

| | *Longsword | | | HA | ND | TYPE | SIZE | CRITICAL | REACH |
|--------|-------------|-------|--------|--------|------|------|-------|----------|-------|
| | 20119011014 | ı | | Prim | nary | S | М | 19-20/x2 | 5 ft. |
| | To Hit | Dam | | | | T | o Hit | | Dam |
| 1H-P | +4 | 1d8+2 | P-(OH) | | | | 1d8+2 | | |
| 1H-O | +0 | 1d8+1 | 2W- | P-(OL) | | | +0 | | 1d8+2 |
| 2H | +4 | 1d8+3 | 2W | I-OH | | | -6 | | 1d8+1 |
| Specia | Properties | | | | | | | | |

[:] weapon is equipped

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

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-----------------|-------|----|--------|-------|---------------|
| *Faerie Garb +3 | Light | +4 | +8 | +0 | 0 |

| Quarterstaff | HAND | TYPE | SIZE | CRITICAL | REACH | | | | |
|--------------------|---------|--------|------|----------|-------|--|--|--|--|
| Quarterstan | Carried | B/B | М | 20/x2 | 5 ft. | | | | |
| TOTAL ATTACK BONUS | | DAMAGE | | | | | | | |
| +4 | | | 1d6- | +3 | | | | | |
| Special Properties | | | | | | | | | |

| | | EQUIPMENT | | | |
|----------------|--------------|---------------|-----|---------|----------------|
| | ITEM | LOCATION | QTY | WT | COST |
| Claw | | Equipped | 1 | 0.0 | 0.0 |
| Dagger | | Carried | 1 | 1.0 | 2.0 |
| Faerie Garb +3 | 3 | Equipped | 1 | 0.5 | 9151.0 |
| Longsword | | Equipped | 1 | 4.0 | 15.0 |
| Quarterstaff | | Carried | 1 | 4.0 | 0.0 |
| Special Boots | | Equipped | 1 | 0.0 | 0.0 |
| - | TOTAL WEIGHT | CARRIED/VALUE | | 9.5 lbs | . 9168.0 gp |

| | / | WEIGHT ALLC | WANC | | |
|----------------|-----|-----------------|------|-------------|-----|
| Light | 58 | Medium | 116 | Heavy | 175 |
| Lift over head | 175 | Lift off ground | 350 | Push / Drag | 875 |

SPECIAL ATTACKS

Natural Weapon (Claw)

[Is This It]

You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportinity. The damage of this attack is the base creature's normal unarmed combat damage.

Warcraft [Eclipse, p.10] +2 BAB

SPECIAL QUALITIES

Weapon Prof ~ All Simple Weapons plus any one Martial Weapon (Longsword) [Eclipse, p.49]

Grants Proficiency with all simple weapons and selected weapons.

FEATS

Feat Conversion to CP ~ 6 (4x)

[Eclipse, p.9]

Covert regular feat to six Character Points

Dragonblood

[ds, web]

Sorcerer is a favored class for you. This is in addition to your favored class based on race.

PROFICIENCIES

Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES

Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES

Recurring Bonuses

Duties

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

Fast Learner [Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

DISADVANTAGES

History

[Eclipse, p.19]

[Eclipse, p.17]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Obligations

[Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Eclipse Abilities

Base Caster Level ~ Specialized ~ Wizard and Cleric (24x)

[Eclipse, p.11]

Companion

[Eclipse, p.27]

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level. +4 racial bonus on saves against sleep and paralysis [Is This It, p.]

Familiar

[Eclipse, p.27]

You have a familiar companion

Mental Link

[Is This It]

You are automatically in Mental Contact with your companions

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|--|---|---|--|--|--|--|--|---|
| Amanuesis | 19 | Will negates [object] | 1 standard | d 10 minute/level | | V,S | Yes [object] | Transmutation | SC: p.9 |
| Effect: | | | action | | Target: Object or obj | jects with v | vriting | Caster Level: 9 | |
| Copies 250 words per minute. Create Water | | None | 1 standard | d Instantaneous | Close (45 ft.) | V,S | No | Conjuration | PHB: p.215 |
| | | | action | | | | | (Creation) [Water] | 1 |
| Effect: Creates 2 gallons/level of pure water. | | | | | Target: Up to 2 gallo | | | Caster Level: 9 | |
| Cure Minor Wounds | 19 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: p.216 |
| Effect: | | | | | Target: Creature tou | uched | | Caster Level: 9 | |
| Cures 1 point of damage. | | None | | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination | PHB: p.219 |
| Effect: | | | action | | Target: Cone-shape | d emanatio | าก | Caster Level: 9 | |
| Detects spells and magic items within 60 ft. | | None | 1 standard | I Instantangous | | V,S | No | | PHB: p.219 |
| Detect Poison | | None | action | Instantaneous | , , | | | Divination | FПБ. p.219 |
| Effect: Detects poison in one creature or small object. | | | | | Target: One creature | e, one obje | ct, or a 5-ft. cube | Caster Level: 9 | |
| □□□□ Guidance | 19 | Will negates (harmless) | 1 standard | 1 1 minute or until discharged | Touch | V,S | Yes | Divination | PHB: p.238 |
| Effect: | | (namicos) | action | | Target: Creature tou | uched | | Caster Level: 9 | |
| +1 on one attack roll, saving throw, or skill check. | 19 | Will negates | 1 standard | d Instantaneous | Touch | V,S | Yes | Necromancy | PHB: p.244 |
| Effect: | | _ | action | | Target: Creature tou | iched | | Caster Level: 9 | |
| Touch attack, 1 point of damage. | | | | | - | | | | |
| Light | | None | 1 standard action | d 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] | PHB: p.248 |
| Effect: Object shines like a torch. | | | | | Target: Object touch | ned | | Caster Level: 9 | |
| Mending | 19 | Will negates | | d Instantaneous | 10 ft. | V,S | Yes (harmless, object |) Transmutation | PHB: p.253 |
| Effect: | | (harmless, object) | action | | Target: One object of | of up to 1 lb |). | Caster Level: 9 | |
| Makes minor repairs on an object. DDDDDPurify Food and Drink | 19 | Will negates (object) | 1 standard | I Instantaneous | | V,S | Yes (object) | Transmutation | PHB: p.267 |
| | 13 | . A. Hogales (Object) | action | | | | | | |
| Effect: Purifies 1 cu. ft./level of food or water. | | | | | - | | ninated food and water | | |
| □□□□□ Read Magic | | None | 1 standard | d 10 minutes/level | Personal | V,S,F | No | Divination | PHB: p.269 |
| Effect: | | | | | Target: You | | | Caster Level: 9 | |
| Read scrolls and spellbooks. Resistance | 19 | Will negates | 1 standard | d 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration | PHB: p.272 |
| Effect: | | (harmless) | action | | Target: Creature tou | ıched | | Caster Level: 9 | |
| Subject gains +1 on saving throws. | 19 | Fastinuda assessa | 4 -4 | 4.4 i | - | | Van (hannlann) | | DLID: - 200 |
| Under Virtue | 19 | Fortitude negates (harmless) | 1 standard action | ı i min. | | V,S, DF | Yes (harmless) | Transmutation | PHB: p.298 |
| Effect: Subject gains 1 temporary hp. | | | | | Target: Creature tou | ıched | | Caster Level: 9 | |
| | | | | | | | | | |
| , | | | | E\/E 1 | | | | | |
| | DC | Saving Throw | Timo | LEVEL 1 | Pango | Comp | Snoll Posistanco | School | Source |
| Name | DC 20 | Saving Throw Will negates [object] | Time 1 minute | LEVEL 1 Duration Instantaneous | | Comp. V,S,M | Spell Resistance Yes [object] | School Transmutation | Source SC: p.11 |
| Name | | | | Duration | Touch | V,S,M | | Transmutation [Chaotic] | |
| Name Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. | 20 | Will negates [object] | 1 minute | Duration Instantaneous | Touch Target: Flask of water | V,S,M er touched | Yes [object] | Transmutation [Chaotic] Caster Level: 9 | SC: p.11 |
| Name Classification Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. | | | 1 minute | Duration Instantaneous | Touch Target: Flask of water Touch | V,S,M er touched V,S,M | | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] | |
| Name Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. | 20 | Will negates [object] | 1 minute | Duration Instantaneous | Touch Target: Flask of water | V,S,M er touched V,S,M | Yes [object] | Transmutation [Chaotic] Caster Level: 9 Transmutation | SC: p.11 |
| Name Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: | 20 | Will negates [object] | 1 minute 1 minute 1 standard | Duration Instantaneous | Touch Target: Flask of water Touch Target: Flask of water | V,S,M er touched V,S,M | Yes [object] | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment | SC: p.11 |
| Name Clack: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. | 20 20 ge. | Will negates [object] Will negates [object] | 1 minute 1 minute | Duration Instantaneous Instantaneous | Touch Target: Flask of water Touch Target: Flask of water | V,S,M er touched V,S,M er touched | Yes [object] Yes [object] | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawfur] Caster Level: 9 Enchantment (Compulsion) [Fear, | SC: p.11 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Baica: Water damages chaotic outsiders for 2d4 points of damages. Bane Effect: | 20 20 ge. | Will negates [object] Will negates [object] | 1 minute 1 minute 1 standard | Duration Instantaneous Instantaneous | Touch Target: Flask of water Touch Target: Flask of water | V,S,M er touched V,S,M er touched V,S, DF | Yes [object] Yes [object] Yes | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) | SC: p.11 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Effect: Water damages chaotic outsiders for 2d4 points of damages. Effect: Enemies take -1 on attack rolls and saves against fear. | 20 20 ge. | Will negates [object] Will negates [object] Will negates | 1 minute 1 minute 1 standard action | Duration Instantaneous Instantaneous i 1 minute/level | Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies | V,S,M er touched V,S,M er touched V,S, DF within 50 ft | Yes [object] Yes [object] Yes | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane Effect: Enemies take -1 on attack rolls and saves against fear. | 20 20 ge. | Will negates [object] Will negates [object] | 1 minute 1 minute 1 standard | Duration Instantaneous Instantaneous | Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S | Yes [object] Yes [object] Yes | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy | SC: p.11 |
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| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages. Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: | 20 20 ge. 20 | Will negates [object] Will negates [object] Will negates None | 1 minute 1 minute 1 standard action 1 swift action a total of 3 | Duration Instantaneous Instantaneous 1 1 minute/level 1 round/level or until discharged | Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon touch | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S | Yes [object] Yes [object] Yes | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy | SC: p.11 SC: p.22 PHB: p.203 |
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| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Effect: Water damages chaotic outsiders for 2d4 points of damage. Effect: Enemies take -1 on attack rolls and saves against fear. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Effect: Enemies take -1 on attack rolls and saves against fear. Chaos imbued damages in the saves against fear. Chaos imbued damages lawful outsiders for 2d4 points. Effect: Chaos imbued damages lawful outsiders for 2d4 points. Effect: Chaos imbued damages lawful outsiders for 2d4 points. Effect: Chaos imbued damages lawful outsiders for 2d4 points. Effect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. | 20 20 ge. 20 s of dan | Will negates [object] Will negates [object] Will negates Will negates None mage the weapon deals None | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action | Duration Instantaneous Instantaneous Instantaneous I 1 minute/level 1 round/level or until discharged d6 extra damage. I 1 minute/level | Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies of touch Target: Weapon touch Target: The caster a centered on the caster a centered on the caster and touch caster and the | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all allies ter | Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 |
| Name Cliffect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damage. Cliffect: Enemies take -1 on attack rolls and saves against fear. Cliffect: Weapon deals an additional 1d6 damage, if you take 5 pt | 20 20 ge. 20 | Will negates [object] Will negates [object] Will negates Will negates | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action | Duration Instantaneous Instantaneous I 1 minute/level 1 round/level or until discharged d6 extra damage. | Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies of touch Target: Weapon touch Target: The caster a centered on the caster a centered on the caster and touch caster and the | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF | Yes [object] Yes [object] Yes No Yes (harmless) | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] (Mind-Affecting) [Mind-Affecting] | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 |
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| Name Cliffect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages lawful damage. Cliffect: Chaos lawful damages lawful outsiders for 2d4 points. Cliffect: Chaos lawful damages lawful outsiders for 2d4 points. Cliffect: Chaos lawful damages lawful outsiders for 2d4 points. Cliffect: Chaos lawful damages lawful outsiders for 2d4 points. Cliffect: Chaos lawful damages lawful outsiders for 2d4 points. Cliffect: Chaos lawful damages lawful outsiders for 2d4 points. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful damages chaotic outsiders for 2d4 points of damage. Cliffect: Chaos lawful | 20 20 20 20 s of dan | Will negates [object] Will negates [object] Will negates None mage the weapon deals None Will negates [harmless] | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action | Duration Instantaneous Instantaneous Instantaneous I 1 minute/level 1 round/level or until discharged d6 extra damage. I 1 minute/level | Touch Target: Flask of water 50 ft. Target: Weapon touch Target: The caster a centered on the cast 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S | Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Effect: Water damages chaotic outsiders for 2d4 points of damage. Effect: Enemies take -1 on attack rolls and saves against fear. Chaos implication of damage. Effect: Weapon deals an additional 1d6 damage, if you take 5 pt. Chaos implication of damage. Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos implication of damage. Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos implication of damage. | 20 20 20 20 s of dar | Will negates [object] Will negates [object] Will negates Will negates Mone Will negates [harmless] | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action | Duration Instantaneous Instantaneous 1 1 minute/level 1 round/level or until discharged 1 discharged 1 minute/level 1 minute/level | Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon touch 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S,d, centered V,S,M | Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos Bane Effect: Enemies take -1 on attack rolls and saves against fear. Chaos Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pt. Chaos Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim Effect: Here: Bless Water Effect: Makes holy water. | 20 20 20 20 s of dai | Will negates [object] Will negates [object] Will negates None mage the weapon deals None Will negates [harmless] ead. Will negates (object) | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action 1 minute | Duration Instantaneous Instantaneous Instantaneous I 1 minute/level 1 round/level or until discharged I minute/level I minute/level I minute/level Instantaneous | Touch Target: Flask of water 50 ft. Target: All enemies of touch Target: Weapon touch 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all allies ter V,S, d, centered V,S,M er touched | Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos imbued lawful outsiders for 2d4 points of damage. Chaos imbued lawful outsiders for 2d4 points of damage. Chaos imbued lawful outsiders for 2d4 points of damage. Chaos imbued lawful outsiders for 2d4 points of damage. Chaos imbued lawful outsiders for 2d4 points. Chaos imbued lawful ou | 20 20 20 20 s of dar | Will negates [object] Will negates [object] Will negates Will negates Mone Will negates [harmless] | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action | Duration Instantaneous Instantaneous 1 1 minute/level 1 round/level or until discharged 1 discharged 1 minute/level 1 minute/level | Touch Target: Flask of water 50 ft. Target: All enemies of the transpet: Weapon touch 50 ft. Target: Weapon touch 50 ft. Target: The caster a centered on the cast of the transpet: 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S,M | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 |
| Name | 20 20 20 s of date r. 20 20 20 | Will negates [object] Will negates [object] Will negates None Will negates [harmless] ad. Will negates (object) | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action 1 minute 1 swift action | Duration Instantaneous Instantaneous Instantaneous I minute/level 1 round/level or until discharged d6 extra damage. I minute/level I minute/level Instantaneous 1 round | Touch Target: Flask of water 50 ft. Target: All enemies of the transpet: Weapon touch 50 ft. Target: Weapon touch 50 ft. Target: The caster a centered on the cast of the transpet: 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S,M | Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 |
| Name Clifect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Clifect: Water damages chaotic outsiders for 2d4 points of damages. Clifect: Enemies take -1 on attack rolls and saves against fear. Clifect: Weapon deals an additional 1d6 damage, if you take 5 pt. Clifect: Allies gain +1 on attack rolls and +1 on saves against fear. Clifect: Horald Blessed Aim Clifect: Makes holy water. Clifect: Makes holy water. Clifect: Makes holy water. Clifect: Makes holy water. Clifect: Chaos makes holy water. C | 20 20 20 s of date r. 20 20 20 | Will negates [object] Will negates [object] Will negates None Will negates (names) and. Will negates (object) Will negates (object) Will negates (names) | 1 minute 1 minute 1 standard action 1 swift action 3 a total of 3 1 standard action 1 standard action 1 minute 1 swift action 1 standard action 1 minute | Duration Instantaneous Instantaneous Instantaneous I minute/level 1 round/level or until discharged d6 extra damage. I minute/level I minute/level Instantaneous 1 round | Touch Target: Flask of water 50 ft. Target: All enemies of the caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) Target: A single creater | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S,M | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Divination [Good] Caster Level: 9 Evocation Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages. Chaos lawful damages chaotic outsiders for 2d4 points of damages. Chaos lawful damages chaotic outsiders for 2d4 points of damages. Chaos lawful damages chaotic outsiders for 2d4 points of damages. Chaos lawful damages chaotic outsiders for 2d4 points of damages. Chaos lawful damages chaotic outsiders for 2d4 points of damages. Chaos lawful damages chaotic outsiders for 2d4 points. Chaos lawful damages chaotic o | 20 20 20 20 s of dan r.r. 20 20 20 20 | Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] and. Will negates (object) Will negates [harmless] cack with a 20 ft range income | 1 minute 1 minute 1 standard action 1 swift action 2 a total of 3 1 standard action 1 minute 1 swift action 1 minute | Duration Instantaneous Instantaneous Instantaneous I 1 minute/level 1 round/level or until discharged d6 extra damage. I 1 minute/level Instantaneous 1 round e text | Touch Target: Flask of water 50 ft. Target: All enemies of the caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) Target: A single creater | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S ature with I | Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes | Transmutation [Chaotic] Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos Bane Effect: Enemies take -1 on attack rolls and saves against fear. Chaos Blade of Blood Chiect: Weapon deals an additional 1d6 damage, if you take 5 pt Chaos Bless Effect: Hallies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim Chiect: Hallies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim Chiect: Hakes holy water. Chaos Blood Wind Chiect: Full attack action allows creature to use natural or unarm. Chaos Bless fear Chiect: Chaos Chaos Bless fees for 1d4 rounds. | 20 20 20 20 s of dan r.r. 20 20 20 20 | Will negates [object] Will negates [object] Will negates Will negates Mone Will negates [harmless] add. Will negates (object) Will negates [harmless] add. Will negates [harmless] add. Will negates [harmless] add. Will negates [harmless] add. Will negates [harmless] | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action 1 minute 1 swift action 1 minute | Duration Instantaneous Instantaneous Instantaneous I minute/level 1 round/level or until discharged d6 extra damage. I minute/level I minute/level Instantaneous 1 round e text I d4 rounds or 1 round; see text | Touch Target: Flask of water 50 ft. Target: All enemies of the caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: The caster a centered on the cast of the cast 50 ft. Target: Flask of water Touch Target: A single creat Close (45 ft.) Target: A single creat Close (45 ft.) Target: One living cr | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S,M er touched V,S,M er touched V,S,M er touched V,S atture with I | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea Mind-Affecting] Caster Level: 9 Assert Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea Mind-Affecting] Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos Bane Effect: Chaos lawful damages chaotic outsiders for 2d4 points of damages. Chaos Bane Effect: Chaos lawful damages if you take 5 pt damages. Chaos Blood Effect: Chaos lawful damages. | 20 20 20 s of dar r. 20 20 20 20 20 | Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] and. Will negates (object) Will negates [harmless] cad. | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action 1 minute 1 swift action 1 minute | Duration Instantaneous Instantaneous Instantaneous I 1 minute/level 1 round/level or until discharged d6 extra damage. I 1 minute/level Instantaneous 1 round e text | Touch Target: Flask of water 50 ft. Target: All enemies of the caster a centered on the cast 50 ft. Target: Flask of water a centered on the cast 50 ft. Target: Flask of water a centered on the cast 50 ft. Target: All enemies of the caster a centered on the cast 50 ft. Target: So ft. spread Touch Target: A single creat Close (45 ft.) Target: One living creater a content of the cast 50 ft. Target: One living creater a content of the cast 50 ft. Target: One living creater a content of the cast 50 ft. Target: One living creater a content of the cast 50 ft. | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all allies ter V,S,M er touched V,S,M er touched V,S,M er touched V,S ature with I V,S reature with | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes n 5 or fewer HD Yes [creature] | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Fea Mind-Affecting] Caster Level: 9 Transmutation [Cold] | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 |
| Name Classification Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages. Classification Elfect: Chaos manages chaotic outsiders for 2d4 points of damages. Chaos chaos chaos and additional and saves against fear. Classification Classi | 20 20 20 20 s of dar r. 20 20 20 20 20 | Will negates [object] Will negates [object] Will negates Will negates None Will negates [harmless] add. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 standard action 1 standard action | Duration Instantaneous Instantaneous Instantaneous I minute/level 1 round/level or until discharged d6 extra damage. Instantaneous I minute/level Instantaneous 1 round e text I d4 rounds or 1 round; see text I minute/level [fire source] or Instantaneous [creature] | Touch Target: Flask of water 50 ft. Target: All enemies of the cast of the c | V,S,M er touched V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S ature with I V,S reature with V,S,DF ince [up to a | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes n 5 or fewer HD Yes [creature] a 20-ft. cube] or one | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Coster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 |
| Name | 20 20 20 s of dar r. 20 20 20 20 20 | Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] and. Will negates (object) Will negates [harmless] cad. Will negates [harmless] cad. | 1 minute 1 minute 1 standard action 1 swift action 2 a total of 3 1 standard action 1 minute 1 swift action 1 standard action 1 minute 1 swift action 1 minute 1 standard action 1 standard action 1 standard action 1 standard action | Duration Instantaneous Instantaneous Instantaneous I minute/level 1 round/level or until discharged d6 extra damage. Instantaneous I minute/level Instantaneous 1 round e text I d4 rounds or 1 round; see text I minute/level [fire source] or Instantaneous [creature] | Touch Target: Flask of water 50 ft. Target: All enemies of the cast of the c | V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all allies ter V,S,M er touched V,S,M er touched V,S,M er touched V,S ature with I V,S reature with | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes n 5 or fewer HD Yes [creature] | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Codd] Caster Level: 9 Transmutation [Codd] Caster Level: 9 Transmutation [Cold] Caster Level: 9 | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 |
| Name Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages. Effect: Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos against fear. Chaos aga | 20 20 20 20 s of dar r. 20 20 20 20 20 | Will negates [object] Will negates [object] Will negates Will negates None Will negates [harmless] add. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half | 1 minute 1 minute 1 standard action 1 swift action a total of 3 1 standard action 1 standard action 1 minute 1 swift action 1 standard action | Duration Instantaneous Instantaneous Instantaneous I minute/level 1 round/level or until discharged d6 extra damage. Instantaneous I minute/level Instantaneous 1 round e text I d4 rounds or 1 round; see text I minute/level [fire source] or Instantaneous [creature] | Touch Target: Flask of water 50 ft. Target: All enemies of the cast of the c | V,S,M er touched V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S ched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S ature with I V,S reature with V,S,DF ince [up to a | Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes n 5 or fewer HD Yes [creature] a 20-ft. cube] or one | Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Caster Level: 9 Transmutation [Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Enchantment | SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 |

1 standard 10 minutes/level action

Target: One living creature

V,S,M/DF No

Personal

Target: You

Effect:
One subject obeys selected command for 1 round.

Comprehend Languages

Effect:
You understand all spoken and written languages.

Divination

Caster Level: 9

PHB: p.212

| | | | | Cleric Spells | | | | | |
|--|--------------------------------------|--|---|---|---|---------------------------------------|--|--|-------------------------------------|
| Conviction | 20 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch V | ,S,M | Yes [harmless] | Abjuration | SC: p.52 |
| Effect: | E at 10t | | dollori | | Target: Creature touch | hed | | Caster Level: 9 | |
| +2 morale bonus to saves, +1 for every six levels [max : Cure Light Wounds | -5 at 16t | Will half (harmless); see text | 1 standard action | Instantaneous | Touch V Target: Creature touch | ,S hed | Yes (harmless); see text | Conjuration (Healing) Caster Level: 9 | PHB: p.215 |
| Cures 1d8 +1/level [max +5] damage. Delay Disease Effect: | 20 | Will negates [harmless] | 1 standard action | 24 hours | Touch V Target: Creature touch | ,S,DF | Yes [harmless] | Conjuration (Healing) Caster Level: 9 | SC: p.63 |
| Halts any nonmagical disease for the duration of the spi | ell. | None | 1 standard action | Concentration, up to 10 minutes/level [D |)]60 ft. V | ,S, DF | No | Divination | PHB: p.218 |
| Effect: Reveals creatures, spells, or objects of selected alignments | ent. | | | | Target: Cone-shaped | emanatio | n | Caster Level: 9 | |
| Detect Evil | | None | 1 standard action | Concentration, up to 10 minutes/level [D |)]60 ft. V | ,S, DF | No | Divination | PHB: p.218 |
| Effect: Reveals creatures, spells, or objects of selected alignments | ent. | | | | Target: Cone-shaped | | | Caster Level: 9 | |
| Detect Good Effect: | | None | 1 standard action | Concentration, up to 10 minutes/level [D | 7) 7) 7) 7) 7) 7) 7) 7) 7) 7) 7) 7) 7) 7 | | No n | Divination Caster Level: 9 | PHB: p.219 |
| Reveals creatures, spells, or objects of selected alignments and Detect Law | ent. | None | | Concentration, up to 10 minutes/level [C | - | | No | Divination | PHB: p.219 |
| Effect: | | | action | | Target: Cone-shaped | emanatio | n | Caster Level: 9 | |
| Reveals creatures, spells, or objects of selected alignments Detect Undead | ent. | None | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. V | ,S,M/DF | No | Divination | PHB: p.220 |
| Effect: Reveals undead within 60 ft. | | | action | | Target: Cone-shaped | emanatio | n | Caster Level: 9 | |
| □□□□□ Dispel Ward | | None | 1 standard action | Instantaneous | Medium (190 ft.) V | ,S | No | Abjuration | SC: p.67 |
| Effect: Functions like dispel magic; see text | | | | | Target: One warded o | • | rea | Caster Level: 9 | |
| Divine Favor | | None | 1 standard action | 1 minute | | ,S, DF | No | Evocation | PHB: p.224 |
| You gain +1 on attack and damage rolls. [Every three ca | | | 1 otes de la | 1 minute/level | Target: You | e DE | Van | Caster Level: 9 | DUD: n 205 |
| Doom Effect: | 20 | Will negates | action | 1 minute/levei | Medium (190 ft.) V Target: One living crea | | Yes | Necromancy [Fea Mind-Affecting] Caster Level: 9 | г,РНВ: р.225 |
| One subject takes -2 on attack rolls, damage rolls, save | s, and ch | necks. None | | 10 minutes/level | Touch V | ,S,M | Yes [harmless] | Transmutation | SC: p.77 |
| Effect: See normally in darkness both magical and natural. | | | action | | Target: Creature touch | ned | | Caster Level: 9 | |
| □□□□□ Endure Elements | 20 | Will negates (harmless) | 1 standard action | 24 hours | Touch V | ,8 | Yes (harmless) | Abjuration | PHB: p.226 |
| Effect: Exist comfortably in hot or cold environments. | | | | | Target: Creature touch | | | Caster Level: 9 | |
| Entropic Shield | | None | 1 standard action | 1 minute/level [D] | | ,S | No | Abjuration Caster Level: 9 | PHB: p.227 |
| Effect: Ranged attacks against you have 20% miss chance. The property of the | 20 | Will negates | 1 standard | Instantaneous | Target: You Touch V | ',S | Yes [harmless] | Conjuration | SC: p.87 |
| Effect: | 20 | [harmless] | action | ota na rooto | Target: Living creature | | | (Healing) Caster Level: 9 | GG. p.G. |
| Heal 8 + caster level [max +5] hit points. | | None | | 1 round/level | | ,M | Yes [harmless] | Transmutation | SC: p.99 |
| Effect: As long as subjects don't move they gain +2 AC and +4 | to Str aç | gainst bull rush. | action | | Target: One creature/I | level, no t | wo of which are more | [Earth] Caster Level: 9 | |
| Grave Strike | 20 | N/A | 1 swift action | 1 round | | ,DF | N/A | Divination [Good] | SC: p.107 |
| Effect: Allows you to make sneak attacks against undead if you | have th | | | | Target: You | | | Caster Level: 9 | |
| Guiding Light | | None | 1 standard action | 1 minute/level [D] | , | ,S | Yes | Evocation | SC: p.108 |
| ### ################################## | 20 | Will negates | 10 minutes | 24 hours | Target: Creatures in a Close (45 ft.) | : 5-πгаан ',S | Yes [harmless] | Caster Level: 9 Conjuration | SC: p.111 |
| □□□□□ Healthful Rest Effect: | 20 | [harmless] | 10 minutes | 24 Hours | Target: One creature/l | | | (Healing) Caster Level: 9 | 30. p.111 |
| Doubles the natural healing rate. | 20 | Will negates | | 10 minutes/level [D] | more than 30 feet apa | ırt | Yes | Abjuration | PHB: p.241 |
| Effect: | | (harmless); see text | action | | Target: One touched of | creature/le | evel | Caster Level: 9 | |
| Undead can't perceive 1 subject/level. UDDDD Ice Gauntlet | 20 | N/A | 1 standard action | 1 minute/level [D] | Personal V | ,DF | N/A | Evocation [Cold] | SC: p.119 |
| Effect: Attack as if wearing a +1 spiked quantlet. Deals normal | damage | for your size + 1d4 cold | | | Target: You | | | Caster Level: 9 | |
| ncite | 20 | Will negates | | 1 minute/level | Close (45 ft.) V | ,S | Yes | Enchantment (Compulsion) | SC: p.121 |
| Effect: Forces creature to act, it cannot delay or ready an action | ١. | | | | Target: Creatures in a | 10-ft. bui | rst | [Mind-Affecting] Caster Level: 9 | |
| nflict Light Wounds | 20 | Will half | 1 standard action | Instantaneous | | ,S | Yes | Necromancy | PHB: p.244 |
| Effect: Touch deals 1d8 +1/level [max +5] damage. | | | | | Target: Creature touch | | | Caster Level: 9 | •• |
| □□□□ Inhibit | | | | Instantaneous | | | Yes | Enchantment | SC: p.123 |
| Effect: | 20 | Will negates | action | instantaneous | Medium (190 ft.) V | ,S | | (Compulsion) [Mind-Affecting] | · |
| Subject is forced to delay; see text. | | | action | | Target: One creature | | | [Mind-Affecting] Caster Level: 9 | |
| Invest Light Protection | 20 | Will half (harmless); see text | action | Instantaneous; see text | Target: One creature Touch V | ',S | Yes (harmless); see text | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) | PHB II: p.115 |
| Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [magnetic for the content of the content | 20 | Will half (harmless); see text | action 1 standard action | Instantaneous; see text | Target: One creature Touch V Target: Creature touch | ',S | Yes (harmless); see | [Mind-Affecting] Caster Level: 9 Conjuration | |
| Invest Light Protection | 20 | Will half (harmless); see text | action 1 standard action minute. On f | Instantaneous; see text | Target: One creature Touch V Target: Creature touch | ',S | Yes (harmless); see | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) | |
| Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [maged damage from a weapon that overcomes DR/good. | 20 x +3] ar 20 | Will half (harmless); see text d gains DR:1/evil for 1 Will negates | 1 standard action minute. On f 1 standard action | Instantaneous; see text ailed save undead take an extra 1 point 10 minutes/level | Target: One creature Touch V Target: Creature toucks Touch V Target: Creature touck | r,S ned r,S,M | Yes (harmless); see text Yes | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 | PHB II: p.115 SC: p.126 |
| Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [may of damage from a weapon that overcomes DR/good. Included Information Information Effect: Target gains +5 alchemical bonus on Fort saves agains | 20 x +3] ar 20 | Will half (harmless); see text Indigates DR:1/evil for 1 Will negates | 1 standard action minute. On f 1 standard action | Instantaneous; see text ailed save undead take an extra 1 point | Target: One creature Touch V Target: Creature touch S Touch V Target: Creature touch Medium (190 ft.) V | ,s,M | Yes (harmless); see text Yes Yes; see text | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, Light] | PHB II: p.115 SC: p.126 |
| Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [may of damage from a weapon that overcomes DR/good. Incomputs Effect: Target gains +5 alchemical bonus on Fort saves agains Light of Lunia Effect: Light radiating 30-ft. and 20-ft further of dim light, next | 20 x +3] ar 20 all pois | Will half (harmless); see text d gains DR:1/evil for 1 Will negates | 1 standard action minute. On f 1 standard action 1 standard action | Instantaneous; see text ailed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D] | Target: One creature Touch V Target: Creature touch Touch V Target: Creature touch Medium (190 ft.) V Target: You and up to | ,s,M | Yes (harmless); see text Yes Yes; see text | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, | PHB II: p.115 SC: p.126 |
| Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [ma of damage from a weapon that overcomes DR/good. Incomparison of the protection of the | 20 x +3] ar 20 all pois | Will half (harmless); see text d gains DR:1/evil for 1 Will negates | 1 standard action a ray attack | Instantaneous; see text ailed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D] | Target: One creature Touch V Target: Creature touch S Touch V Target: Creature touch Medium (190 ft.) V Target: You and up to d | ned ,s,M ned ,s two rays; | Yes (harmless); see text Yes Yes; see text | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, Light] Light] Caster Level: 9 | PHB II: p.115 SC: p.126 |
| Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [ma of damage from a weapon that overcomes DR/good. Indicate the second of the second | 20 x +3] ar 20 all poise round ye 20 | Will half (harmless); see text d gains DR:1/evil for 1 Will negates ons. None ou can use the light as Will negates | 1 standard action minute. On f 1 standard action 1 standard action a ray attack 1 standard attack 1 standard action a ray attack 1 standard | Instantaneous; see text ailed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D] dealing 1d6 [double against undead an | Target: One creature Touch V Target: Creature touch S Touch V Target: Creature touch Medium (190 ft.) V Target: You and up to d | ,s,M hed ,s, two rays; | Yes (harmless); see text Yes Yes; see text see text Yes (harmless, object) | [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, Light] Light] Caster Level: 9 | PHB II: p.115 SC: p.126 SC: p.132 |

Domain/Speciality Spel

| | | | | Cieric Spells | | | | | |
|--|------------------|------------------------------------|----------------------|--|---|---------------------------|--|--|-----------------|
| □□□□ Magic Weapon | 20 | Will negates (harmless, object) | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: p.251 |
| Effect: Weapon gains +1 bonus. | | | | | Target: Weapon tou | iched | | Caster Level: 9 | |
| Moon Lust | 20 | Will negates [harmless] | 1 standard action | 1 round/level | Medium (190 ft.) Target: Creature tou | V,S,F uched | Yes | Illsion (Pattern) [Mind-Affecting] Caster Level: 9 | SC: p.143 |
| Creature becomes fascinated for the duration of the spell. Nightshield | 20 | N/A | | 1 minute/level [D] | Personal | V,S | N/A | Abjuration | SC: p.148 |
| Effect: | | | action | | Target: You | | | Caster Level: 9 | |
| +1 resistance on Saving throws, increases to +2 at caster | 20 | N/A | 1 standard | es magic missiles. 1 minute/level or until discharged [D] | Personal | V,S,DF | N/A | Evocation [Light] | SC: p.148 |
| Effect: | | | action | | Target: You | | | Caster Level: 9 | |
| Creates light 30' Can use as ranged touch attack 30' for 1 Obscuring Mist | d8 plus | None | 1 standard | nce casting to max of [1d8 + caster level] 1 minute/level | J. 20 ft. | V,S | No | Conjuration | PHB: p.258 |
| Effect: | | | action | | | ads in 20-ft. | radius from you, 20 ft. | (Creation) Caster Level: 9 | |
| Fog surrounds you. Omen of Peril Effect: | 20 | N/A | 1 round | Instantaneous | high Personal | V,F | N/A | Divination Caster Level: 9 | SC: p.149 |
| Brief supplication gives you a vision that hints at how dan | gerous | the immediate future is None | | see text. 1 hour/level | Target: You Close (45 ft.) | V,S | No | Transmutation | SC: p.161 |
| Portal Beacon Effect: | | None | action | i nourrever | Target: One interpla | | | Caster Level: 9 | 3C. p. 101 |
| Up to six creatures can be chosen to recieve mental bead | on. 20 | Will negates | 1 standard | 1 minute/level [D] | Touch | | No; see text | Abjuration [Lawful] | PHR: p 266 |
| Protection from Chaos | 20 | (harmless) | action | i minute/level [D] | Target: Creature tou | | NO, See lext | Caster Level: 9 | FTIB. p.200 |
| +2 to AC and saves, counter mind control, hedge out elem | nentals 20 | and outsiders. Will negates | 1 etandard | 1 minute/level [D] | Touch | | No; see text | Abjuration [Good] | PHR: p 266 |
| Protection from Evil | 20 | (harmless) | action | Timilate/level [b] | Target: Creature tou | | NO, SEC TEXT | Caster Level: 9 | 1 11b. p.200 |
| +2 to AC and saves, counter mind control, hedge out elem | nentals 20 | and outsiders. Will negates | 1 standard | 1 minute/level [D] | Touch | | No; see text | Abjuration | PHB: p.266 |
| Effect: +2 to AC and saves, counter mind control, hedge out eler | | (harmless) | action | [0] | Target: Creature tou | | , 000 toxt | [Chaotic] Caster Level: 9 | |
| 2 to AC and saves, counter mind control, neage out eler | 20 | Will negates (harmless) | 1 standard action | 10 minutes; see text | Close (45 ft.) | V,S | Yes (harmless) | Abjuration | PHB: p.271 |
| Effect: Suppresses fear or gives +4 on saves against fear for one | a guhic | , | acuUII | | Target: One creatur more than 30 ft. apa | | no two of which can be | Caster Level: 9 | |
| Suppresses tear or gives +4 on saves against tear for one | 20 | Will negates [harmless] | 1 standard action | 1 round/level | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: p.174 |
| Effect: | oo tout | | actiOH | | Target: Creature tou | uched | | Caster Level: 9 | |
| Grants limited protection from a plane's alignment traits; s | 20 | Will negates | 1 standard action | Instantaneous | Touch | V,S,DF | Yes [harmless] | Abjuration | SC: p.174 |
| Effect: | | [harmless] | | | Target: Creature tou | uched | | Caster Level: 9 | |
| Allows one retry on a failed save against an ongoing spell Sanctuary | l, spell-l 20 | Will negates | 1 standard | 1 round/level | Touch | V,S, DF | No | Abjuration | PHB: p.274 |
| Effect: | | | action | | Target: Creature tou | uched | | Caster Level: 9 | |
| Opponents can't attack you, and you can't attack. | | None | | Concentration, up to 9 rounds | Personal | V,S,M,F | No | Divination | Race Des: p.167 |
| Effect: | | | action | | Target: One book/ro | ound | | Caster Level: 9 | |
| Absorb the contents of an entire book as if you had read i | t once. 20 | Will negates | 1 standard | 1 minute/level | Touch | V,S,M | Yes (harmless) | Abjuration | PHB: p.278 |
| Effect: | | (harmless) | action | | Target: Creature too | uched | | Caster Level: 9 | |
| Aura grants +3 deflection bonus. | 20 | N/A | | 10 minutes/level or until discharged | Personal | V,S,M | N/A | Enchantment | SC: p.189 |
| - | | | action | | | | | (Compulsion) [Mind-Affecting] | |
| Effect: +4 bonus on your next initiative check. | | | | 4.1 4 4.75 | Target: You | | | Caster Level: 9 | |
| Snowshoes | 20 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Touch | V,S | Yes [harmless] | Transmutation | SC: p.194 |
| Effect: Speed increases by 10 ft. and no Balance checks or Refle | ex requi | red to walk on snow. | | | Target: Creature tou | | | Caster Level: 9 | |
| Spell Flower | 20 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Transmutation | SC: p.198 |
| Effect: Hold the charge of one touch spell per arm; see text. | | | | 4 40 470 | Target: You | | | Caster Level: 9 | BUB |
| Summon Monster I Effect: | | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | | Conjuration (Summoning) | PHB: p.285 |
| Calls extraplanar creature to fight for you. | 20 | N/A | 1 swift | Instantaneous | Target: One summo | V,S,M | n/A | Caster Level: 9 Conjuration | SC: p.228 |
| Effect: | | | action | matalitarieuus | Target: You | v,∪,IVI | IV/A | (Creation) [Air] Caster Level: 9 | 00. p.220 |
| Gain 10 ft. per level of altitude, and then gently float back UUUUUV Vigor, Lesser | to the g | Will negates | | 10 rounds + 1 round/level [max 15] | Touch | V,S | Yes [harmless] | Conjuration | SC: p.229 |
| Effect: | -11 11 | [harmless] | action | | Target: Living create | ure touched | ı | (Healing) Caster Level: 9 | |
| Grants target fast healing ability for the duration of the specific control of Glory | ell. Hea | ls 1 hp automatically pe None | | 1 minute or until discharged | Touch | V,S,DF | Yes | Divination | SC: p.231 |
| Effect: Grants a +1 morale bonus to a single saving throw [target | t's choic | e]. | | | Target: Creature too | uched | | Caster Level: 9 | |
| □□□□ Wings of the Sea | 20 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | S,M | Yes [harmless] | Transmutation | SC: p.240 |
| Effect: Increases creatures swim speed by 30 ft. | | | | | Target: Creature to | uched | | Caster Level: 9 | |
| | | | | LEVEL 2 | | | | | |
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
| Aid | | None | 1 standard action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.196 |
| Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] | | | | | Target: Living create | | | Caster Level: 9 | |
| □□□□□Align Weapon Effect: | 21 | Will negates (harmless, object) | 1 standard action | 1 minute/level | Touch Target: Weapon tou | V,S, DF uched or fifty | Yes (harmless, object) y projectiles [all of which | | PHB: p.197 |
| Weapon becomes good, evil, lawful, or chaotic. | | | | | must be in contact v casting] | with each ot | her at the time of | | |
| Animalistic Power | 21 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: p.101 |
| Effect: Subject is imbued with +2 to Strength, Dexterity and Cons | | | | | Target: Creature to | uched | | Caster Level: 9 | |
| | stitution | | 1 minute | Instantaneous | Personal | V.S.M.F | No | Divination | PHB: p.202 |
| Augury Effect: | stitution | None | 1 minute | Instantaneous | Personal Target: You | V,S,M,F | No | Divination Caster Level: 9 | PHB: p.202 |
| □□□□ Augury | stitution | | 1 minute | Instantaneous * =Domain/Speciality Spell | | V,S,M,F | No | | PHB: p.202 |

| | | | | Cleric Spells | | | | | |
|--|----------------|---|--------------------------|--|--|------------------|------------------------------|---|---------------------------|
| □□□□□ Aura Against Flame | 21 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Abjuration | SC: p.18 |
| Effect: Protects against first 10 points of fire damage, it also exting | nauiche | e flames: see text | dollori | | Target: You | | | Caster Level: 9 | |
| Avoid Planar Effects | iguisne | None | 1 immediate action | 1 minute/level | 20 ft. | V | Yes [harmless] | Abjuration | SC: p.19 |
| Effect: | £:1 | | action | | Target: One creature | e/level in a | 20-ft. radius burst | Caster Level: 9 | |
| Gain temporary respite from the natural effects of a speci Balor Nimbus | 21 | e. N/A | | 1 round/level | centered on you Personal | V,S,M/DF | N/A | Transmutation | SC: p.24 |
| Effect: | | | action | | Target: You | | | Caster Level: 9 | |
| Any creature grappling you takes 6d6 points of fire damage Bear's Endurance | ge. 21 | Will negates | 1 standard | 1 minute/level | Touch | V,S, DF | Yes | Transmutation | PHB: p.203 |
| Effect: | | (harmless) | action | | Target: Creature tou | ıched | | Caster Level: 9 | |
| Subject gains +4 to Con for 1 minutes/level. | 21 | Will negates | 1 etandard | Instantaneous | - | V,S | Yes | Enchantment | PHB II: p.103 |
| □□□□□ Black Karma Curse | 21 | vviii riogates | action | instantaneous | Target: One creature | | 103 | (Compulsion) [Mind-Affecting] Caster Level: 9 | 1 115 II. p. 100 |
| If the target fails it's save, it immediately takes damage as | s if stru | ck by it's currently held will negates | | | | | V (h | | DLID II 402 |
| □□□□□ Blade Brothers Effect: | | (harmless) | action | 1 minute/level or until discharged | Target: Two willing of | V,S creatures | Yes (harmless) | Abjuration Caster Level: 9 | PHB II: p.103 |
| Once during the spell, if a subject attempts a saving throare affected by the spell. | | | | | | V 0 | NI/A | T | 00 - 05 |
| שׁנֵעוֹעוֹע! Body Blades | 21 | N/A | 1 standard action | 1 minute/level | | V,S | N/A | Transmutation | SC: p.35 |
| Effect: Sprouts dagger blades across your body able to inflict 1d | 6 +1/le | vel [max +5] piercing da | | | Target: You | | | Caster Level: 9 | |
| □□□□ Brambles | | None | 1 standard action | 1 round/level | Touch | V,S,M | No | Trasmutation | SC: p.38 |
| Effect: Small magical thorns/spikes protrude from wooden weap | on; gair | ns a +1 to hit enhancem | ent and deal | s +1/level [max +10] damage. | Target: Wooden wea | apon touch | ed | Caster Level: 9 | |
| Bull's Strength | 21 | Will negates (harmless) | | 1 minute/level | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: p.207 |
| Effect: Subject gains +4 to Str for 1 minutes/level. | | | - | | Target: Creature tou | ıched | | Caster Level: 9 | |
| Calm Emotions | 21 | Will negates | 1 standard action | Concentration, up to 1 round/level [D] | Medium (190 ft.) | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.207 |
| Effect: Calms creatures, negating emotion effects. | | | | | Target: Creatures in | a 20-ftrad | dius spread | Caster Level: 9 | |
| Close Wounds | 21 | Will half [harmless]; see text | 1 immediate action | Instantaneous | Close (45 ft.) | V | Yes [harmless] | Conjuration (Healing) | SC: p.48 |
| Effect: Cure 1d4 +1/level [max +5]. | | | | | Target: One creature | е | | Caster Level: 9 | |
| Cloud of Knives | | | 1 standard action | 1 round/level | Personal | V,S,M | | Conjuration | PHB II: p.107 |
| Effect: Each round as a free action you can release a knife at Damage 146 +1/3 level [max +5] Crit 19-20. | any op | ponent you can see wi | | ttack bonus = Caster level + Key Ability | Target: You /. | | | Caster Level: 9 | |
| Consecrate | | None | 1 standard : | 2 hours/level | Close (45 ft.) | V,S,M, DF | No | Evocation [Good] | PHB: p.212 |
| Effect: Fills area with positive energy, making undead weaker. | | | | | Target: 20-ftradius | emanation | | Caster Level: 9 | |
| Cure Moderate Wounds | 21 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch Target: Creature tou | V,S uched | Yes (harmless); see text | Conjuration (Healing) Caster Level: 9 | PHB: p.216 |
| Cures 2d8 +1/level [max +10] damage. | 21 | Will negates | 1 atandard | 1 minute/level | - | V,S,DF | Yes | Necromancy | SC: p.56 |
| Curse of III Fortune | 21 | will riegates | action | i minute/level | | | 165 | • | 30. p.30 |
| Cause -3 penalty on attack rolls, saving throws, ability che | ecks ar | | 4 -1 1 1 | 40 1 1 1 1 1 1 1 | Target: One living cr | | N. | Caster Level: 9 | DUD : 040 |
| Darkness Effect: | | None | action | 10 minutes/level [D] | Touch Target: Object touch | V, M/DF ned | No | Evocation [Darkness] Caster Level: 9 | PHB: p.216 |
| 20-ft. radius of supernatural shadow. Dark Way | | None | | 1 round/level | Close (45 ft.) | V,S,DF | Yes | Illusion (Shadow) | SC: p.58 |
| Effect: | | | action | | | | . wide, 1 in. thick, and | Caster Level: 9 | |
| Create a ribbonlike, weightless, unbreakable bridge. Deific Vegeance | 21 | Will half | | Instantaneous | up to 20 ft./level long Close (45 ft.) | g V,S,DF | Yes | Conjuration | SC: p.62 |
| Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level | if undo | ad [may 10d6] | action | | Target: One creature | e | | (Summoning) Caster Level: 9 | |
| Deific Vengeance | 21 | Will half | | Instantaneous | Close (45 ft.) | V,S,DF | Yes | Conjuration (Summoning) | Is This : Complete Divine |
| Effect: Cause 5d6 or 9d6 if the target is undead. | | | action | | Target: One creature | е | | (Summoning) Caster Level: 9 | |
| Delay Poison | 21 | Fortitude negates | | 1 hour/level | Touch | V,S, DF | Yes (harmless) | Conjuration | PHB: p.217 |
| Effect: Stops poison from harming subject for 1 hour/level. | | (harmless) | action | | Target: Creature tou | ıched | | (Healing) Caster Level: 9 | |
| Divine Insight | 21 | N/A | 1 standard action | 1 hour/level or until discharged [D] | Personal | V,S,DF | N/A | Divination | SC: p.70 |
| Effect: Gain 5 + your caster level [max bonus of 15] to one skill of | heck d | uring the duration of the | | | Target: You | | | Caster Level: 9 | |
| Divine Interdiction | 21 | Will negates or None [object]; see text | | 1 round/level | Close (45 ft.) | ٧ | Yes or No [object]; see text | Abjuration | SC: p.70 |
| Effect: Temp loss of turning power & domain powers. | | [SOJOON], GOO (GAL | 300011 | | Target: 10-ftradius object, or point in sp | | centered on a creature | ,Caster Level: 9 | |
| Professional Divine Protection | 21 | Will negates | | 1 minute/level | Medium (190 ft.) | | Yes [harmless] | Enchantment (Compulsion) | SC: p.70 |
| F#z-t | | [harmless] | action | | Towns All | | | [Mind-Affecting] | |
| Effect: +1 morale bonus to AC and saving throws. | | | | | Target: Allies in a 20 | | | Caster Level: 9 | BUD 4 |
| □□□□□ Eagle's Splendor | 21 | Will negates (harmless) | 1 standard action | 1 minute/level | | V,S,M/DF | Yes | Transmutation | PHB: p.225 |
| Effect: Subject gains +4 to Cha for 1 minutes/level. | | | | | Target: Creature tou | ıched | | Caster Level: 9 | |
| Energized Shield, Lesser Effect: | | None | action | 1 round/level | Touch Target: Touch | V,S,DF | No | Abjuration [See text] Caster Level: 9 | SC: p.79 |
| Protects against on energy type [fire, cold, electricity, acid | d, or so 21 | nic], you gan 5 resistant Will negates; see text | | 1 hour or less | Medium (190 ft.) | V,S | Yes | Enchantment | PHB: p.227 |
| Effect: Captivates all within 100 ft. +10 ft./level | | | | | Target: Any number | | | (Charm) Caster Level: 9 | |
| □□□□□ Extend Tentacles | 21 | N/A | 1 standard action | Instantaneous | Personal | V | N/A | Transmutation | SC: p.86 |
| Effect: | | | acuON | | Target: You | | | Caster Level: 9 | |
| Extends your tentacles by 5 ft. | | None | | 1 minute/level | Personal | V,S | No | Divination | PHB: p.230 |
| Effect: | | | action | | Target: You | | | Caster Level: 9 | |
| Notice traps as a rogue does. | | | | * =Domain/Speciality Spell | | | | | |
| | | | | | | | | | |

| | | | Cle | ric Spells | | | | | |
|---|--|--|--|--|--|---|---|---|--|
| □□□□□ Frost Breath | 21 | Reflex half | 1 standard Instantaneou | • | 30 ft. | V,S,M | Yes | Evocation [Cold] | SC: p.100 |
| Effect: | | | action | | Target: Cone-shape | d burst | | Caster Level: 9 | |
| Breath a cone of cold that deal 1d4/2 caster levels [max | | | | | - ' | | V 111 | | 00 . 100 |
| □□□□□ Fuse Arms | 21 | Fortitude negates [harmless] | 1 standard 10 minutes/le action | evel | Touch | V,S | Yes [harmless] | Transmutation | SC: p.100 |
| Effect: Gain +4 Str for every set of limbs fused to the primary li | mh | | | | Target: Creature with touched | h at least to | wo arms or tentacles | Caster Level: 9 | |
| Gentle Repose | 21 | Will negates (object) | 1 standard 1 day/level | | | V,S,M/DF | Yes (object) | Necromancy | PHB: p.235 |
| Effect: | | | action | | Target: Corpse toucl | had | | Caster Level: 9 | |
| Preserves one corpse. | | | | | | | | | |
| □□□□ Ghost Touch Armor | 21 | Will negates [harmless] | 1 standard 1 minute/leveraction | el | Touch | V,S,M | Yes [harmless] | Transmutation | SC: p.102 |
| Effect: | | ,, | | | Target: Armor of cre | ature touch | ned | Caster Level: 9 | |
| Armor gains Ghost Touch property. | | None | 1 minute 1 minute/leve | el | Touch | V,S,DF | No | Evocation [See | SC: p.109 |
| , | | | | | Taurati Casati ia tau | | | text] | |
| Effect: Grant +2 [Profane or Sacred] bonus to all saving throws | i. | | | | Target: Creature tou | icrieu | | Caster Level: 9 | |
| □□□□□ Healing Lorecall | 21 | N/A | 1 standard 10 minutes/leaction | evel | Personal | V,S,M | N/A | Divination | SC: p.110 |
| Effect: | | | | | Target: You | | | Caster Level: 9 | |
| Allows caster with Heal ranks to remove other ailments Hold Person | when us 21 | | spells. Can also heal m 1 standard 1 round/leve | | Medium (190 ft.) | V,S,F/DF | Yes | Enchantment | PHB: p.241 |
| DDDDD Hold Felson | | | action | [=], === :=::: | , | .,-, | | (Compulsion) | |
| Effect: | | | | | Target: One humano | oid creature | • | [Mind-Affecting] Caster Level: 9 | |
| Paralyzes one humanoid for 1 round/level. | 21 | Will half | 4 | | - | | | Name | DUD: - 044 |
| □□□□ Inflict Moderate Wounds | 21 | wiii naii | 1 standard Instantaneou action | is | Touch | V,S | Yes | Necromancy | PHB: p.244 |
| Effect: Touch attack, 2d8 +1/level [max +10] damage. | | | | | Target: Creature tou | iched | | Caster Level: 9 | |
| Inky Cloud | | None | 1 standard 10 minutes/le | evel | 30 ft. | V,S,M | No | Conjuration | SC: p.123 |
| Effect: | | | action | | Target: 30-ftradius | spread cer | ntered on you | (Creation) Caster Level: 9 | |
| Inky cloud that works under water. | | | | | - | | · | | |
| □□□□□ Insight of Good Fortune | 21 | Will negates (harmless) | 1 standard 1 minute/leveraction | el or until discharged | Close (45 ft.) | V,S,M | Yes (harmless) | Divination | PHB II: p.115 |
| Effect: | | , , | | atter regult | Target: One creature | е | | Caster Level: 9 | |
| Reroll once after making an attack, skill check, saving the | ITOW OF 8 | ability check before resu None | It is known and take the b 1 standard Instantaneou | | Long (760 ft.) | V,S,F | Yes (harmless) | Abjuration | Race Des: p.166 |
| Effect: | | | action | | Target: All wearers of | | | Caster Level: 9 | • • • |
| Spell alerts all wearers. | | | | | rarget: All wearers t | oi speciai ir | isignia within range | Caster Level: 9 | |
| □□□□□Iron Silence | 21 | Will negates [harmless,object] | 1 standard 1 hour/level action | [D] | Touch | V,S,DF | Yes [harmless,object] | Transmutation | SC: p.125 |
| Effect: | | | action | | Target: One suit of a | armor touch | ed/3 levels | Caster Level: 9 | |
| Hide and Move Silent check ignore the Armor penalty d | uring the | e duration of the spell. None | 1 standard 10 minutes/le | avel ID1 | Medium (190 ft.) | V,S | Yes; see text | Evocation [Good, | SC: n 132 |
| □□□□□Light of Mercuria | | None | action | SVCI [D] | , , | | | Light] | 00. p. 102 |
| Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. | undead | or outsiders. | | | Target: You and up t | to two rays | ; see text | Caster Level: 9 | |
| Living Undeath | 21 | Fortitude negates | 1 standard 1 minute/leve | el | Touch | V,S,DF | Yes [harmless] | Necromancy | SC: p.134 |
| Effect: | | [harmless] | action | | Target: Creature tou | iched | | Caster Level: 9 | |
| Not subject to sneak attacks or criticals; -4 penalty to Cl | | | A declarate to the second | | - | | Var flavoria e al l'art | | DUD - 050 |
| □□□□ Make Whole | 21 | Will negates (harmless, object) | 1 standard Instantaneou action | IS | Close (45 ft.) | V,S | Yes (harmless, object |) I ransmutation | PHB: p.252 |
| | | | action | | | | | | |
| Effect: | | (1.01111000, 00,000) | action | | Target: One object of | of up to 10 | cu. ft./level | Caster Level: 9 | |
| Repairs an object. | 21 | Will negates | 1 standard 1 round/leve | l | - ' | of up to 10 o | cu. ft./level Yes | Caster Level: 9 Necromancy | PHB II: p.119 |
| Repairs an object. Mark of Judgement | 21 | | | l | Medium (190 ft.) | V,S,DF | Yes | Necromancy | PHB II: p.119 |
| Repairs an object. | ttack ag: | Will negates | 1 standard 1 round/leve action e, that attacker heals 2 po | | Medium (190 ft.) Target: One creature more than 30 ft. apa | V,S,DF e/3 levels, r | Yes no two of which are | Necromancy Caster Level: 9 | |
| Repairs an object. | | Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent | | Medium (190 ft.) Target: One creature more than 30 ft. apa | V,S,DF | Yes | Necromancy | PHB II: p.119 SC: p.138 |
| Repairs an object. | ttack ag: 21 | Will negates | 1 standard 1 round/leve action e, that attacker heals 2 po | | Medium (190 ft.) Target: One creature more than 30 ft. apa | V,S,DF e/3 levels, r | Yes no two of which are | Necromancy Caster Level: 9 | |
| Repairs an object. | ttack ag 21 | Will negates sinst the marked creatur Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature | V,S,DF e/3 levels, r rt V,S,DF | Yes no two of which are Yes | Necromancy Caster Level: 9 Necromancy Caster Level: 9 | SC: p.138 |
| Repairs an object. | ttack ag: 21 | Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature | V,S,DF e/3 levels, r | Yes no two of which are | Necromancy Caster Level: 9 Necromancy | |
| Repairs an object. | ttack ag 21 | Will negates sinst the marked creatur Will negates Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature | V,S,DF e/3 levels, r rt V,S,DF e | Yes no two of which are Yes | Necromancy Caster Level: 9 Necromancy Caster Level: 9 | SC: p.138 |
| Repairs an object. | ttack ag 21 21 | Will negates sinst the marked creatur Will negates Will negates (harmless) | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action Instantaneous immediate action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) | V,S,DF e/3 levels, r int V,S,DF e V | Yes no two of which are Yes Yes (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 | SC: p.138 PHB II: p.119 |
| Repairs an object. | ttack ag 21 | Will negates sinst the marked creatur Will negates Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Touch | V,S,DF e/3 levels, I rt V,S,DF e V | Yes no two of which are Yes Yes (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation | SC: p.138 |
| Repairs an object. | ttack ag 21 21 | Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) | V,S,DF e/3 levels, I rt V,S,DF e V | Yes no two of which are Yes Yes (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 | SC: p.138 PHB II: p.119 |
| Repairs an object. | 21 21 21 | Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) | standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/live action 1 standard 10 minutes/live action | ints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature tou | V,S,DF e/3 levels, I rt V,S,DF e V | Yes no two of which are Yes Yes (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation | SC: p.138 PHB II: p.119 |
| Repairs an object. | 21 21 21 | Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action Instantaneou immediate action 1 standard 1 minute/leve action | ints of damage. | Medium (190 ft.) Target: One creature to the Target: Creature to the Target: One creature to the Target: One creature to the Target: Creature to the | V,S,DF e/3 levels, rrt V,S,DF e V e V,S,M/DF | Yes no two of which are Yes Yes (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration | SC: p.138 PHB II: p.119 PHB: p.259 |
| Repairs an object. | ttack agg 21 . 21 21 21 21 ergy attack | Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature tou Touch Target: Creature tou | V,S,DF e/3 levels, r rt V,S,DF e V V S,DF e V V,S,M/DF iched V,S | Yes no two of which are Yes Yes (harmless) Yes Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 |
| Repairs an object. | ttack agg 21 . 21 21 21 21 ergy attack | Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) | standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/live action 1 standard 10 minutes/live action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature tou Touch Target: Creature tou | V,S,DF e/3 levels, rrt V,S,DF e V e V,S,M/DF | Yes no two of which are Yes Yes (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration | SC: p.138 PHB II: p.119 PHB: p.259 |
| Repairs an object. | 21 21 21 21 21 ergy atta | Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ack. Will negates [harmless] | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature tou Touch Target: Creature tou | V,S,DF e/3 levels, t rt V,S,DF e V V V,S,M/DF iched V,S,M/DF iched V,S | Yes no two of which are Yes Yes (harmless) Yes Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 |
| Repairs an object. | 21 21 21 21 21 ergy atta | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ack. Will negates [harmless] ck. Will negates | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 1 minutes/leve action | oints of damage. | Medium (190 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou Touch | V,S,DF e/3 levels, t rt V,S,DF e V V V,S,M/DF iched V,S,M/DF iched V,S | Yes no two of which are Yes Yes (harmless) Yes Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 |
| Repairs an object. | 21 21 21 21 21 ergy attac | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] kok. Will negates [harmless] | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action Instantaneous immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action | oints of damage. | Medium (190 ft.) Target: One creature to the Target: Creature to the Medium (190 ft.) | V,S,DF e/3 levels, i rit V,S,DF e V V V V,S,M/DF e V V,S,M/DF e ched V,S e ched V,S | Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 |
| Repairs an object. | 21 21 21 21 21 21 21 21 21 21 21 21 21 2 | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) ack. Will negates [harmless] ck. Will negates [harmless] | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 1 minutes/leve action | pints of damage. | Medium (190 ft.) Target: One creature for than 30 ft. apa Close (45 ft.) Target: One creature for the following for the following for the following follow | V,S,DF a/3 levels, i rit V,S,DF e V V V V,S,M/DF iched V,S iched V,S iched V,S,DF iched V,S,DF iched V,S,DF | Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 |
| Repairs an object. | 21 21 21 21 21 ergy attac | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) ck. Will negates (harmless) ck. Will negates (harmless) | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 1 minutes/leve action | pints of damage. | Medium (190 ft.) Target: One creature for than 30 ft. apa Close (45 ft.) Target: One creature for the following for the following for the following follow | V,S,DF e/3 levels, i rit V,S,DF e V V V V,S,M/DF e V V,S,M/DF e ched V,S e ched V,S | Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 |
| Repairs an object. | 21 21 21 21 21 21 21 21 21 21 | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) ack. Will negates [harmless] ck. Will negates [harmless] | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 1 minutes/leve action | pints of damage. | Medium (190 ft.) Target: One creature to the Target: | V,S,DF e/3 levels, i rit V,S,DF e V e V,S,M/DF e v,S,M/DF e ched v,S eched v,S,DF -ft-radius l v,S ecatures, no | Yes no two of which are Yes Yes (harmless) Yes Yes [harmless] Yes [harmless] burst | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 |
| Repairs an object. | 21 21 21 21 21 21 21 21 21 21 21 21 21 2 | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ack. Will negates [harmless] Will negates [harmless] Will negates [harmless] Will negates [harmless] | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 1 minutes/leve action | points of damage. | Medium (190 ft.) Target: One creature to the control of the contr | V,S,DF a/3 levels, i rit V,S,DF e V V,S,M/DF ached V,S ached V,S ached V,S,DF b-ft-radius V,S creatures, nore | Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Uses [harmless] Yes (harmless) Uses (harmless) | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 |
| Repairs an object. | 21 21 21 21 21 21 21 21 21 21 | Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) ck. Will negates (harmless) ck. Will negates (harmless) | 1 standard 1 round/leve action e, that attacker heals 2 pc 1 standard Permanent action 1 Instantaneou immediate action 1 standard 1 minute/leve action 1 standard 10 minutes/leve action 1 standard 10 minutes/leve action 1 standard 1 minutes/leve action | points of damage. | Medium (190 ft.) Target: One creature to the control of the contr | V,S,DF e/3 levels, r rt V,S,DF e V e V,S,M/DF eched V,S eched V,S eched V,S,DF V eched V,S,DF eched V,S,DF eched V,S,DF eched V,S,DF eched V,S,DF eched V,S,DF | Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes [harmless] | Necromancy Caster Level: 9 Necromancy Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration | SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 |
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|---|------------|--------------------------------------|--------------------------|--|--|---------------|------------------------------------|---|-----------------|
| Shroud of Undeath | 21 | N/A | 1 standard | 10 minutes/level [D] | Personal | V,S,M | N/A | Necromancy | SC: p.189 |
| Effect: Shroud yourself in invisbile negative energy so nonin opposite effect on you as if you were undead. | telligent | undead percieve you | | undead. Cure and inflict spells have the | Target: You ne | | | Caster Level: 9 | |
| □□□□□ Silence | 21 | Will negates; see text | | 1 minute/level [D] | Long (760 ft.) | V,S | Yes; see text or no | Illusion (Glamer) | PHB: p.279 |
| Effect: Negates sound in 15-ft. radius. | | or none (object) | action | | Target: 20 ft. radius object, or point in s | | (object) centered on a creature | , Caster Level: 9 | |
| Sound Burst | 21 | Fortitude partial | 1 standard action | Instantaneous | Close (45 ft.) | V,S,F/DF | Yes | Evocation [Sonic] | PHB: p.281 |
| Effect: Deals 1d8 sonic damage to subjects; may stun them. | | | action | | Target: 10-ftradiu | s spread | | Caster Level: 9 | |
| □□□□□ Spawn Screen | 21 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,S,DF | Yes [harmless] | Necromancy | SC: p.197 |
| Effect: Subject will not rise as spawn if killed by an undead cap | able of | creating spawn. | | | Target: One creatu | re/level | | Caster Level: 9 | |
| □□□□□ Spell Immunity, Lesser | 21 | Will negates | | 10 minutes/level | Touch | V,S | Yes [harmless] | Abjuration | SC: p.199 |
| Effect: Protects one creature from a single 1st- or 2nd-level spe | all: aaa t | [harmless] | action | | Target: Creature to | uched | | Caster Level: 9 | |
| Spiritual Weapon | eli; see t | None | 1 standard action | 1 round/level [D] | Medium (190 ft.) | V,S, DF | Yes | Evocation [Force] | PHB: p.283 |
| Effect: Magical weapon attacks on its own. | | | dollori | | Target: Magic wear | pon of force | | Caster Level: 9 | |
| Stabilize | 21 | Will negates [harmless]; see text | 1 swift action | Instantaneous | See text | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: p.204 |
| Effect: Spell designed for battle fields, heals all creatures for 1 | hn to et: | | | damage [Will negates] | Target: 50-ftradiu: | s burst cent | ered on you | Caster Level: 9 | |
| Status | 21 | Will negates (harmless) | | 1 hour/level | Touch | V,S | Yes (harmless) | Divination | PHB: p.284 |
| Effect: Monitors condition, position of allies. | | (ridiffiless) | action | | Target: One/per 3 I | levels living | creatures touched | Caster Level: 9 | |
| □□□□□ Stay the Hand | 21 | Will negates | 1 immediate action | Instantaneous | Medium (190 ft.) | V | Yes | Enchantment (Charm) [Mind-Affecting] | PHB II: p.126 |
| Effect: Target refrains from attacking you or targetting you with | epolle f | or the remainder of the c | urrent round | 4 | Target: One humar | noid | | Caster Level: 9 | |
| Stone Bones | 21 | Will negates [harmless] | | 10 minutes/level | Touch | V,S,F | Yes [harmless] | Transmutation | SC: p.208 |
| Effect: Target gains natural armor AC bonus of +3. | | | | | Target: Corporeal u | undead crea | ture touched | Caster Level: 9 | |
| Classical Stone Fist | | None | 1 standard action | 9 rounds [D] | Personal | V,S,DF | No | Transmutation | Race Sto: p.163 |
| Effect: Acts as if armed and your hands become hard inflicting | domoad | y ann tout | 4011011 | | Target: You | | | Caster Level: 9 | |
| Stretch Weapon | 21 | Will negates (harmless, object) | 1 swift action | One attack | 0 ft. | V | Yes (harmless, object) | Transmutation | PHB II: p.126 |
| Effect: Adds 5 feet of reach for one attack. | | (narmiess, object) | action | | Target: Melee wea | pon wielded | | Caster Level: 9 | |
| Summon Elysian Thrush | | None | 10 minutes | 8 hours | Close (45 ft.) | V,S,DF | No | Conjuration (Summoning) [Good] | SC: p.214 |
| Effect: | | | | | Target: One summ | oned Elysia | n thrush | Caster Level: 9 | |
| Summons a Elysian thrush [Planar Handbook 118]; see | text | None | 1 round | 1 round/level [D] | Close (45 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: p.286 |
| Effect: Calls extraplanar creature to fight for you. | | | | | Target: One or more which can be more | | ed creatures, no two of | Caster Level: 9 | |
| Undetectable Alignment | 21 | Will negates (object) | 1 standard action | 24 hours | Close (45 ft.) | V,S | Yes (object) | Abjuration | PHB: p.297 |
| Effect: Conceals alignment for 24 hours. | | | aouon | | Target: One creatu | re or object | | Caster Level: 9 | |
| UUUU Veil of Shadow | 21 | N/A | 1 standard action | 1 minute/level | Personal | V,S | N/A | Evocation [Darkness] | SC: p.228 |
| Effect: Grants you a 20% miss chance from concealment. | | | | | Target: You | | | Caster Level: 9 | |
| Zone of Truth | 21 | Will negates | 1 standard action | 1 minute/level | Close (45 ft.) | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.303 |
| Effect: Subjects within range cannot lie. | | | | | Target: 20-ftradiu: | s emanation | 1 | Caster Level: 9 | |
| , | | | | | | | | | |

^{* =}Domain/Speciality Spell

Wizard Spells

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

LEVEL 0

| | | | LEVEL 0 | | | | | |
|--|----------------------------|--|--|--|--|---|---|--|
| Name | DC | Saving Throw | Time Duration | • | | Spell Resistance | School | Source |
| Acid Splash | | None | 1 standard Instantaneous action | Close (45 ft.) V | /,S | No | Conjuration (Creation) [Acid] | PHB: p.196 |
| Effect: Orb deals 1d3 acid damage. | | | action | Target: One missile of | f acid | | Caster Level: 9 | |
| □□□□□ Amanuesis | 19 | Will negates [object] | 1 standard 10 minute/level action | Close (45 ft.) V | /,S | Yes [object] | Transmutation | SC: p.9 |
| Effect: Copies 250 words per minute. | | | action | Target: Object or object | cts with w | riting | Caster Level: 9 | |
| □□□□ Arcane Mark | | None | 1 standard Permanent | 0 ft. V | /,S | No | Universal | PHB: p.201 |
| Effect: | | | action | Target: One personal | rune or ma | ark, all of which must | Caster Level: 9 | |
| Inscribes a personal rune [visible or invisible]. | | None | 1 standard 1 round/level | fit within 1 sq. ft. Close (45 ft.) V | /,S | No | Conjuration | SC: p.42 |
| Effect: | | | action | Target: See text | ,- | | (Creation) Caster Level: 9 | |
| Caltrops cover one 5-foot-by-5-foot square, attack roll + +2] for purpose of the caltrop attack] dealing 1 pt of damage | +0 for all se and la | creatures moving in the nd speed reduced by ha | e square [Creatures AC is Base + Dex + [Foot Wea alf. | ır | | | | |
| □□□□□ Dancing Lights | | None | 1 standard 1 minute/level [D] | Medium (190 ft.) V | /,S | No | Evocation [Light] | PHB: p.216 |
| Effect: | | | action | Target: Up to four light | its, all with | in a 10- ftradius area | Caster Level: 9 | |
| Creates torches or other lights. | 40 | Will negates | 1 standard 1 round | Class (45 th) \ | CM | V | Enchantment | DLID: - 047 |
| Daze Fffect: | 19 | wiii negates | action | Close (45 ft.) V Target: One humanoic | | Yes | (Compulsion) [Mind-Affecting] Caster Level: 9 | PHB: p.217 |
| Humanoid creature of 4 HD or less loses next action. | | | | - | u creature | 014 FID 01 less | | |
| Detect Magic | | None | 1 standard Concentration, up to 1 minutes/level [D] action | | | No | Divination | PHB: p.219 |
| Effect: Detects spells and magic items within 60 ft. | | | | Target: Cone-shaped | emanation | n | Caster Level: 9 | |
| Detect Poison | | None | 1 standard Instantaneous | Close (45 ft.) | /,S | No | Divination | PHB: p.219 |
| Effect: Detects poison in one creature or small object. | | | action | Target: One creature, | one objec | ct, or a 5-ft. cube | Caster Level: 9 | |
| Detects poson in one creature of small object. | | None | 1 standard Instantaneous | Close (45 ft.) V | /,S | Yes | Necromancy | PHB: p.223 |
| Effect: | | | action | Target: Ray | | | Caster Level: 9 | |
| Deals 1d6 damage to one undead. | | None | 1 standard Instantaneous | Close (45 ft.) V | /,S | Yes | Evocation | SC: p.78 |
| Effect: | | | action | Target: Ray | | | [Electricity] Caster Level: 9 | |
| Ranged touch attack delivers 1d3 electric damage. | 19 | Fortitude negates | 1 standard Instantaneous | Close (45 ft.) V | , | Yes | Evocation [Light] | PHB: p.232 |
| Effect: | | r ontitudo mogatos | action | Target: Burst of light | | | Caster Level: 9 | 1 115. p.202 |
| Dazzles one creature [-1 on attack rolls]. | 19 | Will disbelief (if | 1 standard 1 round/level [D] | Close (45 ft.) V | /,S,M | No | Illusion (Figment) | DHR: n 235 |
| Ghost Sound | 19 | interacted with) | action | Target: Illusory sounds | | NO | Caster Level: 9 | тты. р.233 |
| Figment sounds. | | None | 1 standard Instantaneous | Touch V | /,S,M | No | Transmutation | CC: p 120 |
| Launch Bolt | | None | action | Target: One crossbow | | | Caster Level: 9 | SC: p.130 |
| Treat bolt as if fired from a light crossbow, including any | bonuses | | | - | | • | | |
| Launch Item | | None | 1 standard Instantaneous action | Touch S | 5 | No | Transmutation | SC: p.130 |
| Effect: Launch an item safely to the target you specify where it | will act n | ormally upon impact | | Target: One Fine item to 10lbs | in your po | ossession, weighing up | Caster Level: 9 | |
| Light | will act II | None | 1 standard 10 minutes/level [D] | | , M/DF | No | Evocation [Light] | PHB: p.248 |
| | | | action | | d | | Caster Level: 9 | |
| Effect: | | | | Target: Object touched | | | | |
| Effect: Object shines like a torch. | | None | 1 standard Concentration | · , | | No | Transmutation | PHB: p.249 |
| Effect: Object shines like a torch. | | None | | Close (45 ft.) V | /,S | | | PHB: p.249 |
| Effect: Object shines like a torch. | | None | 1 standard Concentration | · , | /,S | | | PHB: p.249 |
| Effect: Object shines like a torch. Object shines like a torch. Dipole Mage Hand Effect: 5-pound telekinesis. | 19 | Will negates | standard Concentration action standard Instantaneous | Close (45 ft.) V Target: One nonmagic up to 5 lb. | /,S cal, unatte | | Caster Level: 9 | PHB: p.249 PHB: p.253 |
| Effect: Object shines like a torch. Graph Mage Hand Effect: Graph Mending Effect: Effect: | 19 | | 1 standard Concentration action | Close (45 ft.) V Target: One nonmagic up to 5 lb. | /,S cal, unatte /,S | ended object weighing Yes (harmless, object | Caster Level: 9 | |
| Effect: Object shines like a torch. Image Hand Effect: 5-pound telekinesis. Image Mending Effect: Makes minor repairs on an object. | 19 | Will negates | standard Concentration action standard Instantaneous | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V Target: One object of the control o | /,S cal, unatte /,S up to 1 lb. | ended object weighing Yes (harmless, object | Caster Level: 9) Transmutation | |
| Effect: Object shines like a torch. Grant Mage Hand Effect: Spound telekinesis. Grant Mending Effect: Makes minor repairs on an object. Grant Message Effect: | 19 | Will negates (harmless, object) | standard Concentration action 1 standard Instantaneous action | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V | /,S cal, unatte /,S up to 1 lb. /,S,F | ended object weighing Yes (harmless, object | Caster Level: 9) Transmutation Caster Level: 9 | PHB: p.253 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) | standard Concentration action standard Instantaneous action standard 10 minutes/level | Close (45 ft.) V **Target:* One nonmagicup to 5 lb.* **10 ft. V **Target:* One object of 1 Medium (190 ft.) V **Target:* 1 creature/level | cal, unatte /,S up to 1 lb. /,S,F | ended object weighing Yes (harmless, object | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen | PHB: p.253 |
| Effect: Object shines like a torch. | | Will negates (harmless, object) | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action | Close (45 ft.) V Target: One nonmagic up to 5 ib. 10 ft. V Target: One object of 1 Medium (190 ft.) V Target: 1 creature/leve | /,S ccal, unatte /,S up to 1 lb. /,S,F el | nded object weighing Yes (harmless, object No Yes (object) | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation | PHB: p.253 PHB: p.253 dent] |
| Effect: Object shines like a torch. | | Will negates (harmless, object) None Will negates (object) | standard Concentration action standard Instantaneous action standard 10 minutes/level action standard Instantaneous | Close (45 ft.) V **Target:* One nonmagicup to 5 lb.* **10 ft. V **Target:* One object of 1 Medium (190 ft.) V **Target:* 1 creature/level | /,S ccal, unatte /,S up to 1 lb. /,S,F el | nded object weighing Yes (harmless, object No Yes (object) | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation | PHB: p.253 PHB: p.253 dent] PHB: p.258 |
| Effect: Object shines like a torch. Image Hand Effect: 5-pound telekinesis. Image Hand Effect: Makes minor repairs on an object. Image Hand Effect: Whispered conversation at distance. Image Hand Open/Close Effect: Opens or closes small or light things. | | Will negates (harmless, object) | standard Concentration action standard Instantaneous action standard 10 minutes/level action standard Instantaneous action standard Instantaneous action standard 1 hour | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V Target: One object of the Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighing be opened or closed | cal, unatte cal, unatte c',S up to 1 lb. c',S,F el | nded object weighing Yes (harmless, object No Yes (object) | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation | PHB: p.253 PHB: p.253 dent] |
| Effect: Object shines like a torch. Object shines like a torch. Mage Hand Effect: Spound telekinesis. Mending Effect: Makes minor repairs on an object. Message Effect: Whispered conversation at distance. Opens or closes small or light things. Prestidigitation Effect: | 19 | Will negates (harmless, object) None Will negates (object) | standard Concentration action standard Instantaneous action standard 10 minutes/level action standard Instantaneous action | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V Target: One object of the Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighing be opened or closed | cal, unatte cal, unatte c/,S up to 1 lb. c/,S,F el | nded object weighing Yes (harmless, object No Yes (object) 0 lb. or portal that can | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 | PHB: p.253 PHB: p.253 dent] PHB: p.258 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard I hour action 1 standard Instantaneous | Close (45 ft.) V Target: One nonmagicup to 5 lb. 10 ft. V Target: One object of t Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighir be opened or closed 10 ft. V Target: See text | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 36 /,S,F | nded object weighing Yes (harmless, object No Yes (object) 0 lb. or portal that can | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal | PHB: p.253 PHB: p.253 dent] PHB: p.258 |
| Effect: Object shines like a torch. Object shines like a torch. Mage Hand Effect: Spound telekinesis. Mending Effect: Makes minor repairs on an object. Message Effect: Whispered conversation at distance. Opens or closes small or light things. Prestidigitation Effect: | 19 | Will negates (harmless, object) None Will negates (object) See text | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 hour action | Close (45 ft.) V Target: One object of t Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighir be opened or closed 10 ft. V Target: See text Close (45 ft.) V | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S | nded object weighing Yes (harmless, object No Yes (object) 0 lb. or portal that can No | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] | PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action | Close (45 ft.) V Target: One object of to Medium (190 ft.) V Target: 1 creature/level Close (45 ft.) V Target: Object weight be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F | yes (object) Yes (object) O ib. or portal that can No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 | PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard I hour action 1 standard Instantaneous | Close (45 ft.) V Target: One nonmagic up to 5 ib. 10 ft. V Target: One object of the Medium (190 ft.) V Target: 1 creature/level Close (45 ft.) V Target: See text Close (45 ft.) V Target: Ray Personal V | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S | nded object weighing Yes (harmless, object No Yes (object) 0 lb. or portal that can No | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination | PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action | Close (45 ft.) V Target: One object of to Medium (190 ft.) V Target: 1 creature/level Close (45 ft.) V Target: Object weight be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F | yes (object) Yes (object) O ib. or portal that can No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 | PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard I hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V Target: One object of t Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighir be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ing up to 30 /,S /,S | yes (object) Yes (object) O ib. or portal that can No Yes | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination | PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text None | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V Target: One object of t Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighir be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F /,S | No Yes (object) O lb. or portal that can No Yes | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 | PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action | Close (45 ft.) V Target: One nonmagic up to 5 lb. 10 ft. V Target: One object of t Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighin be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touch | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F | No Yes (object) O lb. or portal that can No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation | PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text None None | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action | Close (45 ft.) V Target: One object of to the dium (190 ft.) V Target: 1 creature/level Close (45 ft.) V Target: Object weight of the opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touch | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F /,S /,S /,S /,S /,S /,S /,S /,S | nded object weighing Yes (harmless, object No Yes (object) 0 lb. or portal that can No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration | PHB: p.253 PHB: p.253 dent] PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 |
| Effect: Object shines like a torch. | 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action | Close (45 ft.) V Target: One nonmagic up to 5 ib. 10 ft. V Target: One object of to Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weight to opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touc Touch V Target: Creature touc Target: Creature touc | /,S ccal, unatte /,S up to 1 lb. /,S,F ell /,S,F ng up to 30 /,S,F /,S /,S ched /,S,M/DF | No Yes (object) O ib. or portal that can No Yes No Yes No Yes No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 | PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 |
| Effect: Object shines like a torch. Chipet s | 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action | Close (45 ft.) V Target: One object of to the dium (190 ft.) V Target: 1 creature/level Close (45 ft.) V Target: Object weight of the opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touch | /,S ccal, unatte /,S up to 1 lb. /,S,F ell /,S,F ng up to 30 /,S,F /,S /,S ched /,S,M/DF | nded object weighing Yes (harmless, object No Yes (object) 0 lb. or portal that can No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration | PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 |
| Effect: Object shines like a torch. Object shines like a torch. Mage Hand Effect: S-pound telekinesis. Mending Effect: Makes minor repairs on an object. Message Effect: Whispered conversation at distance. Opens or closes small or light things. Opens or closes small or light things. Message Effect: Opens or closes small or light things. Message Effect: Performs minor tricks. Message Effect: Performs minor tricks. Message Effect: Ray deals 1d3 cold damage. Message Effect: Read scrolls and spellbooks. Message Effect: Repair a construct 1 point of damage. Messistance Effect: Subject gains +1 on saving throws. Silent Portal | 19 19 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (object) | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 minutes/level action 1 standard 1 minute | Close (45 ft.) V Target: One nonmagic up to 5 ib. 10 ft. V Target: One object of to Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weight to opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touc Touch V Target: Creature touc Target: Creature touc | /,S ccal, unatte /,S up to 1 lb. /,S,F ell /,S,F ng up to 30 /,S,F /,S /,S ched /,S,M/DF | No Yes (object) O ib. or portal that can No Yes No Yes No Yes No Yes | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 | PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 |
| Effect: Object shines like a torch. | 19 19 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (object) | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard I minute action 1 standard I minute/level [D] action | Close (45 ft.) V Target: One nonmagicup to 5 lb. 10 ft. V Target: One object of 1 Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighing be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touc Touch V Target: Creature touch Close (45 ft.) S Target: One portal | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F /,S /,S /,S /,S ched /,S,M/DF hed | No Yes (object) O ib. or portal that can No Yes No Yes No Yes No Yes | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Illusion (Glamer) | PHB: p.253 PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190 |
| Effect: Object shines like a torch. | 19 19 19 19 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (bject) tc.]. Will partial | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard 1 hour action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard 11 minutes/level action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 minute/level [D] action | Close (45 ft.) V Target: One nonmagicup to 5 lb. 10 ft. V Target: One object of 1 Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighing be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touc Touch V Target: Creature touch Close (45 ft.) S Target: One portal | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F /,S /,S ched /,S,M/DF hed S /,S | No Yes (object) No Yes (harmless, object) O lb. or portal that can No Yes No No Yes No Yes Yes (harmless) | Caster Level: 9) Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 It answutation Caster Level: 9 Abjuration Caster Level: 9 Illusion (Glamer) Caster Level: 9 | PHB: p.253 PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190 |
| Effect: Object shines like a torch. | 19 19 19 19 19 | Will negates (harmless, object) None Will negates (object) See text None None Will negates (harmless) Will negates (bject) tc.]. Will partial | 1 standard Concentration action 1 standard Instantaneous action 1 standard 10 minutes/level action 1 standard Instantaneous action 1 standard I minute action 1 standard I minute/level [D] action | Close (45 ft.) V Target: One nonmagicup to 5 ib. 10 ft. V Target: One object of 1 Medium (190 ft.) V Target: 1 creature/leve Close (45 ft.) V Target: Object weighin be opened or closed 10 ft. V Target: See text Close (45 ft.) V Target: Ray Personal V Target: You Touch V Target: Construct touc Touch V Target: Creature touch Close (45 ft.) S Target: One portal Close (45 ft.) V | /,S cal, unatte /,S up to 1 lb. /,S,F el /,S,F ng up to 30 /,S,F /,S /,S ched /,S,M/DF hed S /,S | No Yes (object) No Yes (harmless, object) O lb. or portal that can No Yes No No Yes No Yes Yes (harmless) | Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Language-Depen Caster Level: 9 Transmutation Caster Level: 9 Universal Caster Level: 9 Evocation [Cold] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Illusion (Glamer) Caster Level: 9 | PHB: p.253 PHB: p.253 PHB: p.253 PHB: p.258 PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190 |

Wizard Spells

| □□□□□ Stick | 19 | Will negates [object] | 1 standard Instantaneous | Touch | V,S,M | Yes [object] | Transmutation | SC: p.206 |
|---|----|-----------------------|--------------------------|-------------------------|---------------|-------------------------|-------------------|------------|
| | | | action | | | | | • |
| Effect: Sticks one object to another; see text. | | | | Target: Nonmagi 5lbs | cal, unattend | ed object weighing up t | o Caster Level: 9 | |
| Touch of Fatigue | 19 | Fortitude negates | 1 standard 1 round/level | Touch | V,S,M | Yes | Necromancy | PHB: p.294 |
| · · | | | action | | | | | |
| Effect: Touch attack fatigues target. | | | | Target: Creature | touched | | Caster Level: 9 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|--------|--|---------------------|--------------------------------|---|-------------|--|--|------------|
| ⊒□□□□ Alarm | | None | 1 standar action | d 2 hours/level [D] | Close (45 ft.) | V,S,F/DF | No | Abjuration | PHB: p.197 |
| Effect: Wards an area for 2 hours/level. | | | | | Target: 20-ftradiu space | s emanatior | n centered on a point in | Caster Level: 9 | |
| Color Spray | 20 | Will negates | 1 standar action | d Instantaneous; see text | 15 ft. | V,S,M | Yes | Illusion (Pattern) [Mind-Affecting] | PHB: p.210 |
| Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak crea | tures. | | | | Target: Cone-shap | | | Caster Level: 9 | |
| Expeditious Retreat | | None | 1 standar action | d 1 minute/level [D] | Personal | V,S | No | Transmutation | PHB: p.228 |
| Effect: Your speed increases by 30 ft. | | | | | Target: You | | | Caster Level: 9 | |
| □□□□□ Feather Fall | 20 | Will negates (harmless) or Will negates (object) | 1 free action | Until landing or 1 round/level | Close (45 ft.) | V | Yes (object) | Transmutation | PHB: p.229 |
| Effect: Objects or creatures fall slowly. | | | | | | | r freefalling object or may be more than 20 f | Caster Level: 9 t. | |
| Identify | | None | 1 hour | Instantaneous | Touch | V,S,M/DF | No | Divination | PHB: p.243 |
| Effect: Determines properties of magic item. | | | | | Target: One touche | ed object | | Caster Level: 9 | |
| □□□□ Mage Armor | 20 | Will negates (harmless) | 1 standar | d 1 hour/level [D] | Touch | V,S,F | No | Conjuration (Creation) [Force] | PHB: p.249 |
| Effect: Gives subject +4 armor bonus. | | | | | Target: Creature to | ouched | | Caster Level: 9 | |
| □□□□□ Magic Missile | | None | 1 standar action | d Instantaneous | Medium (190 ft.) | V,S | Yes | Evocation [Force] | PHB: p.251 |
| Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each. | | | | | Target: Up to five of more than 15 ft. ap | | two of which can be | Caster Level: 9 | |

^{* =}Domain/Speciality Spell

Iridius the Red Human RACE 20 AGE Male GENDER Darkvision (60 ft.), Low-light VISION Neutral Good Right DOMINANT HAND 5' 9" HEIGHT 174 lbs. WEIGHT Blue EYE COLOUR SKIN COLOUR Light Brown; Small Beard, Straight PHOBIAS PERSONALITY TRAITS INTERESTS SPOKEN STYLE RESIDENCE LOCATION

None REGION

Description:Light Brown; Straight; Small Beard dressed in faded red robes

Biography:

| Notes: |
|------------------------|
| Character Sheet Notes: |
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