

Buddy "The Badger" Kelwin



| | | | | | | | |
|------------|--------|-------------|--------|--------------|---------|-------------------------------|------|
| Clr7/Thau3 | | Gnome, Rock | | Neutral Good | | No Devotion (Animal, Earth) | |
| CLASS | | RACE | | ALIGNMENT | | DEITY | |
| 10 | Small | 75 | Male | 3' 2" | 42 lbs. | | |
| LEVEL | SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR |
| 45,000 | 55,000 | 10,000 | | | | | |

Current XP XP for Next Level XP Remaining In Game XP Gained

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------|---------------|------------------|-----------------|--------------------|-------------------|----|-------------|----------|---------------|------|------------------|--------------|-----------|------------|---------------|------------|-------------|-----------------|---|-------------|---------|---------------|--|----|--|--|--|---|
| STR | 8 | -1 | | | HP | 93 | | | | | | | | | 7d8+3d4 | | SPEED 15 | | | | | | | | | | | |
| DEX | 12 | +1 | | | AC | 30 | 29 | 12 | = | 10 | + | 11 | + | 7 | + | 1 | + | 1 | + | 0 | + | 0 | | 85 | | | | 0 |
| CON | 18 | +4 | | | TOTAL | | FLAT FOOTED | TOUCH AC | | BASE | ARMOR BONUS | SHIELD BONUS | DEX BONUS | SIZE BONUS | NATURAL ARMOR | MISC BONUS | MISS CHANCE | SPELL FAILURE % | | ARMOR CHECK | MAX DEX | SPELL RESIST. | | | | | | |
| INT | 12 | +1 | | | INITIATIVE | | | | SAVING THROWS | | | | | | | | | | | | | | | | | | | |
| WIS | 18 | +4 | | | + 1 | | = | 1 | + | 0 | Fortitude Con | | | | | | | | | | | | | | | | | |
| CHA | 10 | +0 | | | TOTAL | | DEX MOD | MISC MOD | Reflex Dex | | | | | | | | | | | | | | | | | | | |
| | | | | | BASE ATTACK BONUS | | | | Will Wis | | | | | | | | | | | | | | | | | | | |
| | | | | | +6/1 | | | | | | | | | | | | | | | | | | | | | | | |

| | TOTAL | BASE ATTACK BONUS | ABILITY MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |
|---------------------|-------|-------------------|------------------|---------------|---------------|--------------------|
| MELEE ATTACK BONUS | +4/-1 | = 6 | + -1 | + 1 | + -2 | |
| RANGED ATTACK BONUS | +6/1 | = 6 | + 1 | + 1 | + -2 | |
| Grapple MODIFIER | -1 | = 6 | + -1 | + -4 | + -2 | |

| | | | | |
|--------------|--------|--------------------|--------|--------------------|
| +1 Warhammer | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | | +1/-4 | 1d6 | x3 |
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| - | 3 lbs. | Bludgeoning | Small | |

| | TYPE | ARMOR BONUS | MAX DEX BONUS |
|---------------|-------|-------------|---------------|
| +3 Full plate | Heavy | +11 | 1 |

| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---------------|---------------|--------|---------|--------------------|
| -5 | 35% | 15 ft. | 25 lbs. | |

| | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|-----------------------|-------------|---------|---------------|---------------|
| +3 Shield, tower (AC) | +7 | 23 lbs. | -9 | 50% |

| SPECIAL PROPERTIES |
|--------------------|
| |

SKILLS

| SKILL NAME | KEY ABILITY | TOTAL | RANKS | ABILITY MOD | MISC MOD |
|----------------------------------|-------------|-------|-------|-------------|----------|
| ■ Appraise | Int | 1 | = | 1 | + |
| ■ Balance* | Dex | -13 | = | 1 | + -14 |
| ■ Bluff | Cha | 0 | = | 0 | + |
| ■ Climb* | Str | -15 | = | -1 | + -14 |
| ■ Concentration | Con | 6 | = | 2 | + |
| ■ Control Shape | Wis | 4 | = | 4 | + |
| ■ Craft () | Int | -1 | = | 1 | + -2 |
| ■ Craft (Alchemy) | Int | 1 | = | 1 | + |
| ■ Diplomacy | Cha | 13 | = | 13 | + |
| ■ Disguise | Cha | 0 | = | 0 | + |
| ■ Escape Artist* | Dex | -13 | = | 1 | + -14 |
| ■ Forgery | Int | 1 | = | 1 | + |
| ■ Gather Information | Cha | 0 | = | 0 | + |
| ■ Handle Animal | Cha | 6 | = | 6 | + |
| ■ Heal | Wis | 4 | = | 4 | + |
| ■ Hide* | Dex | -9 | = | 1 | + -10 |
| ■ Intimidate | Cha | 0 | = | 0 | + |
| ■ Jump* | Str | -21 | = | -1 | + -20 |
| ■ Listen | Wis | 6 | = | 4 | + 2 |
| ■ Literacy | | 0 | = | 0 | + |
| ■ Move Silently* | Dex | -13 | = | 1 | + -14 |
| ■ Perform (Act) | Cha | 0 | = | 0 | + |
| ■ Perform (Comedy) | Cha | 0 | = | 0 | + |
| ■ Perform (Dance) | Cha | 0 | = | 0 | + |
| ■ Perform (Keyboard Instruments) | Cha | 0 | = | 0 | + |
| ■ Perform (Oratory) | Cha | 0 | = | 0 | + |
| ■ Perform (Percussion) | Cha | 0 | = | 0 | + |
| ■ Perform (Sing) | Cha | 0 | = | 0 | + |
| ■ Perform (String Instruments) | Cha | 0 | = | 0 | + |
| ■ Perform (Wind Instruments) | Cha | 0 | = | 0 | + |
| ■ Ride | Dex | 9 | = | 6 | + 1 + 2 |
| ■ Search | Int | 1 | = | 1 | + |

Max Ranks **13/ 6.5**

| | | | | | | | | |
|---------------|-----|------------|---|---------------|---|-----------|---|---------------|
| ■Sense Motive | Wis | <u>4</u> | = | <u> </u> | + | <u>4</u> | + | <u> </u> |
| ■Spot | Wis | <u>4</u> | = | <u> </u> | + | <u>4</u> | + | <u> </u> |
| ■Survival | Wis | <u>4</u> | = | <u> </u> | + | <u>4</u> | + | <u> </u> |
| ■Swim* | Str | <u>-29</u> | = | <u> </u> | + | <u>-1</u> | + | <u>-28</u> |
| ■Use Rope | Dex | <u>1</u> | = | <u> </u> | + | <u>1</u> | + | <u> </u> |

Skills marked with ■ can be used untrained.
* armor check penalty, if any, applies.
** Double armor penalty

EQUIPMENT

| ITEM | QTY | COST (ea.) | WT. (lbs) | ITEM | QTY | COST (ea.) | WT. (lbs) |
|---------------------------------|-----------------------------|----------------------------|----------------------|-------------------------|-----|------------|-----------|
| + 1 Warhammer | 1 | 2312 gp | (2.50) | Dog, riding | 1 | 150 gp | (0.00) |
| + 3 Full plate | 1 | 10650 gp | (25.00) | Gauntlets of Ogre Power | 1 | 4000 gp | (4.00) |
| + 3 Shield, tower (AC) | 1 | 9180 gp | (22.50) | Periapt of Wisdom +2 | 1 | 4000 gp | (0.00) |
| Boots of Striding and Springing | 1 | 5500 gp | (1.00) | Ring of Sustenance | 1 | 2500 gp | (0.00) |
| 1 - 19 lbs. LIGHT LOAD | 20 - 39 lbs. MEDIUM LOAD | 40 - 60 lbs. HEAVY LOAD | TOTAL WEIGHT CARRIED | | | | 0.00 lbs. |

MONEY

| | | | |
|--------|------|------|------|
| CP - | SP - | GP - | PP - |
| Misc - | | | |

LANGUAGES

Gnome, Common

| | Enhancement | WEIGHT |
|----------------------|-------------|--------|
| Periapt of Wisdom +2 | +2 | 0 lbs. |

SPECIAL PROPERTIES

This item grants a +2 enhancement bonus to Wis (DMG263).

| | Enhancement | WEIGHT |
|-------------------------|-------------|--------|
| Gauntlets of Ogre Power | +2 | 4 lbs. |

SPECIAL PROPERTIES

These gauntlets grant a +2 enhancement bonus to Str (DMG257).

TURN/REBUKE UNDEAD

| Turn Check Result | Max HD Affected |
|--|----------------------|
| 0 or less | Level - 4 |
| 1-3 | Level - 3 |
| 4-6 | Level - 2 |
| 7-9 | Level - 1 |
| 10-12 | Level |
| 13-15 | Level + 1 |
| 16-18 | Level + 2 |
| 19-21 | Level + 3 |
| 22 or more | Level + 4 |
| No. of turns per day: 3 | Turn check: 1d20 + 0 |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | |

FEATS

| |
|---------------------------|
| Armor Proficiency: heavy |
| Ride-By Attack |
| Mounted Combat |
| Armor Proficiency: medium |
| Augment Summoning |
| Spirited Charge |
| Spell Focus: Conjuration |
| Simple Weapon Proficiency |
| Shield Proficiency |
| Armor Proficiency: light |

SPECIAL ABILITIES

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| Gnome, Rock Racial Features |
| +2 bonus for saves against illusions |
| Spell Like Ability - If Charisma is over 10 - 1/day: Dancing Lights, Ghost Sound, Prestidigitation |
| Spell Like Ability: 1/day Speak with Animals (Burrowing mammal only, 1 minute) |
| Special Attacks |
| Spell-like Abilities Speak with Animals 3 1 Dancing Lights 1 1 Ghost Sound 1 1 Prestidigitation 1 1 |
| Special Qualities |
| +1 Attack vs. Kobolds and Goblinoids |
| +4 Dodge Bonus to AC vs. Giants |
| Low-light Vision (Ex) |
| Weapon Familiarity (Ex) |
| Cleric Class Features |
| Domain Access (2) |
| Proficiency: Armor, Heavy |
| Proficiency: Armor, Light |
| Proficiency: Armor, Medium |
| Proficiency: Shields |
| Proficiency: Simple Weapons: All |
| Spells |
| Spontaneous casting |
| Turn or rebuke undead (3/day) |
| Thaumaturgist Class Features |
| Augment Summoning |
| Bonus caster level (3) |
| Extended Summoning |
| Improved Ally |
| Domain Powers |
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| Animal: Cast animal friendship once per day |
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| Earth: Turn air/rebuke earth creatures |
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Buddy "The Badger" Kelwin's Cleric Spells

| Level: | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----------|---|-------|---------------------------------|-----------|---|--------------------------------|----|----|----|----|
| Known: | All | All | All | All | All | All | -- | -- | -- | -- |
| Per Day: | 6 | 5 + 1 | 5 + 1 | 4 + 1 | 4 + 1 | 2 + 1 | -- | -- | -- | -- |
| PREP | SPELL NAME | DC | SAVE | CAST TIME | DURATION | RANGE | | | | |
| 0 LEVEL | | | | | | | | | | |
| 2 | Create Water | 15 | None | 1 Action | Instantaneous | Close (25 ft. +5 ft./2 levels) | | | | |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration | | | | |
| | <i>Desc:</i> This spell generates wholesome, drinkable water, just like clean rain water (PH215) | | | | | | | | | |
| | Cure Minor Wounds | 15 | Will Half | 1 Action | Instantaneous | Touch | | | | |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration | | | | |
| | <i>Desc:</i> Cures 1 point of damage (PH216) | | | | | | | | | |
| | Detect Magic | 14 | None | 1 Action | Concentration, up to 1 minute/level (D) | 60 ft. | | | | |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Divination | | | | |
| | <i>Desc:</i> Detects spells and magic items within 60 ft (PH219) | | | | | | | | | |
| | Detect Poison | 14 | None | 1 Action | Instantaneous | Close (25 ft. +5 ft./2 levels) | | | | |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Divination | | | | |
| | <i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219) | | | | | | | | | |
| | Guidance | 14 | Will Negates (Harmless) | 1 Action | 1 minute or until discharged | Touch | | | | |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Divination | | | | |
| | <i>Desc:</i> Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237) | | | | | | | | | |
| | Inflict Minor Wounds | 14 | Will Negates | 1 Action | Instantaneous | Touch | | | | |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Necromancy | | | | |
| | <i>Desc:</i> Touch attack, 1 point of damage (PH217). | | | | | | | | | |
| 2 | Light | 14 | None | 1 Action | 10 minutes/level (D) | Touch | | | | |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Evocation | | | | |
| | <i>Desc:</i> Object shines like a torch (PH248). | | | | | | | | | |
| | Mending | 14 | Will Negates (Harmless, Object) | 1 Action | Instantaneous | 10 ft. | | | | |
| | <i>Spell Resistance:</i> Yes (Harmless, Object) | | <i>Components:</i> V, S | | | <i>School:</i> Transmutation | | | | |
| | <i>Desc:</i> Makes minor repairs on an object (PH253). | | | | | | | | | |
| | Purify Food and Drink | 14 | Will Negates (Object) | 1 Action | Instantaneous | 10 ft. | | | | |
| | <i>Spell Resistance:</i> Yes (object) | | <i>Components:</i> V, S | | | <i>School:</i> Transmutation | | | | |
| | <i>Desc:</i> Purifies 1 cu. Ft. /level of food or water (PH267). | | | | | | | | | |
| 2 | Read Magic | 14 | | 1 Action | 10 minutes/level | Personal | | | | |
| | <i>Spell Resistance:</i> - | | <i>Components:</i> V, S, F | | | <i>School:</i> Divination | | | | |
| | <i>Desc:</i> Read scrolls and spellbooks (PH269). | | | | | | | | | |
| | Resistance | 14 | Will Negates (Harmless) | 1 Action | 1 minute | Touch | | | | |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Abjuration | | | | |
| | <i>Desc:</i> Subject gains +1 on saving throws (PH272). | | | | | | | | | |
| | Virtue | 14 | Fortitude Negates; See Text | 1 Action | 1 minute | Touch | | | | |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation | | | | |
| | <i>Desc:</i> Subject gains 1 temporary hp (PH298). | | | | | | | | | |
| 1st LEVEL | | | | | | | | | | |
| | Bane | 15 | Will Negates | 1 Action | 1 minute/level | 50 ft. | | | | |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Enchantment | | | | |
| | <i>Desc:</i> Enemies are filled with fear and doubt; suffer -1 on attacks and saves against fear. Counters and dispels bless (PH203) | | | | | | | | | |
| | Bless | 15 | None | 1 Action | 1 minute/level | 50 ft. | | | | |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Enchantment | | | | |
| | <i>Desc:</i> Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane(PH205) | | | | | | | | | |

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|---|---|----|--------------|--------------|---|-------------------------------|
| | Bless Water | 15 | Will Negates | 1 Minute (s) | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes (object) <i>Components:</i> V, S, M | | | | | <i>School:</i> Transmutation |
| | <i>Desc:</i> This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (See PH128) (PH205) | | | | | |
| | Calm Animals | 15 | Will Negates | 1 Action | 1 minute/level | Close (25 ft.+5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes <i>Components:</i> V, S | | | | | <i>School:</i> Enchantment |
| | <i>Desc:</i> This spell soothes and quiets animals (2d4 + caster level HD, all of the same kind), rendering them harmless (PH207) | | | | | |
| | Cause Fear | 15 | Will Partial | 1 Action | 1d4 rounds or 1 round; See Text | Close (25 ft.+5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes <i>Components:</i> V, S | | | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208) | | | | | |
| | Command | 15 | Will Negates | 1 Action | 1 round | Close (25 ft.+5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes <i>Components:</i> V | | | | | <i>School:</i> Enchantment |
| | <i>Desc:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211) | | | | | |
| | Comprehend Languages | 15 | None | 1 Action | 10 minutes/level | Personal |
| | <i>Spell Resistance:</i> - <i>Components:</i> V, S, M/DF | | | | | <i>School:</i> Divination |
| | <i>Desc:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212) | | | | | |
| | Cure Light Wounds | 16 | Will Half | 1 Action | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) <i>Components:</i> V, S | | | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215) | | | | | |
| | Curse Water | 15 | Will Negates | 1 Minute (s) | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes (object) <i>Components:</i> V, S, M | | | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Imbues a flask (1 pint) of water with negative energy, turning it into unholy water (PH216) | | | | | |
| | Deathwatch | 15 | None | 1 Action | 10 minutes/level | 30 ft. |
| | <i>Spell Resistance:</i> No <i>Components:</i> V, S | | | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death (PH217) | | | | | |
| | Detect Chaos | 15 | None | 1 Action | Concentration, up to 10 minutes/level (D) | 60 ft. |
| | <i>Spell Resistance:</i> No <i>Components:</i> V, S, DF | | | | | <i>School:</i> Divination |
| | <i>Desc:</i> Reveals creatures, spells, or objects (PH218) | | | | | |
| | Detect Evil | 15 | None | 1 Action | Concentration, up to 10 minutes/level (D) | 60 ft. |
| | <i>Spell Resistance:</i> No <i>Components:</i> V, S, DF | | | | | <i>School:</i> Divination |
| | <i>Desc:</i> Reveals creatures, spells, or objects (PH218) | | | | | |
| | Detect Good | 15 | None | 1 Action | Concentration, up to 10 minutes/level (D) | 60 ft. |
| | <i>Spell Resistance:</i> No <i>Components:</i> V, S, DF | | | | | <i>School:</i> Divination |
| | <i>Desc:</i> Reveals creatures, spells, or objects (PH219) | | | | | |
| | Detect Law | 15 | None | 1 Action | Concentration, up to 10 minutes/level (D) | 60 ft. |
| | <i>Spell Resistance:</i> No <i>Components:</i> V, S, DF | | | | | <i>School:</i> Divination |
| | <i>Desc:</i> Reveals creatures, spells, or objects (PH219) | | | | | |
| | Detect Undead | 15 | None | 1 Action | Concentration, up to 1 minute/level (D) | 60 ft. |
| | <i>Spell Resistance:</i> No <i>Components:</i> V, S, M/DF | | | | | <i>School:</i> Divination |
| | <i>Desc:</i> You can detect the aura that surrounds undead creatures (PH220) | | | | | |
| 2 | Divine Favor | 15 | None | 1 Action | 1 minute | Personal |
| | <i>Spell Resistance:</i> - <i>Components:</i> V, S, DF | | | | | <i>School:</i> Evocation |
| | <i>Desc:</i> Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224) | | | | | |
| 1 | Doom | 15 | Will Negates | 1 Action | 1 minute/level | Medium (100 ft.+10 ft./level) |
| | <i>Spell Resistance:</i> Yes (Harmless) <i>Components:</i> V, S, DF | | | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225) | | | | | |
| | Endure Elements | 15 | Will Negates | 1 Action | 24 hours | Touch |
| | <i>Spell Resistance:</i> Yes (Harmless) <i>Components:</i> V, S | | | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226) | | | | | |
| | Entropic Shield | 15 | Will Negates | 1 Action | 1 minute/level (D) | Personal |
| | <i>Spell Resistance:</i> - <i>Components:</i> V, S | | | | | <i>School:</i> Abjuration |

*Desc:*A magical field appears around you, deflecting incoming arrows, rays, and other ranged attacks (20% miss chance) (PH227)

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|------------------|--|----|--------------------------------------|-------------|--------------------------------|-------------------------------|
| | Hide from Undead | 15 | Will Negates (Harmless); See Text | 1 Action | 10 minutes/level (D) | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Undead cannot see, hear, or smell the warded creatures. Nonintelligent undead creatures receive no save (PH241) | | | | | |
| | Inflict Light Wounds | 15 | Will Half | 1 Action | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Touch, 1d8 +1/level damage (max +5) (PH244). | | | | | |
| +1 | Magic Stone | 15 | Will Negates (Harmless, Object) | 1 Action | 30 minutes or until discharged | Touch |
| | <i>Spell Resistance:</i> Yes (Harmless, Object) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation |
| | <i>Desc:</i> Three stones become +1 projectiles, 1d6+1 damage (PH251). | | | | | |
| | Magic Weapon | 15 | Will Negates (Harmless, Object) | 1 Action | 1 minute/level | Touch |
| | <i>Spell Resistance:</i> Yes (Harmless, Object) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation |
| | <i>Desc:</i> Weapon gains +1 bonus (PH251). | | | | | |
| | Obscuring Mist | 16 | None | 1 Action | 1 minute/level | 20 ft. |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Fog surrounds you (PH258). | | | | | |
| | Protection from Chaos | 15 | Will Negates (Harmless) | 1 Action | 1 minute/level (D) | Touch |
| | <i>Spell Resistance:</i> Special | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266). | | | | | |
| | Protection from Evil | 15 | Will Negates (Harmless) | 1 Action | 1 minute/level (D) | Touch |
| | <i>Spell Resistance:</i> Special | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266). | | | | | |
| | Protection from Good | 15 | Will Negates (Harmless) | 1 Action | 1 minute/level (D) | Touch |
| | <i>Spell Resistance:</i> Special | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266). | | | | | |
| | Protection from Law | 15 | Will Negates (Harmless) | 1 Action | 1 minute/level (D) | Touch |
| | <i>Spell Resistance:</i> Special | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266). | | | | | |
| | Remove Fear | 15 | Will Negates (Harmless) | 1 Action | 10 minutes; See Text | Close (25 ft.+5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> +4 on saves against fear for one subject +1/four levels (PH271). | | | | | |
| | Sanctuary | 15 | Will Negates | 1 Action | 1 round/level | Touch |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Opponents can't attack you, and you can't attack (PH274). | | | | | |
| | Shield of Faith | 15 | Will Negates (Harmless) | 1 Action | 1 minute/level | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, M | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Aura grants +2 or higher deflection bonus (PH278). | | | | | |
| 2 | Summon Monster I | 16 | None | 1 Round (s) | 1 round/level (D) | Close (25 ft.+5 ft./2 levels) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, F/DF | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Calls outsider to fight for you.(PH285). | | | | | |
| 2nd LEVEL | | | | | | |
| | Aid | 16 | None | 1 Action | 1 minute/level | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Enchantment |
| | <i>Desc:</i> +1 morale bonus on attacks and saves against fear, 1d8 +1/caster level temporary hit points (PH196) | | | | | |
| | Align Weapon | 16 | Will Negates (Harmless, Object) | 1 Action | 1 minute/level | Touch |
| | <i>Spell Resistance:</i> Yes | | | | | |

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| (Harmless, Object) | | | | | |
| <i>Components:</i> V, S, DF | | | | | <i>School:</i> Transmutation |
| <i>Desc:</i> Align weapon makes a weapon good, evil, lawful or chaotic as you choose (PH197) | | | | | |
| Augury | 16 | None | 1 Minute (s) | Instantaneous | Personal |
| <i>Spell Resistance:</i> - | | | | | <i>School:</i> Divination |
| <i>Desc:</i> Tells you whether a particular action will bring good or bad results for you in the immediate future (PH202) | | | | | |
| Bear's Endurance | 16 | Will Negates | 1 Action | 1 minute/level | Touch |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Transmutation |
| <i>Components:</i> V, S, DF | | | | | |
| <i>Desc:</i> The affected creature gains greater vitality and stamina; the spell grants a +4 enhancement bonus to Constitution(PH203) | | | | | |
| Bull's Strength | 16 | Will Negates | 1 Action | 1 minute/level | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | | | | <i>School:</i> Transmutation |
| <i>Components:</i> V, S, M/DF | | | | | |
| <i>Desc:</i> The subject becomes stronger. the spell grants a +4 enhancement bonus to Strength (PH207) | | | | | |
| Calm Emotions | 16 | Will Negates | 1 Action | Concentration, up to 1 round/level (D) | Medium (100 ft. +10 ft./level) |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Enchantment |
| <i>Components:</i> V, S, DF | | | | | |
| <i>Desc:</i> This spell calms agitated creatures, and can stop raging creatures from fighting or joyous ones from reveling (PH207) | | | | | |
| Consecrate | 16 | None | 1 Action | 2 hours/level | Close (25 ft. +5 ft./2 levels) |
| <i>Spell Resistance:</i> No | | | | | <i>School:</i> Evocation |
| <i>Components:</i> V, S, M, DF | | | | | |
| <i>Desc:</i> Blesses an area with positive energy, making undead weaker. Counters and dispels Desecrate (PH212) | | | | | |
| Cure Moderate Wounds | 17 | Will Half | 1 Action | Instantaneous | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | | | | <i>School:</i> Conjuration |
| <i>Components:</i> V, S | | | | | |
| <i>Desc:</i> Cures 2d8+1/level damage [max +10] (PH216) | | | | | |
| Darkness | 16 | None | 1 Action | 10 minutes/level (D) | Touch |
| <i>Spell Resistance:</i> No | | | | | <i>School:</i> Evocation |
| <i>Components:</i> V, M/DF | | | | | |
| <i>Desc:</i> Causes an object to radiate shadowy illumination out to a 20-foot radius (PH216)) | | | | | |
| Death Knell | 16 | Will Negates | 1 Action | Special; See Text | Touch |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Necromancy |
| <i>Components:</i> V, S | | | | | |
| <i>Desc:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power (PH217) | | | | | |
| Delay Poison | 17 | Fortitude Negates | 1 Action | 1 hour/level | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | | | | <i>School:</i> Conjuration |
| <i>Components:</i> V, S, DF | | | | | |
| <i>Desc:</i> The subject becomes immune to poison in its system or any to which it is exposed during the spells duration (PH217) | | | | | |
| Desecrate | 16 | None | 1 Action | 2 hours/level | Close (25 ft. +5 ft./2 levels) |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Evocation |
| <i>Components:</i> V, S, M, DF | | | | | |
| <i>Desc:</i> Imbues area with negative energy, making undead stronger (PH218) | | | | | |
| Eagle's Splendor | 16 | Will Negates (Harmless) | 1 Action | 1 minute/level | Touch |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Transmutation |
| <i>Components:</i> V, S, M/DF | | | | | |
| <i>Desc:</i> The transmuted creature becomes more poised, articulate, and personally forceful. +4 to Charisma (PH225) | | | | | |
| Enthrall | 16 | Will Negates | 1 Round (s) | Up to 1 hour | Medium (100 ft. +10 ft./level) |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Enchantment |
| <i>Components:</i> V, S | | | | | |
| <i>Desc:</i> If you have the attention of a group of creatures, you can use this spell to hold them spellbound (PH227) | | | | | |
| Find Traps | 16 | None | 1 Action | 1 minute/level | Personal |
| <i>Spell Resistance:</i> - | | | | | <i>School:</i> Divination |
| <i>Components:</i> V, S | | | | | |
| <i>Desc:</i> You gain intuitive insight into the workings of traps (PH230) | | | | | |
| Gentle Repose | 16 | Will Negates (Object) | 1 Action | 1 day/level | Touch |
| <i>Spell Resistance:</i> Yes (object) | | | | | <i>School:</i> Necromancy |
| <i>Components:</i> V, S, M/DF | | | | | |
| <i>Desc:</i> You preserve the remains of a dead creature so that they do not decay (PH235) | | | | | |
| Hold Animal | 16 | Will Negates; See Text | 1 Action | 1 round/level (D) | Medium (100 ft. +10 ft./level) |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Enchantment |
| <i>Components:</i> V, S | | | | | |
| <i>Desc:</i> The target animal becomes paralyzed, but may attempt a new saving throw each round to end the effect (PH241) | | | | | |
| Hold Person | 16 | Will Negates; See Text | 1 Action | 1 round/level (D); See Text | Medium (100 ft. +10 ft./level) |
| <i>Spell Resistance:</i> Yes | | | | | <i>School:</i> Enchantment |
| <i>Components:</i> V, S, F/DF | | | | | |
| <i>Desc:</i> The target humanoid becomes paralyzed, but may attempt a new saving throw each round to end the effect (PH241) | | | | | |
| Inflict Moderate | 16 | Will Half | 1 Action | Instantaneous | Touch |

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|---------------|-------------------------------|--|--|--|-------------------------------|
| Wounds | | | | | |
| | | <i>Spell Resistance:</i> Yes | <i>Components:</i> V, S | | <i>School:</i> Necromancy |
| | | <i>Desc:</i> Touch attack, 2d8 +1/level damage (max +10) (PH217). | | | |
| | Make Whole | 16 | Will Negates (Harmless, 1 Action Instantaneous Object) | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes (Harmless, Object) | <i>Components:</i> V, S | | <i>School:</i> Transmutation |
| | | <i>Desc:</i> Repairs an object (PH252). | | | |
| | Owl's Wisdom | 16 | Will Negates (Harmless) 1 Action 1 minute/level | | Touch |
| | | <i>Spell Resistance:</i> Yes | <i>Components:</i> V, S, M/DF | | <i>School:</i> Transmutation |
| | | <i>Desc:</i> The transmuted creature becomes wiser. +4 enhancement bonus to Wisdom (PH259) | | | |
| | Remove Paralysis | 17 | Will Negates (Harmless) 1 Action Instantaneous | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes (harmless) | <i>Components:</i> V, S | | <i>School:</i> Conjuration |
| | | <i>Desc:</i> Frees one or more creatures from paralysis, hold, or slow (PH271). | | | |
| | Resist Energy | 16 | Fortitude Negates (Harmless) 1 Action 10 minutes/level | | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) | <i>Components:</i> V, S, DF | | <i>School:</i> Abjuration |
| | | <i>Desc:</i> Ignores first 10 damage from one energy type each round (PH272). | | | |
| | Restoration, Lesser | 17 | Will Negates (Harmless) 3 Round (s) Instantaneous | | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) | <i>Components:</i> V, S | | <i>School:</i> Conjuration |
| | | <i>Desc:</i> Dispels magic ability penalty or repairs 1d4 ability damage (PH272). | | | |
| | Shatter | 16 | Special; See Text 1 Action Instantaneous | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes (object) | <i>Components:</i> V, S, M/DF | | <i>School:</i> Evocation |
| | | <i>Desc:</i> Sonic vibration damages objects or crystalline creatures (PH278). | | | |
| | Shield Other | 16 | Will Negates (Harmless) 1 Action 1 hour/level (D) | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes (harmless) | <i>Components:</i> V, S, F | | <i>School:</i> Abjuration |
| | | <i>Desc:</i> You suffer half of subject's damage (PH278). | | | |
| | Silence | 16 | Special; See Text 1 Action 1 minute/level (D) | | Long (400 ft.+40 ft./level) |
| | | <i>Spell Resistance:</i> Special | <i>Components:</i> V, S | | <i>School:</i> Illusion |
| | | <i>Desc:</i> Negates sound in 20-ft. radius (PH279). | | | |
| +1 | Soften Earth and Stone | 16 | None 1 Action Instantaneous | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> No | <i>Components:</i> V, S, DF | | <i>School:</i> Transmutation |
| | | <i>Desc:</i> Turns stone to clay or dirt to sand or mud (PH280). | | | |
| 1 | Sound Burst | 16 | Fortitude Partial 1 Action Instantaneous | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes | <i>Components:</i> V, S, F/DF | | <i>School:</i> Evocation |
| | | <i>Desc:</i> Inflicts 1d8 sonic damage on subjects; may stun them (PH281). | | | |
| 2 | Spiritual Weapon | 16 | None 1 Action 1 round/level (D) | | Medium (100 ft.+10 ft./level) |
| | | <i>Spell Resistance:</i> Yes | <i>Components:</i> V, S, DF | | <i>School:</i> Evocation |
| | | <i>Desc:</i> Magical weapon attacks on its own (PH283). | | | |
| | Status | 16 | Will Negates (Harmless) 1 Action 1 hour/level | | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) | <i>Components:</i> V, S | | <i>School:</i> Divination |
| | | <i>Desc:</i> Monitors condition, position of allies (PH284). | | | |
| 2 | Summon Monster II | 17 | None 1 Round (s) 1 round/level (D) | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> No | <i>Components:</i> V, S, F/DF | | <i>School:</i> Conjuration |
| | | <i>Desc:</i> Calls outsider to fight for you (PH286). | | | |
| | Undetectable Alignment | 16 | Will Negates (Object) 1 Action 24 hours | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes (object) | <i>Components:</i> V, S | | <i>School:</i> Abjuration |
| | | <i>Desc:</i> Conceals subject's alignment for 24 hours (PH297). | | | |
| | Zone of Truth | 16 | Will Negates 1 Action 1 minute/level | | Close (25 ft.+5 ft./2 levels) |
| | | <i>Spell Resistance:</i> Yes | <i>Components:</i> V, S, DF | | <i>School:</i> Enchantment |
| | | <i>Desc:</i> Subjects within range cannot lie (PH303). | | | |

3rd LEVEL

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|---|---|----|-------------------------------|---------------|--------------------------------|---------------------------------|
| | Animate Dead | 17 | None | 1 Action | Instantaneous | Touch |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, M | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands (PH198) | | | | | |
| | Bestow Curse | 17 | Will Negates | 1 Action | Permanent | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Places a curse on the subject. Choose one: -6 to ability; -4 on all rolls and checks; 50% chance to lose action (PH203) | | | | | |
| | Blindness/Deafness | 17 | Fortitude Negates | 1 Action | Permanent | Medium (100 ft. + 10 ft./level) |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose (PH206) | | | | | |
| | Contagion | 17 | Fortitude Negates | 1 Action | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> The subject contracts a disease (see table), which strikes immediately, with no incubation period (PH213) | | | | | |
| | Continual Flame | 17 | None | 1 Action | Permanent | Touch |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, M | | | <i>School:</i> Evocation |
| | <i>Desc:</i> A magic flame, equal in brightness to a torch, springs forth from an object that you touch (PH213) | | | | | |
| | Create Food and Water | 18 | None | 10 Minute (s) | 24 hours; See Text | Close (25 ft. + 5 ft./2 levels) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland (PH214) | | | | | |
| | Cure Serious Wounds | 18 | Will Half | 1 Action | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Cures 3d8 + 1/level damage [max +15] (PH190) | | | | | |
| | Daylight | 17 | None | 1 Action | 10 minutes/level (D) | Touch |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Evocation |
| | <i>Desc:</i> The object touched sheds light as bright as daylight in a 60-foot radius, and additional dim light beyond that (PH216) | | | | | |
| | Deeper Darkness | 17 | None | 1 Action | 1 day/level (D) | Touch |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Evocation |
| | <i>Desc:</i> Object radiates shadowy illumination in 60-ft. radius (PH191). | | | | | |
| 2 | Dispel Magic | 17 | None | 1 Action | Instantaneous | Medium (100 ft. + 10 ft./level) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell (PH223) | | | | | |
| | Dominate Animal | 17 | Will Negates | 1 Action | 1 round/level | Close (25 ft. + 5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Enchantment |
| | <i>Desc:</i> You enchant an animal and direct it with simple commands such as "Attack", "Run", and "Fetch". (PH224) | | | | | |
| | Glyph of Warding | 17 | Special; See Text | 10 Minute (s) | Permanent until discharged (D) | Touch |
| | <i>Spell Resistance:</i> No (Object) and Yes; See Text | | <i>Components:</i> V, S, M | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Harms (1d8 damage/2 caster levels, max 5d8) those who enter, pass, or open the warded area or object (PH236) | | | | | |
| | Helping Hand | 17 | None | 1 Action | 1 hour/level | 5 miles |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, DF | | | <i>School:</i> Evocation |
| | <i>Desc:</i> You create the ghostly image of a hand, which you can send to find a creature within 5 miles (PH239) | | | | | |
| | Inflict Serious Wounds | 17 | Will Half | 1 Action | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Touch attack, 3d8 + 1/level damage (max +15) (PH217). | | | | | |
| | Invisibility Purge | 17 | None | 1 Action | 1 minute/level (D) | Personal |
| | <i>Spell Resistance:</i> - | | <i>Components:</i> V, S | | | <i>School:</i> Evocation |
| | <i>Desc:</i> Dispels invisibility within 5 ft. /level (PH245). | | | | | |
| | Locate Object | 17 | None | 1 Action | 1 minute/level | Long (400 ft. + 40 ft./level) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, F/DF | | | <i>School:</i> Divination |
| | <i>Desc:</i> Senses direction toward object (specific or type) (PH249). | | | | | |
| | Magic Circle against Chaos | 17 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Touch |
| | <i>Spell Resistance:</i> Special | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH249). | | | | | |
| | Magic Circle against Evil | 17 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Touch |
| | | | | | | |

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| | | <i>Spell Resistance:</i> Special <i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH249). | <i>Components:</i> V, S, M/DF | | <i>School:</i> Abjuration |
| | Magic Circle against Good 17 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Touch |
| | | <i>Spell Resistance:</i> Special <i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH250). | <i>Components:</i> V, S, M/DF | | <i>School:</i> Abjuration |
| | Magic Circle against Law 17 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Touch |
| | | <i>Spell Resistance:</i> Special <i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH250). | <i>Components:</i> None | | <i>School:</i> Abjuration |
| | Magic Vestment 17 | Will Negates (Harmless, Object) | 1 Action | 1 hour/level | Touch |
| | | <i>Spell Resistance:</i> Yes (Harmless, Object) <i>Desc:</i> Armor or shield gains +1 hardness/level (PH251). | <i>Components:</i> V, S, DF | | <i>School:</i> Transmutation |
| | Meld into Stone 17 | | 1 Action | 10 minutes/level | Personal |
| | | <i>Spell Resistance:</i> - <i>Desc:</i> You and your gear merge with stone (PH252). | <i>Components:</i> V, S, DF | | <i>School:</i> Transmutation |
| | Obscure Object 17 | Will Negates (Object) | 1 Action | 8 hours (D) | Touch |
| | | <i>Spell Resistance:</i> Yes (object) <i>Desc:</i> Masks object against divination (PH258). | <i>Components:</i> V, S, M/DF | | <i>School:</i> Abjuration |
| | Prayer 17 | None | 1 Action | 1 round/level | 40 ft. |
| | | <i>Spell Resistance:</i> Yes <i>Desc:</i> Allies gain +1 on most rolls, and enemies suffer -1 (PH264). | <i>Components:</i> V, S, DF | | <i>School:</i> Enchantment |
| | Protection from Energy 17 | Fortitude Negates (Harmless) | 1 Action | 10 minutes/level (D) | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Immune to damage from one kind of energy (PH266). | <i>Components:</i> V, S, DF | | <i>School:</i> Abjuration |
| | Remove Blindness/Deafness 18 | Fortitude Negates (Harmless) | 1 Action | Instantaneous | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Cures normal or magical conditions (PH270). | <i>Components:</i> V, S | | <i>School:</i> Conjuration |
| | Remove Curse 17 | Will Negates (Harmless) | 1 Action | Instantaneous | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Frees object or person from curse (PH270). | <i>Components:</i> V, S | | <i>School:</i> Abjuration |
| | Remove Disease 18 | Fortitude Negates (Harmless) | 1 Action | Instantaneous | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Cures all diseases affecting subject (PH271). | <i>Components:</i> V, S | | <i>School:</i> Conjuration |
| | Searing Light 17 | None | 1 Action | Instantaneous | Medium (100 ft. + 10 ft./level) |
| | | <i>Spell Resistance:</i> Yes <i>Desc:</i> Ray inflicts 1d6/level, and more against undead (PH275). | <i>Components:</i> V, S | | <i>School:</i> Evocation |
| | Speak with Dead 17 | Will Negates; 10 Minute See Text (s) | 1 minute/level | | 10 ft. |
| | | <i>Spell Resistance:</i> No <i>Desc:</i> Corpse answers one question/two levels (PH281). | <i>Components:</i> V, S, DF | | <i>School:</i> Necromancy |
| 1 + 1 | Stone Shape 17 | None | 1 Action | Instantaneous | Touch |
| | | <i>Spell Resistance:</i> No <i>Desc:</i> Sculpts stone into any shape (PH284). | <i>Components:</i> V, S, M/DF | | <i>School:</i> Transmutation |
| 1 | Summon Monster III 18 | None | 1 Round (s) | 1 round/level (D) | Close (25 ft. + 5 ft./2 levels) |
| | | <i>Spell Resistance:</i> No <i>Desc:</i> Calls outsider to fight for you (PH286). | <i>Components:</i> V, S, F/DF | | <i>School:</i> Conjuration |
| | Water Breathing 17 | Will Negates (Harmless) | 1 Action | Special; See Text | Touch |
| | | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subjects can breathe underwater (PH300). | <i>Components:</i> V, S, M/DF | | <i>School:</i> Transmutation |
| | | Will Negates | | | |

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| Water Walk | 17 | (Harmless) | 1 Action | 10 minutes/level (D) | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation |
| <i>Desc:</i> Subject treads on water as if solid (PH300). | | | | | |
| Wind Wall | 17 | Special; See Text | 1 Action | 1 round/level | Medium (100 ft. + 10 ft./level) |
| <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Evocation |
| <i>Desc:</i> Deflects arrows, smaller creatures, and gases (PH302). | | | | | |
| 4th LEVEL | | | | | |
| Air Walk | 18 | None | 1 Action | 10 minutes/level | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation |
| <i>Desc:</i> Subject treads on air as if solid, and can climb at up to a 45-degree angle, at half speed (PH196) | | | | | |
| Control Water | 18 | None; See Text | 1 Action | 10 minutes/level (D) | Long (400 ft. + 40 ft./level) |
| <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Transmutation |
| <i>Desc:</i> The control water spell raises or lowers water by as much as 2 feet per caster level (PH214) | | | | | |
| Cure Critical Wounds | 19 | None | 1 Action | Instantaneous | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration |
| <i>Desc:</i> Cures 4d8 + 1/level damage [max +20] (PH215) | | | | | |
| Death Ward | 18 | Will Negates | 1 Action | 1 minute/level | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Necromancy |
| <i>Desc:</i> The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (PH217) | | | | | |
| Dimensional Anchor | 18 | None | 1 Action | 1 minute/level | Medium (100 ft. + 10 ft./level) |
| <i>Spell Resistance:</i> Yes (object) | | <i>Components:</i> V, S | | | <i>School:</i> Abjuration |
| <i>Desc:</i> Any creature or object struck by the ray is covered with a shimmering field that blocks extradimensional travel (PH221) | | | | | |
| Discern Lies | 18 | Will Negates | 1 Action | Concentration, up to 1 round/level | Close (25 ft. + 5 ft./2 levels) |
| <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, DF | | | <i>School:</i> Divination |
| <i>Desc:</i> You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura (PH221) | | | | | |
| Dismissal | 18 | Will Negates; See Text | 1 Action | Instantaneous | Close (25 ft. + 5 ft./2 levels) |
| <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Abjuration |
| <i>Desc:</i> Forces an extraplanar creature back to its proper plane if it fails a special Will save (PH222) | | | | | |
| Divination | 18 | None | 10 Minute (s) | Instantaneous | Personal |
| <i>Spell Resistance:</i> - | | <i>Components:</i> V, S, M | | | <i>School:</i> Divination |
| <i>Desc:</i> Provides a piece of advice in reply to a question about a goal, event, or activity occurring within one week (PH222) | | | | | |
| Divine Power | 18 | None | 1 Action | 1 round/level | Personal |
| <i>Spell Resistance:</i> - | | <i>Components:</i> V, S, DF | | | <i>School:</i> Evocation |
| <i>Desc:</i> Your BAB = your character level, +6 enhancement bonus to Strength, 1 temporary HP / caster level (PH224) | | | | | |
| Freedom of Movement | 18 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Personal or touch |
| <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, M, DF | | | <i>School:</i> Abjuration |
| <i>Desc:</i> This spell enables you or a creature you touch to move and attack normally for the duration of the spell (PH233) | | | | | |
| Giant Vermin | 18 | None | 1 Action | 1 minute/level | Close (25 ft. + 5 ft./2 levels) |
| <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation |
| <i>Desc:</i> Turns three normal-sized centipedes, two normal-sized spiders, or a normal-sized scorpion into larger forms (PH235) | | | | | |
| Imbue with Spell Ability | 18 | None or Will Negates; See Text | 10 Minute (s) | Permanent until discharged (D) | Touch |
| <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Evocation |
| <i>Desc:</i> Transfer spells to subject (PH243). | | | | | |
| Inflict Critical Wounds | 18 | Will Half | 1 Action | Instantaneous | Touch |
| <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S | | | <i>School:</i> Necromancy |
| <i>Desc:</i> Touch attack, 4d8 + 1/level damage (max +20) (PH244). | | | | | |
| Will Negates | | | | | |

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|------------------|---|----|---------------------------------------|---------------|-------------------------|--------------------------------|
| | Magic Weapon, Greater | 18 | (Harmless, Object) | 1 Action | 1 hour/level | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes (Harmless, Object) | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Transmutation |
| | <i>Desc:</i> +1 bonus/three levels (max +5) (PH251). | | | | | |
| | Neutralize Poison | 19 | Will Negates (Harmless, Object) | 1 Action | 10 minutes/level | Touch |
| | <i>Spell Resistance:</i> Yes (Harmless, Object) | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Detoxifies venom in or on subject (PH257). | | | | | |
| 1 | Planar Ally, Lesser | 19 | None | 10 Minute (s) | Instantaneous | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, DF, XP | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Exchange services with a 6 HD outsider (PH261). | | | | | |
| | Poison | 18 | Fortitude Negates; See Text | 1 Action | Instantaneous; See Text | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Necromancy |
| | <i>Desc:</i> Touch inflicts 1d10 Con damage, repeats in 1 min (PH262). | | | | | |
| | Repel Vermin | 18 | Special; See Text | 1 Action | 10 minutes/level (D) | 10 ft. |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Insects stay 10 ft. away (PH271). | | | | | |
| | Restoration | 19 | Will Negates (Harmless) | 3 Round (s) | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Restores level and ability score drains (PH272). | | | | | |
| | Sending | 18 | None | 10 Minute (s) | Special; See Text | Special; See Text |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, M/DF | | | <i>School:</i> Evocation |
| | <i>Desc:</i> Delivers short message anywhere, instantly (PH275). | | | | | |
| | Spell Immunity | 18 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) | | <i>Components:</i> V, S, DF | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> Subject is immune to one spell/four levels (PH282). | | | | | |
| | Spike Stones | 18 | Reflex Partial | 1 Action | 1 hour/level (D) | Medium (100 ft. +10 ft./level) |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, DF | | | <i>School:</i> Transmutation |
| | <i>Desc:</i> Creatures in area suffer 1d8 damage, may be slowed (PH283). | | | | | |
| 2 | Summon Monster IV | 19 | None | 1 Round (s) | 1 round/level (D) | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, F/DF | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Calls outsider to fight for you (PH286). | | | | | |
| +1 | Summon Nature's Ally IV | 19 | None | 1 Round (s) | 1 round/level (D) | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S, DF | | | <i>School:</i> Conjuration |
| | <i>Desc:</i> Calls elemental or animal to fight for you (PH288). | | | | | |
| | Tongues | 18 | Will Negates (Harmless) | 1 Action | 10 minutes/level | Touch |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, M/DF | | | <i>School:</i> Divination |
| | <i>Desc:</i> Speak any language (PH294). | | | | | |
| 5th LEVEL | | | | | | |
| | Atonement | 19 | None | 1 Hour(s) | Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V, S, M, F, DF, XP | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> This spell removes the burden of evil acts or misdeeds from the subject (PH201) | | | | | |
| | Break Enchantment | 19 | Special; See Text | 1 Minute (s) | Instantaneous | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> No | | <i>Components:</i> V, S | | | <i>School:</i> Abjuration |
| | <i>Desc:</i> This spell frees victims from enchantments, transmutations, and curses (even instantaneous effects) (PH207) | | | | | |
| | Command, Greater | 19 | Will Negates | 1 Action | 1 round/level | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> Yes | | <i>Components:</i> V | | | <i>School:</i> Enchantment |
| | <i>Desc:</i> As Command, except that up to one creature per level may be affected, and the activities continue beyond 1 round (PH211) | | | | | |
| | Commune | 19 | None | 10 Minute (s) | 1 round/level | Personal |
| | <i>Spell Resistance:</i> - | | <i>Components:</i> V, S, M, DF, XP | | | <i>School:</i> Divination |

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|--|----|------------------------|---------------|-----------------------------------|-------------------------------|
| Desc:You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no (PH211) | | | | | |
| Commune with Nature | 19 | | 10 Minute (s) | Instantaneous | Personal |
| Spell Resistance:- | | Components:V, S | | | School:Divination |
| Desc:You become one with nature, attaining knowledge of surrounding territory (PH186). | | | | | |
| Cure Light Wounds, Mass | 20 | Will Half | 1 Action | Instantaneous | Close (25 ft.+5 ft./2 levels) |
| Spell Resistance:Yes (harmless) | | Components:V, S | | | School:Conjuration |
| Desc:Cures 1d8 +1/level damage to multiple allies (PH216) | | | | | |
| Dispel Chaos | 19 | Special; See Text | 1 Action | 1 round/level or until discharged | Touch |
| Spell Resistance:Special | | Components:V, S, DF | | | School:Abjuration |
| Desc:You gain a +4 bonus to AC against attacks by chaotic creatures, and can force them back to their home plane (PH222) | | | | | |
| Dispel Evil | 19 | Special; See Text | 1 Action | 1 round/level or until discharged | Touch |
| Spell Resistance:Special | | Components:V, S, DF | | | School:Abjuration |
| Desc:You gain a +4 bonus to AC against attacks by evil creatures, and can force them back to their home plane (PH222) | | | | | |
| Dispel Good | 19 | Special; See Text | 1 Action | 1 round/level or until discharged | Touch |
| Spell Resistance:Special | | Components:V, S, DF | | | School:Abjuration |
| Desc:You gain a +4 bonus to AC against attacks by good creatures, and can force them back to their home plane (PH222) | | | | | |
| Dispel Law | 19 | Special; See Text | 1 Action | 1 round/level or until discharged | Touch |
| Spell Resistance:- | | Components:V, S, DF | | | School:Abjuration |
| Desc:You gain a +4 bonus to AC against attacks by lawful creatures, and can force them back to their home plane (PH223) | | | | | |
| Disrupting Weapon | 19 | Special; See Text | 1 Action | 1 round/level | Touch |
| Spell Resistance:Yes (Harmless, Object) | | Components:V, S | | | School:Transmutation |
| Desc:This spell makes a melee weapon deadly to undead. (PH223) | | | | | |
| Flame Strike | 19 | Reflex Half | 1 Action | Instantaneous | Medium (100 ft.+10 ft./level) |
| Spell Resistance:Yes | | Components:V, S, DF | | | School:Evocation |
| Desc:A vertical column of divine fire roars downward, dealing 1d6 points of damage per caster level (max 15d6) (PH231) | | | | | |
| Hallow | 19 | Special; See Text | 24 Hour(s) | Instantaneous | Touch |
| Spell Resistance:Special | | Components:V, S, M, DF | | | School:Evocation |
| Desc:Hallow makes a particular site, building, or structure a holy site (PH238) | | | | | |
| Inflict Light Wounds, Mass | 19 | Will Half | 1 Action | Instantaneous | Close (25 ft.+5 ft./2 levels) |
| Spell Resistance:Yes | | Components:V, S | | | School:Necromancy |
| Desc:Negative Energy spreads out in all directions, dealing 1d8 +1/level of damage (max +25) (PH244) | | | | | |
| Insect Plague | 20 | None | 1 Round (s) | 1 minute/level | Long (400 ft.+40 ft./level) |
| Spell Resistance:No | | Components:V, S, DF | | | School:Conjuration |
| Desc:You summon a number of swarms of locusts (1/3lvls up to 6 at 18th level). See the MM for `Locust Swarms` (PH 244). | | | | | |
| Mark of Justice | 19 | None | 10 Minute (s) | Permanent; See Text | Touch |
| Spell Resistance:Yes | | Components:V, S, DF | | | School:Transmutation |
| Desc:Designates action that will trigger curse on subject (PH252). | | | | | |
| Plane Shift | 20 | Will Negates | 1 Action | Instantaneous | Touch |
| Spell Resistance:Yes | | Components:V, S, F | | | School:Conjuration |
| Desc:Up to eight subjects travel to another plane (PH262). | | | | | |
| Raise Dead | 20 | Special; See Text | 1 Minute (s) | Instantaneous | Touch |
| Spell Resistance:Yes (harmless) | | Components:V, S, M, DF | | | School:Conjuration |
| Desc:Restores life to subject who died up to 1 day/level ago (PH268). | | | | | |
| Righteous Might | 19 | None | 1 Action | 1 round/level (D) | Personal |
| Spell Resistance:- | | Components:V, S, DF | | | School:Transmutation |
| Desc:Your increase 1 size category, and you gain +4 Str and +2 to Constitution, and minor DR (PH273). | | | | | |
| Scrying | 19 | Will Negates | 1 Hour(s) | 1 minute/level | Special; See Text |

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| | <i>Spell Resistance:</i> Yes <i>Desc:</i> Spies on subject from a distance (PH274). | <i>Components:</i> V, S, F/DF | | <i>School:</i> Divination |
| | Slay Living 19 | Fortitude Partial | 1 Action Instantaneous | Touch |
| | <i>Spell Resistance:</i> Yes <i>Desc:</i> Touch attack kills subject (PH280). | <i>Components:</i> V, S | | <i>School:</i> Necromancy |
| | Spell Resistance 19 | Will Negates (Harmless) | 1 Action 1 minute/level | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains 12 +1/level SR (PH282). | <i>Components:</i> V, S, DF | | <i>School:</i> Abjuration |
| 2 | Summon Monster V 20 | None | 1 Round (s) 1 round/level (D) | Close (25 ft. +5 ft./2 levels) |
| | <i>Spell Resistance:</i> No <i>Desc:</i> Calls outsider to fight for you (PH287). | <i>Components:</i> V, S, F/DF | | <i>School:</i> Conjuration |
| | Symbol of Pain 19 | Fortitude Negates | 10 Minute (s) Special; See Text | 0 ft. |
| | <i>Spell Resistance:</i> Yes <i>Desc:</i> All Creatures within 60ft suffer -4 to attack rolls, skill and ability checks (PH290). | <i>Components:</i> V, S, M | | <i>School:</i> Necromancy |
| | Symbol of Sleep 19 | Will Negates | 10 Minute (s) Special; See Text | 0 ft. |
| | <i>Spell Resistance:</i> Yes <i>Desc:</i> All Creatures within 60ft fall asleep for 3d6 x 10 minutes (PH290). | <i>Components:</i> V, S, M | | <i>School:</i> Enchantment |
| | True Seeing 19 | Will Negates (Harmless) | 1 Action 1 minute/level | Touch |
| | <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> See all things as they really are (PH296). | <i>Components:</i> V, S, M | | <i>School:</i> Divination |
| | Unhallow 19 | Special; See Text | 24 Hour(s) Instantaneous | Touch |
| | <i>Spell Resistance:</i> Special <i>Desc:</i> Designates location as unholy (PH297). | <i>Components:</i> V, S, M | | <i>School:</i> Evocation |
| +1 | Wall of Stone 20 | Special; See Text | 1 Action Instantaneous | Medium (100 ft. +10 ft./level) |
| | <i>Spell Resistance:</i> No <i>Desc:</i> Creates a stone wall that can be shaped (PH299). | <i>Components:</i> V, S, M/DF | | <i>School:</i> Conjuration |

Miscellaneous Notes

Buddy is a accomplished Planar Debt collector, and as such does not spend XP to cast his Planar Ally spells. He also has 10,000 GP worth of 'suitable material' to spend on Planar Ally negotiations.

Buddy's Riding Dog is wearing the Ring of Sustenance and Full Plate Barding. His stats are as follows:

STR 15 DEX 15 CON 15 INT 2 WIS 12 CHA 6

AC 22; HP 13; MOVE: 40

FORT: +5 REF: +5 WILL: +1

TRIP +6

BITE +3 ; 1D6+3 DAMAGE

Sources loaded for the creation of **Buddy "The Badger" Kelwin**:

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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