

Temir

NAME

Clr7

CLASS

7

LEVEL

27998

EXPERIENCE

28000

NEXT LEVEL

Ustik

PLAYERNAME

Human

RACE

23

AGE

Kossuth

DEITY

0'0"

HEIGHT

0 lbs

WEIGHT

HAIR

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

STR

Strength

(constitution)

13

+1

DEX

Dexterity

12

+1

CON

Constitution

14

+2

INT

Intelligence

12

+1

WIS

Wisdom

22

+6

CHA

Charisma

10

+0

HP

hit points

58

TOTAL

AC

armor class

24

TOTAL

=

10

+

8

+

3

+

1

+

0

+

0

+

14

INITIATIVE

modifier

+1

TOTAL

=

+1

+

+0

BASE ATTACK

bonus

+5

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HIT DIE TYPE

SPEED

Walk 20'

30

ARCANE SPELL FAILURE

-4

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE

(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+2

+

+1

+

+0

+

+2

+

WILL

(wisdom)

+11

=

+5

+

+6

+

+0

+

+0

+

MELEE

attack bonus

+6

TOTAL

=

+5

+

+1

+

+0

+

+

RANGED

attack bonus

+6

TOTAL

=

+5

+

+1

+

+0

+

+

WEAPON

+HIT

DAMAGE

CRITICAL

HAND

RANGE

TYPE

SIZE

*Morningstar (Masterwork)

+7

1d8+1

20/x2

Primary

0'

BP

M

Mace +1 (Heavy/Disruption)

+7

1d8+2

20/x2

Neither

0'

B

M

undead hit must make Fort save (DC 14) or be destroyed

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Breastplate +1

Medium

+6

+3

-3

25

*Half-Plate +1 (Mithral/Called)

Medium

+8

+2

-4

30

can be called with a command word

SHIELD

TYPE

AC

CHECK

SPELL FAILURE

Shield +1 (Large/Wooden)

Shield

+3

-1

15

*Shield +2 (Small/Steel/Called/Mithral)

Shield

+3

+0

0

can be called with a command word

ITEMS

AC

*Ring +2 (Protection)

+2

AMMUNITION

□□□□ □□□□

□□□□ □□□□

□□□□ □□□□

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TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

Turn damage

Turns/day

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

Up to 0

1 - 3

4 - 6

7 - 9

10 - 12

13 - 15

16 - 18

19 - 21

22 +

Turn level - 4

Turn level - 3

Turn level - 2

Turn level - 1

Turn level

Turn level + 1

Turn level + 2

Turn level + 3

Turn level + 4

+7

2d6+7+0

+3

□□□

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Cold Weather)		0	7	0
+2 circumstance bonus on Fort saves vs cold				
Breastplate +1	Bag of Holding (Type 3)	1	30	1350
Morningstar (Masterwork)	Equipped	1	8	308
Shield +1 (Large/Wooden)	Bag of Holding (Type 3)	1	10	1157
Half-Plate +1 (Mithral/Called)	Equipped	1	25	13600
can be called with a command word				
Shield +2 (Small/Steel/Called/Mithral)	Equipped	1	3	10009
can be called with a command word				
Mace +1 (Heavy/Disruption)	Carried	1	12	18312
undead hit must make Fort save (DC 14) or be destroyed				
Periapt of Wisdom +4	Equipped	1	0	16000
Ring +2 (Protection)	Equipped	1	0	8000
Bag of Holding (Type 3)		1	35	7400
40.0 lbs, 0.0 Breastplate +1, 0.0 Shield +1 (Large/Wooden)				
TOTAL WEIGHT CARRIED/VALUE		48.0 lbs	76136.0 gp	

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0

MONEY

MAGIC

Charges

SPECIAL ABILITIES

Spontaneous casting

Turn Undead 3/day

Smite 1/day

FEATS

Armor Proficiency (Heavy) You are proficient with heavy armor (1x)

Armor Proficiency (Light) You are proficient with light armor (1x)

Armor Proficiency (Medium) (1x) You are proficient with medium armor

Craft Magic Arms and Armor You can create any armor or weapon whose prerequisites you meet.

Lightning Reflexes +2 bonus on all Reflex checks.

Scribe Scroll You can scribe a scroll.

Shield Proficiency You can use shields, otherwise you suffer armor check penalty on to hit rolls and any rolls involving movement.

Simple Weapon Proficiency You are proficient with all simple weapons. Non-proficiency suffers -4 to hit.

Spellcasting Prodigy (Cleric) You have an exceptional gift for magic.

DOMAINS

Renewal If you fall below 0 hit points, you regain a number of hit points equal to 1d8+charisma mod. This Supernatural ability functions once per day. If in one attack you reach -10 you die before this ability functions.

Destruction You gain the smite power, a supernatural ability to make a single melee attack with +4 bonus to hit and damage bonus equal to your cleric level once per day.

PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dagger (Thrown), Dart, Gauntlet, Gauntlet (Spiked), Halfspear, Javelin, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Unarmed Strike

LANGUAGES

Chondathan, Common

TEMPLATES

FRCS Regions

Cleric

Level 0 - 6 per day, Save DC17

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level									
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
Create Water	Conjuration	2 gallons of water/level	Close	1 action	Instantaneous	V S	None	No	WoTC - C p.189
Create Wine	Conjuration	2 gallons of wine/level	Close	1 action	Instantaneous	V S	None	No	WoTC - C p.96
Cure Minor Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No	WoTC - C p.193
Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No	WoTC - C p.193
Guidance	Divination	Creature touched	Touch	1 action	1 minute or until discharged	V S	None	Yes	WoTC - C p.211
Inflict Minor Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	WoTC - C p.217
Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No	WoTC - C p.222
Mending	Transmutation	One object of up to 1 pound	10 feet	1 action	Instantaneous	V S	Will negates (Harmless object)	Yes (Harmless object)	WoTC - C p.227
Purify Food and Drink	Universal	1 cu ft/level of contaminated food and water	10 feet	1 action	Instantaneous	V S	Will negates (object)	Yes (object)	WoTC - C p.241
Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No	WoTC - C p.243
Resistance	Abjuration	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.245
Virtue	Transmutation	Creature touched	Touch	1 action	1 minute	V S DF	Will (Harmless)	Yes (Harmless)	WoTC - C p.269

Level 1 - 6+1 per day, Save DC18

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level									
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
Bane	Enchantment	50' radius	50 feet	1 action	1 minute/level	V S DF	Will negates	Yes	WoTC - C p.177
Bless Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)	WoTC - C p.180
Bless	Enchantment	Allies within 50'	50 feet	1 action	1 minute/level	V S DF	None	Yes (Harmless)	WoTC - C p.180
Burial Blessing	Abjuration	Corpse touched	Touch	10 minutes	Permanent	V S M XP	Will negates (see text)	Yes	WoTC - D p.83
Cause Fear	Necromancy	one living creature	Close	1 action	1d4 rounds	V S	Will negates	Yes	WoTC - C p.182
Charm Person	Enchantment*	One person	Close	1 action	1 hour/level	V S	Will negates	Yes	WoTC - C p.183
Command	Enchantment	one living creature	Close	1 action	1 round	V	Will negates	Yes	WoTC - C p.185
Comprehend Languages	Divination	You	Personal	1 action	10 minutes/level	V S M DF	None	No	WoTC - C p.186
Cure Light Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
Curse Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)	WoTC - C p.190
Deathwatch	Necromancy	Quarter Circle	Close	1 action	10 minutes/level	V S	None	No	WoTC - C p.191
Detect Chaos	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	WoTC - C p.192
Detect Evil	Divination*	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	WoTC - C p.192
Detect Good	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	WoTC - C p.193
Detect Law	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	WoTC - C p.193
Detect Undead	Divination	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S M DF	None	No	WoTC - C p.194
Divine Favor	Evocation	You	Personal	1 action	1 minute	V S DF	None	No	WoTC - C p.197
Doom	Enchantment	One living creature	Medium	1 action	1 minute/level	V S DF	Will negates	Yes	WoTC - C p.198
Endure Elements	Abjuration	Creature touched	Touch	1 action	24 hours	V S	None	Yes	WoTC - C p.199
Entropic Shield	Abjuration	You	Personal	1 action	1 minute/level	V S	None	No	WoTC - C p.200
Faith Healing	Conjuration	Creature touched	Touch	1 action	Instantaneous	V S	Will half (harmless)	Yes (harmless)	WoTC - F p.93
Handfire	Evocation	Creature touched	Touch	1 action	Instantaneous	V S	None	Yes	WoTC - F p.98
Inflict Light Wounds	Necromancy*	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	WoTC - C p.217
Invisibility to Undead	Abjuration	One touched creature/level	Touch	1 action	10 minutes/level (D)	V S DF	Will negates	Yes	WoTC - C p.218
Magic Stone	Transmutation	Up to 3 pebbles touched	Touch	1 action	30 minutes or until discharged	V S DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.225
Magic Weapon	Transmutation	Weapon touched	Touch	1 action	1 minute/level	V S DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.225
Obscuring Mist	Conjuration	Cloud centered on you spreads 30 ft and is 20 ft high	30 feet	1 action	1 minute/level	V S	None	No	WoTC - C p.233
Portal Beacon	Transmutation	One interplanar portal	Close	1 action	1 hour/level	V S	None	No	WoTC - M p.37
Protection from Chaos	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.240
Protection from Evil	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.240
Protection from Good	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.240
Protection from Law	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.240
Random Action	Enchantment	One living creature	Close	1 action	1 round	V S DF	Will negates	Yes	WoTC - C p.242
Regenerate Light Wounds	Conjuration	Target heals 1HP/round	Touch	1 action	10 rounds+1/level	V S	Will negates (harmless)	Yes (harmless)	WoTC - M p.92
Remove Fear	Abjuration	One creature plus one additional creature/four levels within 30'	Close	1 action	10 minutes	V S	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.245
Rosemantle	Abjuration	Creature touched	Touch	1 action	1 round/level	V S	Will negates (harmless)	Yes (harmless)	WoTC - F p.114
Sanctuary	Abjuration	Creature touched	Touch	1 action	1 round/level	V S DF	Will negates	No	WoTC - C p.247
Shield of Faith	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S M	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.251
Summon Monster I	Conjuration	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No	WoTC - C p.258
Vision of Glory	Divination	Creature touched	Touch	1 action	One minute or until discharged	V S DF	None	Yes	WoTC - F p.131
Wieldskill	Divination	Creature touched	Touch	1 action	1 minute/level or until discharged	V S	None	Yes	WoTC - F p.134

Level 2 - 5+1 per day, Save DC19

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level									
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
Aid	Enchantment	Living creature touched	Touch	1 action	1 minute/level	V S DF	None	Yes (Harmless)	WoTC - C p.172
Animal Messenger	Enchantment	one Tiny animal	Close	1 action	1 day/level	V S M	None	Yes	WoTC - C p.173
Augury	Divination	You	Personal	1 action	Instantaneous	V S F	None	No	WoTC - C p.177

□□□□□ Avoid Planar Effects	Abjuration	One creature/level in a 20 ft burst centered on you.	20 ft.	1 action	1 minute/level	V	None	Yes (harmless)	WotC - M p.33
□□□□□ Body Blades	Transmutation	You	Personal	1 action	1 minute/level	V S	None	No	WotC - F p.82
□□□□□ Brambles	Transmutation	Wooden weapon touched	Touch	1 action	1 round/level	V S M	None	No	WotC - D p.82
□□□□□ Bull's Strength	Transmutation	one creature touched	Touch	1 action	1 hour/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.181
□□□□□ Calm Emotions	Enchantment	1d6 creatures/level within 30'	Medium	1 action	Concentration up to 1 round/level (D)	V S DF	Will negates	Yes	WotC - C p.182
□□□□□ Consecrate	Evocation	20' radius	Close	1 action	2 hours/level	V S M DF	None	No	WotC - C p.187
□□□□□ Cure Moderate Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WotC - C p.190
□□□□□ Curse of Ill Fortune	Transmutation	One living creature	Medium	1 action	1 minute/level	V S DF	Will negates	Yes	WotC - F p.86
□□□□□ Darkness	Evocation	object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No	WotC - C p.190
□□□□□ Death Knell	Necromancy	Living creature touched	Touch	1 action	Instantaneous/10 minutes per target HD	V S	Will negates	Yes	WotC - C p.191
□□□□□ Delay Poison	Conjuration	creature touched	Touch	1 action	1 hour/level	V S DF	Fortitude negates (Harmless)	Yes (Harmless)	WotC - C p.191
□□□□□ Desecrate	Evocation	20' radius	Close	1 action	2 hours/level	V S M DF	None	Yes	WotC - C p.192
□□□□□ Divine Flame	Abjuration	15-ft emanation, centered on you	15 ft	1 action	1 round/level	V S	Fortitude half	No	WotC - D p.85
□□□□□ Divine Zephyr	Abjuration	15-ft emanation, centered on you	15 ft	1 action	1 round/level	V S	Fortitude half	Yes	WotC - D p.85
□□□□□ Eagle's Splendor	Transmutation	Creature touched	Touch	1 action	1 hour/level	V S M/DF	Will negates (harmless)	Yes (harmless)	WotC-FRC p.68
□□□□□ Endurance	Transmutation	Creature touched	Touch	1 action	1 hour/level	V S DF	Will negates (Harmless)	Yes	WotC - C p.199
□□□□□ Enthral	Enchantment	Any number of creatures	Medium	1 full round	Up to 1 hour	V S	Will negates	Yes	WotC - C p.200
□□□□□ Filter	Abjuration	Creates a bubble around the caster that filters out toxic and noxious elements	Touch	1 action	10 minutes/level	V S M/DF	Will negates (harmless)	Yes	WotC - T p.89
□□□□□ Find Traps	Divination	You	Medium	1 action	1 minute/level	V S	None	No	WotC - C p.203
□□□□□ Fox's Cunning	Transmutation	Increase intelligence by 1d4+1	Touch	1 action	1 hour/level	V S M/DF	Will negates (harmless)	Yes (harmless)	WotC - T p.89
□□□□□ Gaze Screen	Abjuration	Chance to avoid gaze attacks	Touch	1 action	10 minutes/level	V S	Will negates (harmless)	Yes	WotC - T p.90
□□□□□ Gentle Repose	Necromancy	Creature touched	Touch	1 action	1 day/level	V S M DF	Will negates (object)	Yes (object)	WotC - C p.208
□□□□□ Hand of Divinity	Evocation	Creature touched	Touch	Not Given	1 minute/level	V S DF	Will negates (harmless)	Yes	WotC - F p.98
□□□□□ Hold Person	Enchantment	One humanoid of medium size or smaller	Medium	1 action	1 round/level (D)	V S F DF	Will negates	Yes	WotC - C p.214
□□□□□ Inflict Moderate Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	WotC - C p.217
□□□□□ Knife Spray	Evocation	Cone	Close (25 ft + 5 ft/2 levels)	1 action	Instantaneous	V S DF	Reflex half	Yes	WotC - D p.87
□□□□□ Lesser Restoration	Conjuration*	Creature touched	Touch	3 rounds	Instantaneous	V S	Will negates (Harmless)	Yes (Harmless)	WotC - C p.222
□□□□□ Make Whole	Transmutation	One object of up to 10 cu ft/level	Close	1 action	Instantaneous	V S	Will negates (Harmless)	Yes (Harmless)	WotC - C p.225
□□□□□ Owl's Wisdom	Transmutation	Add 1d4+1 points to Wisdom	Touch	1 action	1 hour/level	V S M/DF	Will negates (harmless)	Yes (harmless)	WotC - T p.94
□□□□□ Remove Paralysis	Conjuration	Up to 4 creatures within 30'	Close	1 action	Instantaneous	V S	Will negates (Harmless)	Yes (Harmless)	WotC - C p.245
□□□□□ Resist Elements	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S DF	None	Yes	WotC - C p.246
□□□□□ Shatter	Evocation*	3 ft radius spread; or one solid object or one crystalline creature	Close	1 action	Instantaneous	V S M DF	None	Will negates (object) or Fortitude half	WotC - C p.250
□□□□□ Shield Other	Abjuration	One creature	Close	1 action	1 hour/level (D)	V S F	Will negates (Harmless)	Yes (Harmless)	WotC - C p.251
□□□□□ Silence	Illusion	15' radius	Long	1 action	1 minute/level	V S	Will negates or none (object)	Yes or no (object)	WotC - C p.252
□□□□□ Sound Burst	Evocation	10' radius	Close	1 action	Instantaneous	V S F DF	Will partial	Yes	WotC - C p.254
□□□□□ Speak with Animals	Divination	You	Personal	1 action	1 minute/level	V S	None	No	WotC - C p.254
□□□□□ Spectral Stag	Conjuration	One quasi-real staglike creature	0 ft.	1 action	1 round/level	V S DF	See Text	Yes	WotC - F p.120
□□□□□ Spell Shield	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S DF	Will negates (harmless)	Yes (harmless)	WotC - F p.122
□□□□□ Spiritual Weapon	Evocation	Magic weapon of force	Medium	1 action	1 round/level (D)	V S DF	None	Yes	WotC - C p.256
□□□□□ Stone Bones	Transmutation	Corporeal undead creature touched	Touch	1 action	10 minutes/level	V S F	Will negates (harmless)	Yes (harmless)	WotC - F p.123
□□□□□ Summon Monster II	Conjuration	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No	WotC - C p.258
□□□□□ Undetectable Alignment	Abjuration	One creature or object	Close	1 action	24 hours	V S	Will negates (object)	Yes (object)	WotC - C p.267
□□□□□ Zone of Truth	Enchantment*	5' radius/level	Close	1 action	1 minute/level	V S DF	Will negates	Yes	WotC - C p.274

Level 3 - 4+1 per day, Save DC20
RANGE - Close: 25' + 5/2 Levels
Medium: 100' + 10'/Level
Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Amanuensis	Transmutation	Object or objects with writing	Close	1 action	10 minutes/level	V S M	Will negates (object)	Yes (object)	WotC - F p.77
□□□□□ Animate Dead	Necromancy	corpses	Touch	1 action	Instantaneous	V S M	None	No	WotC - C p.174
□□□□□ Attune Form	Transmutation	One or more living creatures touched	Touch	1 action	2 hours/level(see text)	V,S,M/DF	None	No	WotC - M p.33
□□□□□ Beastmask	Illusion	Living creature touched	Touch	1 action	5 minutes + 1 minute/level	V S	Will disbelief	Yes	WotC - D p.81
□□□□□ Bestow Curse	Transmutation	one creature	Touch	1 action	Permanent	V S	Will negates	Yes	WotC - C p.177
□□□□□ Blessed Aim	Divination	60-ft spread, centered on you	60 ft	1 action	Concentration	V S	Will negates (harmless)	No	WotC - D p.81
□□□□□ Blindness/Deafness	Transmutation	One living creature	Medium	1 action	Permanent (D)	V	Fortitude negates	Yes	WotC - C p.180
□□□□□ Briar Web	Transmutation	As Entangle, but thorns deal damage each round	Medium	1 action	1 min/lvl	V S DF	See text	No	WotC - M p.85
□□□□□ Chain of Eyes	Divination	Living creature touched	Touch	1 action	1 hour/level	V S	Will negates	Yes	WotC - D p.84
□□□□□ Circle Dance	Divination	You	Personal	1 minute	Instantaneous	V S	None	No	WotC - F p.84
□□□□□ Contagion	Necromancy*	living creature touched	Touch	1 action	Instantaneous	V S	Fortitude negates	Yes	WotC - C p.187
□□□□□ Continual Flame	Evocation	object	Touch	1 action	Permanent	V S M	None	No	WotC - C p.188
□□□□□ Create Food and Water	Conjuration	Food and water for 3 humans	Close	10 minutes	24 hours	V S	None	No	WotC - C p.189
□□□□□ Cure Serious Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WotC - C p.190
□□□□□ Curse of the Brute	Transmutation	Creature touched	Touch	1 action	1 round/level	V S	Fortitude negates	Yes	WotC - D p.84
□□□□□ Dark Way	Illusion	One bridge of force	Close	1 action	1 round/level	V S DF	None	Yes	WotC - F p.87
□□□□□ Darkfire	Evocation	Flame in your palm	0 ft.	1 action	1 round/level	V S	None	Yes	WotC - F p.86
□□□□□ Daylight	Evocation	object touched	Touch	1 action	10 minutes/level	V S	None	No	WotC - C p.191
□□□□□ Deeper Darkness	Evocation	Object touched	Touch	1 action	1 day/level	V S	None	No	WotC - C p.191
□□□□□ Detect Evil	Divination*	Quarter Circle	60 feet	1 action	Concentration up to 1	V S F DF	None	No	WotC - C

□□□□□	Dispel Magic	Abjuration	One spellcaster, creature or object or 30' radius	Medium	1 action	Instantaneous	V S	None	No	WotC - C p.196
□□□□□	Flame of Faith	Evocation	Nonmagical weapon touched	Touch	1 action	1 round/level	V S M	None	No	WotC - D p.86
□□□□□	Forceward	Abjuration	10 ft. radius emanation	10 ft.	1 full round	1 minute/level	V S DF	Will negates	Yes	WotC - F p.95
□□□□□	Glyph of Warding	Abjuration	Object touched or up to 5 sq. ft/level	Touch	10 minutes	Permanent until discharged	V S M	Special	Yes (object)	WotC - C p.209
□□□□□	Handfang	Necromancy	Creature touched	Touch	1 action	1 round/level	V,S	Reflex half (see text)	No	WotC - F p.187
□□□□□	Helping Hand	Evocation	Ghostly hand	Five miles	1 action	1 hour/level	V S DF	None	No	WotC - C p.213
□□□□□	Inflict Serious Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	WotC - C p.217
□□□□□	Interplanar Message	Evocation	One creature	see text	1 action	1 round (see text)	V,S	Will negates (harmless)	Yes (harmless)	WotC - M p.36
□□□□□	Invisibility Purge	Evocation	You	Personal	1 action	1 minute/level (D)	V S	None	No	WotC - C p.218
□□□□□	Lesser Telepathic Bond	Divination	You and one willing creature within 30 ft	30 ft	1 action	10 minutes/level	V S	None	No	WotC - D p.87
□□□□□	Locate Object	Divination	400' radius + 40'/level	Long	1 action	1 minute/level	V S F DF	None	No	WotC - C p.223
□□□□□	Mace of Odo	Evocation	Mace of force	0 ft.	1 full round	1 round/level	V S DF	Fortitude negates	Yes	WotC - F p.106
□□□□□	Magic Circle against Chaos	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.223
□□□□□	Magic Circle against Evil	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.223
□□□□□	Magic Circle against Good	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.223
□□□□□	Magic Circle against Law	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.223
□□□□□	Magic Vestment	Transmutation	Armor or shield touched	Touch	1 action	1 hour/level	V S DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.225
□□□□□	Mass Resist Elements	Abjuration	As Resist Elements except effecting a group	Touch	1 action	1 minute/level	V S DF	None	Yes	WotC - T p.93
□□□□□	Meld into Stone	Transmutation	You	Personal	1 action	10 minutes/level	V S DF	None	No	WotC - C p.226
□□□□□	Mystic Lash	Evocation	Electric whip	0 ft.	1 action	1 round/level	V S DF	Fortitude negates	Yes	WotC - F p.109
□□□□□	Negative Energy Protection	Abjuration	Living creature touched	Touch	1 action	1 round/level	V S	Will negates (Harmless)	Yes (Harmless)	WotC - C p.231
□□□□□	Obscure Object	Abjuration	One object touched of up to 100 lbs/level	Touch	1 action	8 hours	V S M DF	Will negates (object)	Yes (object)	WotC - C p.232
□□□□□	Phantom Plow	Evocation	Plows a long furrow	see text	1 action	Permanent	V S M	See text	No	WotC - F p.188
□□□□□	Positive Energy Protection	Abjuration	Creature touched	Touch	1 action	1 round/level	V,S	Will negates (harmless)	Yes	WotC - M p.37
□□□□□	Prayer	Conjuration	All allies and foes within 30' radius	30 feet	1 action	1 round/level	V S DF	None	Yes	WotC - C p.238
□□□□□	Protection from Elements	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S	None	Yes	WotC - C p.240
□□□□□	Regenerate Moderate Wounds	Conjuration	Target heals 2HP/round	Touch	1 action	10 rounds+1/lvl	V S	Will negates (harmless)	Yes (harmless)	WotC - M p.93
□□□□□	Remedy Moderate Wounds	Conjuration	One living creature	Touch	1 action	10 rounds + 1 round/2 levels	V S	Will negates (harmless)	Yes (harmless)	WotC - F p.113
□□□□□	Remove Blindness/Deafness	Conjuration	Creature touched	Touch	1 action	Instantaneous	V S	Fortitude negates (Harmless)	Yes (Harmless)	WotC - C p.244
□□□□□	Remove Curse	Abjuration	Creature or item touched	Touch	1 action	Instantaneous	V S	Will negates (Harmless)	Yes (Harmless)	WotC - C p.244
□□□□□	Remove Disease	Conjuration*	Creature touched	Touch	1 action	Instantaneous	V S	Fortitude negates (Harmless)	Yes (Harmless)	WotC - C p.244
□□□□□	Safety	Abjuration	You or creature touched	Personal or Touch	1 action	10 minutes/level	V,S	None or Will negates (harmless)	No or Yes (harmless)	WotC - M p.38
□□□□□	Searing Light	Evocation	Ray	Medium	1 action	Instantaneous	V S	None	Yes	WotC - C p.248
□□□□□	Speak with Dead	Necromancy	One dead creature	10 feet	10 minutes	1 minute/level	V S DF	Will negates	No	WotC - C p.254
□□□□□	Speak with Plants	Divination	You	Personal	1 action	1 minute/level	V S	None	No	WotC - C p.254
□□□□□	Spikes	Transmutation	Wooden weapon touched	Touch	1 action	1 hour/level	V S M	None	No	WotC - D p.90
□□□□□	Stone Shape	Transmutation	Stone or stone object touched up to 10 cu ft + 1 cu ft/level	Touch	1 action	Instantaneous	V S M DF	None	No	WotC - C p.257
□□□□□	Summon Monster III	Conjuration	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No	WotC - C p.259
□□□□□	Sweet Water	Divination	A well shaft, 10 ft diameter, up to 100 ft deep	Long (4001 ft + 40 ft/level)	1 action	Instantaneous	V S M	None	No	WotC - D p.90
□□□□□	Sword Stream	Evocation	5 ft wide out to limit of range	Close (25 ft + 5 ft/2 levels)	1 action	Instantaneous	V S	Reflex half	Yes	WotC - D p.90
□□□□□	Understand Device	Divination	You	Close	1 action	1 minute/level	V S	None	No	WotC - F p.130
□□□□□	Water Breathing	Transmutation	Living creature touched	Touch	1 action	2 hours/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.271
□□□□□	Water Walk	Transmutation	One touched creature/level	Touch	1 action	10 minutes/level	V S DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.271
□□□□□	Weapon of Impact	Transmutation	One weapon or fifty blunt projectiles	Close	1 action	10 minutes/level	V S	Will negates (harmless, object)	Yes (harmless, object)	WotC - F p.134
□□□□□	Wind Wall	Evocation	Wall up to 10'/level long and 5'/level high (S)	Medium	1 action	1 round/level	V S M DF	None	Yes	WotC - C p.273
□□□□□	Zone of Respite	Abjuration	30 ft. cube/level	Medium	2 rounds	10 minutes/level	V,S,M	None	No	WotC - M p.40
□□□□□	Zone of Revelation	Divination	5 ft. radius/level emanation	Close	1 action	1 minute/level	V,S,DF/M	None	No	WotC - M p.40

Level 4 - 2+1 per day, Save DC21			RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level							
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source	
□□□□□ Air Walk	Transmutation	Creature touched	Touch	1 action	10 minutes/level	V S DF	None	Yes (Harmless)	WotC - C p.172	
□□□□□ Beast Claws	Transmutation	You	Personal	1 action	1 round/level	V S M	None	No	WotC - D p.81	
□□□□□ Blindsight	Transmutation	Creature touched	Touch	1 action	1 hour/level	V S	Will negates (harmless)	Yes (harmless)	WotC - F p.82	
□□□□□ Castigate	Evocation	10-ft radius emanation	10 ft	1 action	Instantaneous	V	Fortitude half	Yes	WotC - D p.83	
□□□□□ Control Water	Transmutation	water volume 10'/level x 10'/level x 2'/level (S)	Long	1 action	10 minutes/level (D)	V S M DF	None	No	WotC - C p.188	
□□□□□ Cure Critical Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WotC - C p.190	
□□□□□ Death Ward	Necromancy	Living creature touched	Touch	1 action	10 minutes/level	V S DF	None	Yes (Harmless)	WotC - C p.191	
□□□□□ Dimensional Anchor	Abjuration	Ray	Medium	1 action	1 minute/level	V S	None	Yes (object)	WotC - C p.195	
□□□□□ Discern Lies	Divination	One creature/level within 30'	Close	1 action	Concentration up to 1 round/level	V S DF	Will negates	No	WotC - C p.195	
□□□□□ Dismissal	Abjuration	one extraplanar creature	Close	1 action	Instantaneous	V S F DF	Will negates	Yes	WotC - C p.196	
□□□□□ Divination	Divination	You	Personal	10 minutes	Instantaneous	V S M	None	No	WotC - C p.197	

☐☐☐☐☐ Divine Storm	Evocation	Whirling disk of weapons, up to 30-ft radius	Close (25 ft + 5 ft/2 levels)	1 full round	Concentration	V S DF	Reflex negates (see text)	Yes	WotC - D p.85
☐☐☐☐☐ Doomtide	Illusion	Eight 10' cubes	80 ft.	1 action	1 round/level	V S DF	Will negates	Yes	WotC - F p.90
☐☐☐☐☐ Dread Blast	Necromancy	Fires a black ray at a single target	Medium	1 action	Instantaneous (see text)	V,S	Will half (see text)	Yes	WotC - F p.186
☐☐☐☐☐ Ether Blast	Abjuration	25 ft. + 5 ft/2 levels spherical emanation centered on you.	Close	1 action	1 round/level	V,S,M	None	No	WotC - M p.35
☐☐☐☐☐ Freedom of Movement	Abjuration	You or creature touched	Personal or touch	1 action	10 minutes/level	V S M DF	None	No or Yes (Harmless)	WotC - C p.207
☐☐☐☐☐ Giant Vermin	Transmutation	Up to 3 vermin within 30'	Close	1 action	1 minute/level	V S DF	None	Yes	WotC - C p.209
☐☐☐☐☐ Greater Magic Weapon	Transmutation	One weapon or fifty projectiles	Close	1 action	1 hour/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.210
☐☐☐☐☐ Hand of Torm	Abjuration	10-ft.-radius emanation	10 ft.	1 minute	1 hour/level	V S DF	Fortitude negates	Yes	WotC - F p.99
☐☐☐☐☐ Harrier	Conjuration	One creature	Close (25 ft + 5 ft/2 levels)	1 action	1 round/level or until target dies	V S	None	No	WotC - D p.87
☐☐☐☐☐ Imbue with Spell Ability	Evocation	Creature touched	Touch	10 minutes	Until discharged	V S DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.216
☐☐☐☐☐ Inflict Critical Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	WotC - C p.217
☐☐☐☐☐ Inflict Critical Wounds	Necromancy*	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	WotC - C p.217
☐☐☐☐☐ Iron Bones	Transmutation	Corporeal undead creature touched	Touch	1 action	10 minutes/level	V S F	Will negates (harmless)	Yes (harmless)	WotC - F p.102
☐☐☐☐☐ Know Vulnerabilities	Divination	One creature	Close	1 action	Instantaneous	V S	Will negates	Yes	WotC - F p.104
☐☐☐☐☐ Lesser Planar Ally	Conjuration	One summoned elemental or outsider of up to 8 HD	Close	10 minutes	Instantaneous	V S DF	None	No	WotC - C p.221
☐☐☐☐☐ Make Manifest	Transmutation	One creature.	Close	1 action	1 round/level	V,S	Will negates	Yes	WotC - M p.36
☐☐☐☐☐ Neutralize Poison	Conjuration	Creature or object of up to 1 cu ft/level touched	Touch	1 action	Instantaneous	V S M DF	Will negates (Harmless object)	Yes (Harmless object)	WotC - C p.232
☐☐☐☐☐ Night's Mantle	Abjuration	Gives creature invisible shield that protects from sunlight.	Personal	1 action	10 minutes/level (D)	V S	None	No	WotC - F p.187
☐☐☐☐☐ Poison	Necromancy	Living creature touched	Touch	1 action	Instantaneous	V S DF	Fortitude negates	Yes	WotC - C p.236
☐☐☐☐☐ Recitation	Conjuration	All allies and foes within a 60-ft-radius burst centered on you	60 ft	1 action	1 round/level	V S DF	None	Yes	WotC - D p.89
☐☐☐☐☐ Reincarnate	Transmutation	Dead creature touched	Touch	10 minutes	Instantaneous	V S DF	None	Yes (Harmless)	WotC - C p.244
☐☐☐☐☐ Repel Vermin	Abjuration	10' radius	10 feet	1 action	10 minutes/level	V S DF	None or Will negates	Yes	WotC - C p.245
☐☐☐☐☐ Restoration	Conjuration	Creature touched	Touch	3 rounds	Instantaneous	V S M	Will negates (Harmless)	Yes (Harmless)	WotC - C p.246
☐☐☐☐☐ Revenance	Conjuration	Dead ally touched	Touch	1 full round	1 minute/level	V S M DF	None	Yes	WotC - F p.113
☐☐☐☐☐ Sending	Evocation	One creature	Special	10 minutes	1 round	V S M DF	None	No	WotC - C p.248
☐☐☐☐☐ Shadowblast	Evocation	20-ft.-radius spread	Long	1 action	Instantaneous	V,S,M	Fortitude negates	Yes	WotC - M p.39
☐☐☐☐☐ Skull of Secrets	Illusion	Intangible skull	Close	1 full round	Permanent until discharged	V S	Reflex half	Yes	WotC - F p.119
☐☐☐☐☐ Spell Immunity	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.255
☐☐☐☐☐ Status	Divination	One creature touched/3 levels	Touch	1 action	1 hour/level	V S	Will negates (Harmless)	Yes (Harmless)	WotC - C p.256
☐☐☐☐☐ Summon Monster IV	Conjuration	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No	WotC - C p.259
☐☐☐☐☐ Tongues	Divination	Creature touched	Touch	1 action	10 minutes/level	V M DF	None	No	WotC - C p.265
☐☐☐☐☐ Unfailing Endurance	Transmutation	One living creature/level	Touch	1 full round	1 day/level	V S	None	Yes	WotC - D p.91
☐☐☐☐☐ Wall of Chaos	Abjuration	Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels	Close	1 action	10 minutes/level	V S M/DF	Will negates	Yes	WotC - F p.131
☐☐☐☐☐ Wall of Evil	Abjuration	Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels	Close	1 action	10 minutes/level	V S M/DF	Will negates	Yes	WotC - F p.131
☐☐☐☐☐ Wall of Good	Abjuration	Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels	Close	1 action	10 minutes/level	V S M/DF	Will negates	Yes	WotC - F p.131
☐☐☐☐☐ Wall of Law	Abjuration	Wall of an area of up to 1 10'-square/level or a sphere or hemisphere with a radius of up to 5 ft./caster levels	Close	1 action	10 minutes/level	V S M/DF	Will negates	Yes	WotC - F p.132
☐☐☐☐☐ Weapon of the Deity	Transmutation	Your weapon	Personal	1 action	1 round/level	V DF	None	No	WotC - F p.132
☐☐☐☐☐ Weather Eye	Divination	1 mile radius + 1 mile/level, centered on you	1 mile radius + 1 mile/level	1 hour	Instantaneous	V S M DF	None	No	WotC - D p.92

