overtly damaging planar traits.								Caster Level: 9	
□□□□□ Awaken Sin	17	Will negates	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	splcmp: p,21
<i>Effect:</i> Subject faces its sins, takes 1d6 nonlethal damage/level [10d6 max].								Caster Level: 9	
□□□□□ Axiomatic Storm		None	1 standard action	9 rounds [D]		V, S, M, DF	No	Conjuration (Creation) [Lawful, Water]	splcmp: p,22
<i>Effect:</i> Lawful-aligned rain falls in 20-ft. radius.								Caster Level: 9	
□□□□□ Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.								Caster Level: 9	

\* =Domain/Specialty Spell



## Cleric Spells

□□□□□	Blade of Pain and Fear	17	Will partial	1 standard 9 rounds [D] action	0 ft.	V, S, DF	Yes	Evocation	splcmp: p.30
<i>Effect:</i> Creates blade of gnashing teeth.									
□□□□□	Blindness/Deafness	17	Fortitude negates	1 standard Permanent [D] action	Medium (190 ft.)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.									
□□□□□	Blindsight	17	Will negates (harmless)	1 standard 9 minutes action	Touch	V, S	Yes (harmless)	Transmutation	splcmp: p.32
<i>Effect:</i> Subject gains blindsight 30 ft. for 9 minutes.									
□□□□□	Chain of Eyes	17	Will negates	1 standard 9 hours action	Touch	V, S	Yes	Divination	splcmp: p.45
<i>Effect:</i> See through other creatures' eyes.									
□□□□□	Checkmate's Light	None		1 standard 9 rounds [D] action	Touch	V, S, DF	No	Evocation [Lawful]	splcmp: p.46
<i>Effect:</i> Your weapon becomes a +1 axiomatic weapon and bolsters the morale of allies.									
□□□□□	Circle Dance			1 minute Instantaneous	Personal	V, S		Divination	splcmp: p.46
<i>Effect:</i> Indicates direction to known individual.									
□□□□□	Cloak of Bravery	17	Will negates (harmless)	1 standard 90 minutes action	60 ft.	V, S	Yes (harmless)	Abjuration [Mind-Affecting]	splcmp: p.47
<i>Effect:</i> You and your allies gain a bonus on saves against fear.									
□□□□□	Continual Flame	None		1 standard Permanent action	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.									
□□□□□	Corona of Cold	17	Fortitude negates	1 standard 9 rounds [D] action	10 ft.	V, S, DF	Yes	Evocation [Cold]	splcmp: p.52
<i>Effect:</i> Aura of cold protects you, damages others.									
□□□□□	Create Food and Water	None		10 minutes 24 hours; see text	Close (45 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 27 humans or 9 horses.									
□□□□□	Cure Serious Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+9 damage.									
□□□□□	Darkfire	None		1 standard 9 rounds [D] action	0 ft.	V, S	Yes	Evocation [Fire]	splcmp: p.59
<i>Effect:</i> Dark flames deal 1d6 damage/2 levels, touch or thrown.									
□□□□□	Daylight	None		1 standard 90 minutes [D] action	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.									
□□□□□	Deeper Darkness	None		1 standard 9 days [D] action	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.									
□□□□□	Demon Dirge	17	None or Fortitude partial; see text	1 standard 1d6 rounds; see text action	Close (45 ft.)	V, S, DF	Yes	Transmutation	splcmp: p.63
<i>Effect:</i> Demons are stunned and take 3d6 damage/round for 1d4 rounds.									
□□□□□	Devil Blight	17	None or Fortitude partial; see text	1 standard 1d6 rounds action	Close (45 ft.)	V, S, DF	Yes	Transmutation	splcmp: p.64
<i>Effect:</i> Damage and stun baatezu; damage other lawful and evil creatures.									
□□□□□	**Dispel Magic	None		1 standard Instantaneous action	Medium (190 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.									
□□□□□	Dispel Magic	None		1 standard Instantaneous action	Medium (190 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.									
□□□□□	Downdraft	17	Reflex partial; see text	1 standard Instantaneous action	Long (760 ft.)	V, S, M		Evocation [Air]	splcmp: p.72
<i>Effect:</i> Flying creatures knocked down.									
□□□□□	Energized Shield							Abjuration [see text for lesser energized shield]	splcmp: p.79
<i>Effect:</i> Shield provides user resistance 10, shield bash deals +2d6 damage.									
□□□□□	Energy Vortex	17	Reflex half	1 standard Instantaneous action	20 ft.	V, S	Yes	Evocation [see text]	splcmp: p.81
<i>Effect:</i> Burst of energy centered on you damages nearby creatures.									
□□□□□	Favorable Sacrifice	17	Will negates (harmless)	1 standard 9 hours action	Touch	V, S, M	Yes (harmless)	Abjuration	splcmp: p.89
<i>Effect:</i> Subject gains better protection the more gems you sacrifice.									
□□□□□	Fell the Greatest Foe	17	Fortitude negates (harmless)	1 standard 9 rounds action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.90
<i>Effect:</i> Deal extra damage to creatures larger than you.									
□□□□□	Flame of Faith	None		1 standard 9 rounds action	Touch	V, S, M	No	Evocation	splcmp: p.95
<i>Effect:</i> Gives weapon the flaming burst special ability.									
□□□□□	Ghost Touch Weapon	17	Will negates (harmless, object)	1 standard 9 minutes action	Close (45 ft.)	V, S	Yes (harmless, object)	Transmutation	splcmp: p.102
<i>Effect:</i> Weapon works normally against incorporeal creatures.									
□□□□□	Girallon's Blessing	17	Fortitude negates (harmless)	1 standard 90 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p.106
<i>Effect:</i> Subject gains one additional pair of arms.									
□□□□□	Glyph of Warding	17	See text	10 minutes Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.									

\* =Domain/Speciality Spell

# Cleric Spells

□□□□□	Grace			1 swift action	9 rounds	Personal	V		Transmutation [Good]	splcmp: p,107
<i>Effect:</i>	Silvery light grants +2 Dexterity, +10 feet to land speed, melee attacks treated as good; take -20 to Hide checks.					Target: You			Caster Level: 9	
□□□□□	Hamatula Barbs	17		Fortitude negates (harmless)	1 standard 90 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	splcmp: p,109
<i>Effect:</i>	Subjects grow barbs, which damage foes that attack subject in melee.					Target: Creature touched			Caster Level: 9	
□□□□□	Helping Hand		None		1 standard 9 hours action	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i>	Ghostly hand leads subject to you.					Target: Ghostly hand			Caster Level: 9	
□□□□□	Holy Storm		None		1 standard 9 rounds [D] action	20 ft.	V, S, M, DF	No	Conjuration (Creation) [Good, Water]	splcmp: p,115
<i>Effect:</i>	Good-aligned rain falls in 20-ft. radius.					Target: Cylinder 20			Caster Level: 9	
□□□□□	Ice Axe		None		1 standard 9 rounds [D] action	0 ft.	V, S, M	Yes	Evocation [Cold]	splcmp: p,118
<i>Effect:</i>	You create a battleaxe made of ice.					Target: Battleaxe-shaped weapon of swirling ice			Caster Level: 9	
□□□□□	Infect Serious Wounds	17	Will half		1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i>	Touch attack, 3d8+9 damage.					Target: Creature touched			Caster Level: 9	
□□□□□	Interplanar Message	17	Will negates (harmless)		1 standard 216 hours or until discharged action	See text	V, S	Yes (harmless)	Evocation [Language-Dependent]	splcmp: p,124
<i>Effect:</i>	You send a short mental message that can reach a subject regardless of planar boundaries.					Target: One creature			Caster Level: 9	
□□□□□	Invisibility Purge		None		1 standard 9 minutes [D] action	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i>	Dispels invisibility within 45 ft					Target: You			Caster Level: 9	
□□□□□	Knight's Move				1 swift action	Instantaneous	5 ft./2 levels; see text	V, S, DF	Transmutation (Teleportation)	splcmp: p,129
<i>Effect:</i>	You instantly move to flank a subject.					Target: You			Caster Level: 9	
□□□□□	Know Opponent	17	Will negates		1 standard Instantaneous action	Close (45 ft.)	S, DF	Yes	Divination	splcmp: p,129
<i>Effect:</i>	Learn strengths and weaknesses of foe.					Target: One creature			Caster Level: 9	
□□□□□	Know Vulnerabilities	17	Will negates		1 standard Instantaneous action	Close (45 ft.)	V, S	Yes	Divination	splcmp: p,129
<i>Effect:</i>	Determine subject's vulnerabilities and resistances.					Target: One creature			Caster Level: 9	
□□□□□	Lesser Visage of the Deity				1 standard 9 rounds action	Personal	V, S, DF		Transmutation [Evil or Good]	splcmp: p,231
<i>Effect:</i>	You gain +4 Cha and resistance 10 to certain energy types.					Target: You			Caster Level: 9	
□□□□□	Light of Venya								Evocation [Good, Light]	splcmp: p,132
<i>Effect:</i>	You radiate pearly light, which you can expend as 2 bolts that deal 2d6 damage, 4d6 against undead and evil outsiders.					Target:			Caster Level: 9	
□□□□□	Locate Object		None		1 standard 9 minutes action	Long (760 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i>	Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 760 ft.			Caster Level: 9	
□□□□□	Magic Circle against Chaos	17	Will negates (harmless)		1 standard 90 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
<i>Effect:</i>	+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 90 minutes.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 9	
□□□□□	Magic Circle against Evil	17	Will negates (harmless)		1 standard 90 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
<i>Effect:</i>	+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 90 minutes.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 9	
□□□□□	Magic Circle against Law	17	Will negates (harmless)		1 standard 90 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
<i>Effect:</i>	+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 90 minutes.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 9	
□□□□□	Magic Vestment	17	Will negates (harmless, object)		1 standard 9 hours action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i>	Armor or shield gains 2 enhancement					Target: Armor or shield touched			Caster Level: 9	
□□□□□	Mantle of Chaos		None		1 standard 90 minutes [D] action	Personal	V, S	Yes	Abjuration [Chaos]	splcmp: p,137
<i>Effect:</i>	You gain SR 12 + caster level against spells with the law descriptor.					Target: You			Caster Level: 9	
□□□□□	Mantle of Good		None		1 standard 90 minutes [D] action	Personal	V, S	Yes	Abjuration [Good]	splcmp: p,137
<i>Effect:</i>	You gain SR 12 + caster level against spells with the evil descriptor.					Target: You			Caster Level: 9	
□□□□□	Mantle of Law		None		1 standard 90 minutes [D] action	Personal	V, S	Yes	Abjuration [Law]	splcmp: p,138
<i>Effect:</i>	You gain SR 12 + caster level against spells with the chaos descriptor.					Target: You			Caster Level: 9	
□□□□□	Mass Aid				1 standard 9 minutes action	Close (45 ft.)	V, S, DF		Enchantment (Compulsion) [Mind-Affecting]	splcmp: p,8
<i>Effect:</i>	Allies gain +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level 15.					Target: One or more creatures, no two of which can be more than 30 ft. apart			Caster Level: 9	
□□□□□	Mass Align Weapon					Close (45 ft.)			Transmutation [see text]	splcmp: p,9
<i>Effect:</i>	Allies' weapons become good, evil, lawful, or chaotic.					Target:			Caster Level: 9	
□□□□□	Mass Conviction					Medium (190 ft.)			Abjuration	splcmp: p,52
<i>Effect:</i>	Allies gain +2 or higher save bonus.					Target:			Caster Level: 9	
□□□□□	Mass Lesser Vigor					20 ft.			Conjuration (Healing)	splcmp: p,229
<i>Effect:</i>	As lesser vigor, but multiple subjects [max 25 rounds].					Target:			Caster Level: 9	
□□□□□	Mass Resist Energy					Close (45 ft.)			Abjuration	splcmp: p,174
<i>Effect:</i>	Creatures ignore damage from specified energy type.					Target:			Caster Level: 9	
□□□□□	Mass Resurgence					Close (45 ft.)			Abjuration	splcmp: p,175
<i>Effect:</i>	As resurgence, but multiple subjects.					Target:			Caster Level: 9	

\* =Domain/Speciality Spell

# Cleric Spells

□□□□□	Mass Snowshoes							Close (45 ft.)	Transmutation	splcmp: p,194		
<i>Effect:</i> As snowshoes, affects one creature/level.								<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart	<i>Caster Level:</i> 9			
□□□□□	Meld into Stone	None	1 standard	90 minutes	action			Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.								<i>Target:</i> You	<i>Caster Level:</i> 9			
□□□□□	Nauseating Breath	17	Fortitude negates	1 standard	Instantaneous			30 ft.	V, S, M	No	Conjuration (Creation)	splcmp: p,146
<i>Effect:</i> Exhale a cone of nauseating gas.								<i>Target:</i> Cone-shaped burst	<i>Caster Level:</i> 9			
□□□□□	Obscure Object	17	Will negates (object)	1 standard	8 hours [D]			Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Masks object against scrying.								<i>Target:</i> One object touched of up to 900 lbs	<i>Caster Level:</i> 9			
□□□□□	Prayer	None	1 standard	9 rounds	action			40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you	<i>Caster Level:</i> 9			
□□□□□	Protection from Energy	17	Fortitude negates (harmless)	1 standard	90 minutes or until discharged			Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 108 points of damage from one kind of energy.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 9			
□□□□□	Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard	Instantaneous			Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 9			
□□□□□	Remove Curse	17	Will negates (harmless)	1 standard	Instantaneous			Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.								<i>Target:</i> Creature or item touched	<i>Caster Level:</i> 9			
□□□□□	Remove Disease	17	Fortitude negates (harmless)	1 standard	Instantaneous			Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 9			
□□□□□	Ring of Blades			1 standard	9 minutes			Personal	V, S, M		Conjuration (Creation)	splcmp: p,177
<i>Effect:</i> Blades surround you, damaging other creatures 1d6+9 damage.								<i>Target:</i> You	<i>Caster Level:</i> 9			
□□□□□	Safety	17	None or Will negates (harmless)	1 standard	90 minutes			Touch	V, S	No or Yes	Abjuration	splcmp: p,179
<i>Effect:</i> Touched creature knows shortest route to safety.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 9			
□□□□□	Searing Light	None	1 standard	Instantaneous	action			Medium (190 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Range deals 4d8 damage; 9d6 against undead; 9 to undead vulnerable to bright light; construct or inanimate object only takes 4d6 damage.								<i>Target:</i> Ray	<i>Caster Level:</i> 9			
□□□□□	Shield of Warding	17	Will negates (object, harmless)	1 standard	9 minutes			Touch	V, S	No	Abjuration [Good]	splcmp: p,188
<i>Effect:</i> Shield grants +1 bonus on AC and Reflex saves/5 levels 5.								<i>Target:</i> One shield or buckler touched	<i>Caster Level:</i> 9			
□□□□□	Sink	17	Will negates	1 standard	1 round			Close (45 ft.)	V, S, DF	Yes	Transmutation	splcmp: p,190
<i>Effect:</i> Subject sinks in water, must make Swim checks.								<i>Target:</i>	<i>Caster Level:</i> 9			
□□□□□	Skull Watch	17	See text	1 standard	Permanent			Touch	V, S, F	No	Necromancy	splcmp: p,191
<i>Effect:</i> Skull shrieks when creature enters warded area.								<i>Target:</i> One humanoid skull	<i>Caster Level:</i> 9			
□□□□□	Slashing Darkness	None	1 standard	Instantaneous	action			Medium (190 ft.)	V, S	Yes	Evocation	splcmp: p,191
<i>Effect:</i> Ray deals 1d8/2 levels damage or heals undead the same amount.								<i>Target:</i> Ray	<i>Caster Level:</i> 9			
□□□□□	Sonorous Hum			1 standard	9 minutes [D]			Personal	V, S		Evocation [Sonic]	splcmp: p,196
<i>Effect:</i> Removes need to concentrate to maintain next spell cast.								<i>Target:</i> You	<i>Caster Level:</i> 9			
□□□□□	Spark of Life	17	Will negates	1 standard	9 rounds			Touch	V, S	Yes	Necromancy	splcmp: p,196
<i>Effect:</i> Undead creature loses most immunities.								<i>Target:</i> Undead creature touched	<i>Caster Level:</i> 9			
□□□□□	Speak with Dead	17	Will negates; see text	10 minutes	9 minutes			10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
<i>Effect:</i> Corpse answers 4 questions.								<i>Target:</i> One dead creature	<i>Caster Level:</i> 9			
□□□□□	Spikes										Transmutation	splcmp: p,202
<i>Effect:</i> As brambles, but weapon gains +2 bonus and doubled threat range.								<i>Target:</i>	<i>Caster Level:</i> 9			
□□□□□	Stone Shape	None	1 standard	Instantaneous	action			Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.								<i>Target:</i> Stone or stone object touched, up to 19 cu. ft.	<i>Caster Level:</i> 9			
□□□□□	Summon Monster III	None	1 round	9 rounds [D]				Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.								<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 9			
□□□□□	Suppress Glyph	17	Will negates (object)	1 standard	9 minutes			100 ft.	V, S	Yes (object)	Abjuration	splcmp: p,216
<i>Effect:</i> You notice but do not trigger magical writing traps.								<i>Target:</i> 100-ft.-radius burst centered on you.	<i>Caster Level:</i> 9			
□□□□□	Tremor	17	See text	1 standard	1 round/3 levels			Medium (190 ft.)	V, S, DF	No	Evocation [Earth]	splcmp: p,223
<i>Effect:</i> Subjects knocked prone.								<i>Target:</i> 40-ft.-radius spread	<i>Caster Level:</i> 9			
□□□□□	Vigor			10 rounds + 9 rounds	[max 25 rounds]						Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> As lesser vigor, but 2 hp/round [max 25 rounds].								<i>Target:</i>	<i>Caster Level:</i> 9			
□□□□□	Wall of Light	None	1 standard	9 minutes [D]	action			Close (45 ft.)	V, S, M	Yes; see text	Evocation [Light]	splcmp: p,234
<i>Effect:</i> Creates wall of light, can dazzle creatures.								<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 5 ft./2 levels	<i>Caster Level:</i> 9			
□□□□□	Water Breathing	17	Will negates (harmless)	1 standard	18 hours; see text			Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.								<i>Target:</i> Living creatures touched	<i>Caster Level:</i> 9			

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	Water Walk	17	Will negates (harmless)	1 standard 90 minutes [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.									
□□□□□	Weapon of Energy	17	Fortitude negates (object, harmless)	1 standard 9 rounds action	Touch	V, S	Yes (harmless,	Transmutation [see text]	splcmp: p,236
<i>Effect:</i> Weapon deals extra energy damage.									
□□□□□	Weapon of Impact	17	Fortitude negates (harmless, object)	1 standard 90 minutes action	Touch	V, S	Yes (harmless,	Transmutation	splcmp: p,237
<i>Effect:</i> As keen edge, but aids bludgeoning weapons.									
□□□□□	Weapon of the Deity	17	Fortitude negates (harmless, object)	1 standard 9 rounds action	Touch	V, DF	Yes (harmless,	Transmutation	splcmp: p,237
<i>Effect:</i> Your weapon gains enhancement bonus and special ability.									
□□□□□	Wind Wall	17	None; see text	1 standard 9 rounds action	Medium (190 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Air Walk		None	1 standard 90 minutes action		Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].										
□□□□□	Assay Spell Resistance			1 swift action	9 rounds	Personal	V, S		Divination	splcmp: p,17
<i>Effect:</i> +10 bonus on caster level checks to defeat one creature's spell resistance.										
□□□□□	Astral Hospice		None	1 standard 216 hours action		Close (45 ft.)	V, S, M	No	Conjuration (Teleportation)	splcmp: p,17
<i>Effect:</i> While on the Astral Plane, open a portal to a demiplane so natural healing can occur.										
□□□□□	Blessing of the Righteous	18	Will negates	1 standard 9 rounds action		40ft	V,S,DF	Yes	Evocation [Good]	phb2: PHB2 page 104
<i>Effect:</i> Weapons deal +1d6 holy damage and become good aligned										
□□□□□	Castigate	18	Fortitude half	1 standard Instantaneous action		10 ft.	V	Yes	Evocation [Sonic]	splcmp: p,44
<i>Effect:</i> Verbal rebuke damages those whose alignment differs from yours.										
□□□□□	Contingent Energy Resistance			1 minute	9 hours [D]		V, S, M		Abjuration	splcmp: p,52
<i>Effect:</i> Energy damage triggers a resist energy spell.										
□□□□□	Control Water	18	None; see text	1 standard 90 minutes [D] action		Long (760 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.										
□□□□□	Cure Critical Wounds	18	Will half (harmless); see text	1 standard Instantaneous action		Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+9 damage.										
□□□□□	Death Ward	18	Will negates (harmless)	1 standard 9 minutes action		Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.										
□□□□□	Delay Death	18	Will negates (harmless)	1 immediate 9 rounds action		Close (45 ft.)	V, S, DF	Yes (harmless)	Necromancy	splcmp: p,63
<i>Effect:</i> Losing hit points doesn't kill subject.										
□□□□□	Dimensional Anchor		None	1 standard 9 minutes action		Medium (190 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.										
□□□□□	Discern Lies	18	Will negates	1 standard Concentration, up to 9 rounds action		Close (45 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals deliberate falsehoods.										
□□□□□	Dismissal	18	Will negates; see text	1 standard Instantaneous action		Close (45 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Forces a creature to return to native plane.										
□□□□□	Divination		None	10 minutes Instantaneous		Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Provides useful advice for specific proposed actions.										
□□□□□	Divine Power		None	1 standard 9 rounds action		Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain attack bonus, +6 to Str, and 9 hps.										
□□□□□	Freedom of Movement	18	Will negates (harmless)	1 standard 90 minutes action		Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.										
□□□□□	Giant Vermin		None	1 standard 9 minutes action		Close (45 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.										
□□□□□	Glowing Orb		None	1 standard Permanent action		Touch	V, S, F	No	Evocation [Light]	splcmp: p,106
<i>Effect:</i> Creates permanent magical light; you control brightness.										
□□□□□	Greater Blindsight								Transmutation	splcmp: p,32
<i>Effect:</i> Subject gains blindsight 60 ft. for 9 minutes.										
□□□□□	Greater Resistance				24 hours				Abjuration	splcmp: p,174
<i>Effect:</i> Subject gains +3 on saving throws.										
□□□□□	Hand of the Faithful	18	Fortitude negates	1 minute 9 hours		10 ft.	V, S, DF	Yes	Abjuration [see text]	splcmp: p,109
<i>Effect:</i> Immobile zone of warding stuns those worshipping different deities from yours.										

\* =Domain/Specialty Spell

## Cleric Spells

□□□□ Hypothermia	18	Fortitude partial	1 standard	Instantaneous	Close (45 ft.)	V, S	Yes	Evocation [Cold]	splcmp: p,118
<i>Effect:</i> Causes 1d6 cold damage/level, fatigue.									
□□□□**Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellSH-L.rtf
<i>Effect:</i> Transfer spells to subject.									
□□□□ Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellSH-L.rtf
<i>Effect:</i> Transfer spells to subject.									
□□□□ Inflict Critical Wounds	18	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellSH-L.rtf
<i>Effect:</i> Touch attack, 4d8+9 damage									
□□□□ Iron Bones								Transmutation	splcmp: p,125
<i>Effect:</i> Corporeal undead gains +6 natural armor bonus.									
□□□□ Lesser Holy Transformation			1 standard	9 rounds [D]	Personal	V, S, DF		Transmutation [Good]	splcmp: p,116
<i>Effect:</i> You change into protectar, gain abilities.									
□□□□ Lesser Planar Exchange	None		1 round	9 rounds [D]	0 ft.	V, S, DF	No	Conjuration (Calling)	splcmp: p,159
<i>Effect:</i> Trade places with one of four lesser planar creatures [your choice].									
□□□□ Life Ward	18	Will negates	1 standard	9 minutes	Touch	V, S, DF	Yes	Abjuration	splcmp: p,131
<i>Effect:</i> Grants immunity to healing spells and positive energy effects.									
□□□□ Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard	9 hours	Close (45 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellSM-O.rtf
<i>Effect:</i> Weapon gains +2 bonus.									
□□□□ Make Manifest	18	Will negates	1 standard	9 rounds	Close (45 ft.)	V, S	Yes	Transmutation	splcmp: p,137
<i>Effect:</i> You cause a creature on a coexistent plane to appear on your plane.									
□□□□ Mass Shield of Faith					Close (45 ft.)			Abjuration	splcmp: p,188
<i>Effect:</i> Allies gain +3 or higher AC bonus.									
□□□□ Moon Bolt	18	Fortitude half (living target) or Will negates (undead target)	1 standard	Instantaneous	Long (760 ft.)	V, S	Yes	Evocation	splcmp: p,143
<i>Effect:</i> 1d4 Strength damage/3 levels; undead made helpless.									
□□□□ Negative Energy Aura			1 standard	9 rounds	Personal	V, S		Necromancy	splcmp: p,146
<i>Effect:</i> 10-ft. radius surrounding you deals 1 hp/3 levels for 9 rounds.									
□□□□ Neutralize Poison	18	Will negates (harmless, object)	1 standard	90 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellSM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
□□□□ Panacea	18	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	splcmp: p,152
<i>Effect:</i> Removes most afflictions.									
□□□□ Planar Ally, Lesser	None		10 minutes	Instantaneous	Close (45 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellSP-R.rtf
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.									
□□□□ Planar Tolerance			9 hours					Abjuration	splcmp: p,159
<i>Effect:</i> Provides long-term protection against overtly damaging planar traits.									
□□□□ Poison	18	Fortitude negates; see text	1 standard	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellSP-R.rtf
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.									
□□□□ Positive Energy Aura	None		1 standard	9 rounds	Personal	V, S	No	Conjuration (Healing)	splcmp: p,161
<i>Effect:</i> 10-ft. radius surrounding you heals 1 hp/3 levels for 9 rounds.									
□□□□ Recitation	None		1 standard	9 rounds	60 ft.	V, S, DF	Yes	Conjuration (Creation)	splcmp: p,170
<i>Effect:</i> Your allies get bonus on AC, attacks and saves.									
□□□□ Repel Vermin	18	None or Will negates; see text	1 standard	90 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellSP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.									
□□□□ Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellSP-R.rtf
<i>Effect:</i> Restores level and ability score drains.									
□□□□ Reverence	18	None; see text	1 standard	9 minutes	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	splcmp: p,175
<i>Effect:</i> Restores dead creature to life for 9 minutes.									
□□□□ Sending	None		10 minutes	9 round; see text	See text	V, S, M/DF	No	Evocation	RSRD: SpellS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.									
□□□□ Shadowblast	18	Fortitude negates	1 standard	Instantaneous	Long (760 ft.)	V, S, M	Yes	Evocation [Light]	splcmp: p,186
<i>Effect:</i> Blast of light stuns and damages natives to the Plane of Shadow.									
□□□□ Sheltered Vitality	18	Fortitude negates (harmless)	1 standard	9 minutes	Touch	V, S, DF	Yes	Abjuration	splcmp: p,188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.									
□□□□ Sound Lance	18	Fortitude half	1 standard	Instantaneous	Medium (190 ft.)	V, S	Yes	Evocation [Sonic]	splcmp: p,196
<i>Effect:</i> Sonic energy deals 9d8 damage.									

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□ Spell Immunity	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 2 spells, up to 4th-level spells.									
□□□□□ Spell Vulnerability	18	Fortitude negates	1 round	9 minutes	Close (45 ft.)	V, S	No	Transmutation	splcmp: p,200
<i>Effect:</i> Reduce creature's spell resistance by 1/caster level [max reduction 15].									
□□□□□ Summon Hound Archon		None	1 round	Concentration, up to 9 rounds + 1 round	Close (45 ft.)	V, S, DF	No	Conjuration (Summoning) [Good, Lawful]	splcmp: p,214
<i>Effect:</i> Summon a hound archon to follow your commands.									
□□□□□ Summon Monster IV		None	1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□ Tongues	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.									
□□□□□ Undead Bane Weapon	18	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	splcmp: p,226
<i>Effect:</i> Weapon gains undead bane property and is considered good-aligned.									
□□□□□ Wall of Chaos								Abjuration [Chaotic]	splcmp: p,233
<i>Effect:</i> See text									
□□□□□ Wall of Good	18	See text	1 standard action	90 minutes	Close (45 ft.)	V, S, M/DF	Yes	Abjuration [Good]	splcmp: p,233
<i>Effect:</i> See text									
□□□□□ Wall of Law								Abjuration [Lawful]	splcmp: p,234
<i>Effect:</i> See text									
□□□□□ Wall of Sand		None	Concentration + 9 rounds		Medium (190 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	splcmp: p,235
<i>Effect:</i> Whirling sand blocks ranged attacks, slows movement through.									

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement		None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.									
□□□□□ Aura of Evasion		No	1 standard action	9 minutes	10 ft.	V, S, M, DF	No	Abjuration	splcmp: p,18
<i>Effect:</i> All within 10 ft. gain evasion against breath weapons.									
□□□□□ Blistering Radiance	19	None and Fortitude partial; see text	1 standard action	9 rounds	Long (760 ft.)	V, S, M	Yes	Evocation [Fire, Light]	splcmp: p,33
<i>Effect:</i> Light dazzles creatures, deals 2d6 fire damage in 50-ft.-radius spread.									
□□□□□ Break Enchantment	19	See text	1 minute	Instantaneous	Close (45 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.									
□□□□□ Call Zelekhut		None	10 minutes	Instantaneous	Close (45 ft.)	V, S, DF, XP	No	Conjuration (Calling) [Lawful]	splcmp: p,42
<i>Effect:</i> A zelekhut performs one duty for you.									
□□□□□ Command, Greater	19	Will negates	1 standard action	9 rounds	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As command, but affects 9 subjects.									
□□□□□ Commune		None	10 minutes	9 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers 9 yes-or-no questions.									
□□□□□ Crawling Darkness			1 round	9 minutes [D]	Personal	V, S, DF		Conjuration (Creation)	splcmp: p,55
<i>Effect:</i> Shroud of tentacles conceals and protects you.									
□□□□□ Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+9 damage for many creatures.									
□□□□□ Death Throes		None	1 standard action	9 hours or until you are killed	Personal	V, S	No	Necromancy [Force]	splcmp: p,60
<i>Effect:</i> Your body explodes when you die.									
□□□□□ Dispel Chaos	19	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Dispel Evil	19	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Dispel Law	19	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Disrupting Weapon	19	Will negates (harmless, object); see action text	1 standard action	9 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Melee weapon destroys undead.									
□□□□□ Divine Agility	19	Will negates (harmless)	1 standard action	9 rounds	Touch	V, S	No	Transmutation	splcmp: p,69
<i>Effect:</i> Subject gains +10 to Dexterity for 9 rounds.									

\* =Domain/Specialty Spell



## Cleric Spells

□□□□□Doomtide	19	Will negates	1 standard action	9 rounds	80 ft.	V, S, DF	Yes	Illusion (Pattern)	splcmp: p,70
<i>Effect:</i> Black mist obscures sight, dazes those inside.									
□□□□□Dragon Breath			1 standard action	9 rounds	Personal	V, S, M/DF		Evocation [Good or Evil]	splcmp: p,73
<i>Effect:</i> You choose a dragon type and mimic its breath weapon.									
□□□□□Earth Reaver	19	Reflex partial		Instantaneous		V, S	Yes	Transmutation [Fire]	splcmp: p,75
<i>Effect:</i> Eruption deals 7d6 damage to all in area.									
□□□□□Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (190 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 9d6 damage.									
□□□□□Greater Stone Shape								Transmutation [Earth]	splcmp: p,208
<i>Effect:</i> Sculpts 10 cu. ft. + 10 cu. ft./level of stone into any shape.									
□□□□□Greater Vigor				10 rounds + 9 rounds [max 35 rounds]				Conjuration (Healing)	splcmp: p,229
<i>Effect:</i> As lesser vigor, but 4 hp/round.									
□□□□□Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.									
□□□□□Incorporeal Nova	19	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V, S	Yes	Necromancy [Death]	splcmp: p,121
<i>Effect:</i> Destroy incorporeal undead.									
□□□□□Inflict Light Wounds, Mass	19	Will half	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+9 damage to many creatures.									
□□□□□Insect Plague		None	1 round	9 minutes	Long (760 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.									
□□□□□Life's Grace	19	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p,131
<i>Effect:</i> Grants immunity to many undead attacks and protection against incorporeal attacks.									
□□□□□Mark of Justice		None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.									
□□□□□Mass Curse of Ill Fortune								Necromancy	splcmp: p,56
<i>Effect:</i> Enemies take -2 penalty on attack rolls and saves.									
□□□□□Mass Sanctuary					Close (45 ft.)			Abjuration	splcmp: p,179
<i>Effect:</i> One creature/level can't be attacked, and can't attack.									
□□□□□Plane Shift	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight subjects travel to another plane.									
□□□□□Raise Dead	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores life to subject who died as long as 9 days ago.									
□□□□□Revivify	19	None; see text	1 standard action	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	splcmp: p,176
<i>Effect:</i> Restore recently dead to life with no level loss.									
□□□□□Righteous Might		None	1 standard action	9 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your size increases, and you gain combat bonuses.									
□□□□□Righteous Wrath of the Faithful		None	1 standard action	9 rounds	30 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	splcmp: p,177
<i>Effect:</i> Your allies gain extra attack, +3 on attack rolls and damage rolls.									
□□□□□Scrying	19	Will negates	1 hour	9 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.									
□□□□□Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch attack kills subject.									
□□□□□**Spell Resistance	19	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject gains SR 21.									
□□□□□Spell Resistance	19	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject gains SR 21.									
□□□□□Stalwart Pact	19	Will negates (harmless)	10 minutes	Permanent until triggered, then 9 rounds	Touch	V, S, M, DF	Yes (harmless)	Evocation	splcmp: p,204
<i>Effect:</i> You gain combat bonuses automatically when reduced to half hit points or lower.									
□□□□□Subvert Planar Essence	19	Fortitude negates	1 standard action	9 rounds	Medium (190 ft.)	V, S, M/DF	Yes	Transmutation	splcmp: p,211
<i>Effect:</i> Reduces subject's damage reduction and spell resistance.									
□□□□□Summon Bralani Eladrin		None	1 round	Concentration, up to 9 rounds + 1 round	Close (45 ft.)	V, S, DF	No	Conjuration (Summoning) [Chaotic, Good]	splcmp: p,213
<i>Effect:</i> Summon a bralani eladrin to follow your commands.									
□□□□□Summon Monster V		None	1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□Symbol of Sleep	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion)	RSRD: SpellsS.rtf

\* =Domain/Specialty Spell

## Cleric Spells

<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.											[Mind-Affecting] Caster Level: 9
□□□□□ Symbol of Spell Loss	19	Will negates	10 minutes	See text	0 ft.; see text	V, S	No	Abjuration	splcmp: p,218		
<i>Effect:</i> Triggered rune absorbs spells yet to be cast.											Caster Level: 9
□□□□□ Triadspell			1 standard	Instantaneous action	Personal	V, S		Transmutation	splcmp: p,224		
<i>Effect:</i> Cast a prepared spell three times.											Caster Level: 9
□□□□□ True Seeing	19	Will negates (harmless)	1 standard	9 minutes action	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf		
<i>Effect:</i> Lets you see all things as they really are.											Caster Level: 9
□□□□□ Vulnerability	19	Will negates	1 standard	9 rounds action	Touch	V, S	Yes	Transmutation	splcmp: p,232		
<i>Effect:</i> Reduces an opponent's damage reduction.											Caster Level: 9
□□□□□ Wall of Dispel Magic		None	1 standard	9 minutes action	Close (45 ft.)	V, S, DF	No	Abjuration	splcmp: p,233		
<i>Effect:</i> Creatures passing through a transparent wall become subjects of targeted dispel magic.											Caster Level: 9
□□□□□ Wall of Stone	19	See text	1 standard	Instantaneous action	Medium (190 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf		
<i>Effect:</i> Creates a stone wall that can be shaped.											Caster Level: 9
□□□□□ Zone of Respite		None	2 rounds	9 minutes	20 ft.	V, S, M	Yes	Abjuration	splcmp: p,244		
<i>Effect:</i> Prevents teleportation and similar effects from functioning in the area.											Caster Level: 9
□□□□□ Zone of Revelation		None	1 standard	9 minutes action	Close (45 ft.)	V, S, M/DF	Yes	Divination	splcmp: p,244		
<i>Effect:</i> Makes invisible and ethereal creatures visible.											Caster Level: 9

\* =Domain/Speciality Spell

## Notes:

### Ring of Boccob:

This Ring functions similarly to a Rod of Absorption (DMG 234), but it can hold only 10 levels of spells, and discharges automatically at midnight each night if not used.

### Ring of Counterscrying:

This silver ring provides the equivalent of a continuous Nondetection spell on the wearer. In addition, if a scrying attempt fails by more than 5 points the subject will be aware of the attempt, and may immediately choose to reverse the spell (turning it upon the caster). This requires another caster level check, as though the wearer were the one casting the detection.

### Wand of Fire:

This wand can cast the following spells, as if by an 8th level Wizard:

Fireball: Casts a 8d6 fireball once/day, or can be divided into up to 8 weaker attacks (totaling 8d6 damage)

Fire Shield: Once/day

Wall of Fire: Once/month, renewed at the full moon