

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
*Mithral Chainmail +1	Light	+6	+6	+0	10
30hp/inch and 1	5 hardness				
*Mithral Heavy Shield	Heavy	+2		+0	5
30hp/inch and 1	5 hardness				

	E	QUIPMENT			
	ITEM	LOCATION	QTY	WT	COST
Club		Equipped	1	3.0	0.0
Mithral Chair 30hp/inch and 15 hard		Equipped	1	10.0	6300.0
Mithral Heavy	Shield	Equipped	1	7.5	1020.0
	TOTAL WEIGHT C	ARRIED/VALUE		20.5 lbs.	7320.0 gp

	'	WEIGHT ALLO	WANC	Ē	
Light	13	Medium	26	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200

	Special Attacks	
	Special Attacks	
Warcraft		[Eclipse, p.10]
+2 BAB		

[Eclipse, p.49]
[Eclipse, p.49]
[Eclipse, p.49]

+7/+2+7/+2

	Feats	
Feat Conver	sion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert reg	ular feat to six Character Points	

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, 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

Common, Draconic, Dwarven, Infernal, Terran

TEMPLATES

Recurring Bonuses

Duties [Eclipse, p.17]

(+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.

DISADVANTAGES

Aged

You didn't take up adventuring until late in life. You are middle-aged or older and may, at the option of the GM, have an extra level or two with the points assigned to abilities of little use in adventuring - giving you a starting edge at the cost of a long-term penalty.

Compulsive (Hippocratic Oath - Must aid allies)

[Eclipse, p.18]

[Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagent spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

Obligations (Military Service / The Church)

[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

Spell Caster Information

Cleric Cleric Level 6, Casterlevel is 6

[Eclipse, p.11]

Eclipse Abilities

Action Hero ()

[Eclipse, p.23] [Eclipse]

Action Hero - Stunt temporarily enhances your current abilities by a total of +6 CP. Constant-effect abilities purchased in this fashion work for one minute. Other abilities last for one

round. In any case, the extra CP can only be used to enhance abilities related to your current talents and must be approved by the Game Master. They may, however, exceed the normal purchase limits. "Stunts" may be Corrupted or Specialized under the usual rules. Popular uses of this ability include taking an extra Standard Action (Reflex Training), gaining an extra use of any "uses-per-time period" ability (Bonus Uses), or automatically stabilizing your condition (Grant of Aid). "Taking 20" when this is not normally allowed (Luck), making a mighty effort (Hysteria), instantly refreshing a spell slot (Invocation), or "throwing off" mental influences (Immunity; the influence is gone for good if the power in question has a specified duration, but comes back after a minute if it's permanent) are also popular.

Adept (Endurance, Heal, Persuasion, Spellcraft)

[Eclipse, p.24]

(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.

Bonus Uses +4

[Eclipse, p.22]

(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.

Grant of Aid [Eclipse, p.32]

(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it

Metamagic / Easy

(6 CP). You have learned to substitute raw power for some of the usual requirements of your spells. Common applications of this technique include: Material (+1 SL) removes the need for most material components unless they're integral to the spell effect. If you have a spell which animates a sword to fight, you still need the sword. However, you won't need ruby dust to sprinkle it with. The classic Eschew Materials feat does not increase the spell level, but only works on materials and only for those costing 1 GP or less. If you want that version, it's bought as Easy, with the Streamline metamagical modifier, Specialized to materials costing 1 GP or less only, for a total of 6 CP. ! Verbal (+1 SL) removes the need for incantations. ! Somatic (+1 SL) removes the need for gestures and arcane spell failure chance. ! Temporal (+1 SL) allows the caster to use the spell as a Free Action. Unfortunately, since you can't take any time to speak, gesture, or get out components, you must also apply the Material, Verbal, and Somatic effects for a total of +4 spell levels. Using this effect on spells with lengthy casting times requires another +1 SL, +2 SL if the normal casting time is measured in hours or more. The classic Quicken feat states that "you can cast a spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spel and Still Spell feats; official and unofficial statements seem to go both ways. If you feel that the +4 level cost does not include one more of the earlier effects simply increase the spell level adjustment for Temporal by the number you do not include.

Metamagic / Extension

[Eclipse, p.58]

(6 CP). Extension covers the fine art of manipulating the range of spells. Commor applications include: Extension (+1 SL per step) increases the range of a spell from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight (limited only by the user's direct vision). Indirect Fire (+2 SL) allows the spell to hit targets within range which the user is aware of but cannot see; this is not compatible with Line of Sight. ! Global (+6 SL) amplifies the range so that it may hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) allows the user to targetthrough scrying effects, to hit targets across the dimensional boundary, or to target people at interstellar ranges. Strangely, Trans-dimensional doesn't take any more time to reach the target than normal.

Metamagic / Triggering

(6 CP). You can set up delays or activation conditions and program your spells to choose between options on their own. Triggering options normally persist for 24 hours, except where noted otherwise. ! Holding keeps a touch spell ready while you do something else for up to 10 minutes. This costs no spell levels, although spontaneous casters do have the casting time extended as usual. ! Simple Conditions (+1 SL) or a time delay costs +1 spell level. This includes 'Activate on command," 'Wait ten minutes," and "When the next group of people come by." ! Complex Conditions (+2 SL) allow the caster to use multiple Simple triggers at once. ! Programmed Conditions (+3 SL) allow the caster to set up contingent effects (or several contingent effects) with a specified target, such as 'Activate when I reach half my hit points." ! Mobile Focus (+1 SL) allows the spell to locate and select targets on its own initiative. These spells have a +0 ranged attack bonus, should it matter. This includes "Fire yourself at my enemies chasing after me past the obelisk." Also, this anchors the spell to a physical item which can be moved or left behind, where as t h e previous versions either kept the spell near the caster or at a specific location. Clockwise (+1 SL) adds to the time limit. Casters may relax the limit by an additional 24 hours with Extension. This doesn't increase the spell's duration, but will allow a trigger to remain active for longer. The caster may stack as many of these as he or she can afford.

Metamagic / Streamline (12x)

(6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0

Occult Sense (Diagnosis)

[Eclipse, p.38]

(6 CP). Occult Sense grants the character a new sense, such as lowlight vision, deathsight (allowing you to sense when someone is near death), the ability to accurately date objects by touch, the ability to sense radiation or magnetic fields, the ability to see ethereal spirits, automatically sensing the current astrological modifiers (if such things are used), and so on. Occult Sense generally counteracts minor penalties or allows minor added abilities. More powerful senses, such as Darkvision (where the character sees even in total darkness) cost the same, but come with limitations. This usually amounts to either being usable 3/day with a duration in rounds equal to the character's level or greatly limited range, usually 60'. Extremely powerful senses are usually only usable in special circumstances.

. Opportunist [Eclipse, p.39]

(6 CP). A character with Opportunist selects a particular type of action (most often a single attack) and particular situation when you normally could not take that action. You may use your action under that specific circumstance from now on. For example, the basic Rogue can attack opponents who were just injured by another character. You may take this ability multiple times. Each time it applies to a new action and/or situation

Self Development

[Eclipse, p.42]

(6 CP). This feat increases a character's attribute by +1 for a specific purpose, such as Strength for to-hit bonuses or Dex for AC calculation. This ability helps low attributes more than high ones. Attributes with a base score of 3-6 or 7-9 go up by +3 or +2, respectively, instead of by +1.

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

LEVEL 0

Comp. Spell Resistance
V,S Yes [object]

School Transmutation

Source SC: p.9

 DC
 Saving Throw
 Time
 Duration

 14
 Will negates [object]
 1 standard 10 minute/level action

Effect: Copies 250 words per minute. Create Water			action			Yes (object)	Transmutation	SC: p.9
					Target: Object or objects with	writing	Caster Level: 6	
		None		Instantaneous	Close (40 ft.) V,S	No	Conjuration	PHB: p.215
Effect:			Action		Target: Up to 2 gallons/level of	of water	(Creation) [Water] Caster Level: 6	
Creates 2 gallons/level of pure water. Cure Minor Wounds	14	Will half (harmless);	Standard	Instantaneous	Touch V,S	Yes (harmless); see	Conjuration	PHB: p.216
		see text	Action	motanta noodo		text	(Healing)	1 115. p.2.10
Effect: Cures 1 point of damage.					Target: Creature touched		Caster Level: 6	
Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft. V,S	No	Divination	PHB: p.219
Effect:					Target: Cone-shaped emanat	ion	Caster Level: 6	
Detects spells and magic items within 60 ft. Detect Poison		None		Instantaneous	Close (40 ft.) V,S	No	Divination	PHB: p.219
Effect:			Action		Target: One creature, one obj	ect. or a 5-ft. cube	Caster Level: 6	
Detects poison in one creature or small object.	14	Will pogetoe	Ctandard	1 minute or until discharged	Touch V,S	Yes	Divination	PHB: p.238
□□□□ Guidance	14	Will negates (harmless)	Action	i minute or until discharged		res		РПВ: р.236
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature touched		Caster Level: 6	
□□□□ Inflict Minor Wounds	14	Will negates	Standard Action	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect:			71011011		Target: Creature touched		Caster Level: 6	
Touch attack, 1 point of damage.		None		10 minutes/level [D]	Touch V, M/DF	No	Evocation [Light]	PHB: p.248
Effect:			Action		Target: Object touched		Caster Level: 6	
Object shines like a torch.	4.	MGII	Ctar III	l-state-same		Van (haardee)		DUD 050
⊒□□□□ Mending 	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft. V,S	Yes (harmless, object		PHB: p.253
Effect: Makes minor repairs on an object.					Target: One object of up to 1	lb.	Caster Level: 6	
Purify Food and Drink	14	Will negates (object)	Standard Action	Instantaneous	10 ft. V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			ACTION		Target: 1 cu. ft./level. of conta	minated food and water	Caster Level: 6	
Purifies 1 cu. ft./level of food or water. DDDD Read Magic		None	Standard	10 minutes/level	Personal V,S,F	No	Divination	PHB: p.269
Effect:			Action		Target: You		Caster Level: 6	
Read scrolls and spellbooks.					-			
Resistance	14	Will negates (harmless)	Standard Action	1 minute		Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.					Target: Creature touched		Caster Level: 6	
One of the control of	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect:		(namiess)	Action		Target: Creature touched		Caster Level: 6	
Subject gains 1 temporary hp.								
				LEVEL 1				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
□□□□ Axiomatic Water	15	Will negates [object]	1 minute	Instantaneous	Touch V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
Effect: Water damages chaotic outsiders for 2d4 points of damage	ge.				Target: Flask of water touche	d	Caster Level: 6	
Bane	15	Will negates	Standard Action	1 minute/level	50 ft. V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.203
			Action				[Fear, Mind-Affecting]	
Effect:					Target: All enemies within 50	ft.	Caster Level: 6	
Enemies take -1 on attack rolls and saves against fear. Blade of Blood		None	1 swift	1 round/level or until discharged	Touch V,S	No	Necromancy	PHB II: p.103
			action	ŭ				
					Target: Weapon touched		•	,
Weapon deals an additional 1d6 damage, if you take 5 pts	s of dar				Target: Weapon touched		Caster Level: 6	
Weapon deals an additional 1d6 damage, if you take 5 pts	s of dar	mage the weapon deals None		d6 extra damage. 1 minute/level	Target: Weapon touched 50 ft. V,S, DF	Yes (harmless)	Caster Level: 6 Enchantment (Compulsion)	PHB: p.205
Weapon deals an additional 1d6 damage, if you take 5 pts	s of dar		Standard		50 ft. V,S, DF		Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting]	
Weapon deals an additional 1d6 damage, if you take 5 pts DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	r.	None	Standard Action	1 minute/level	50 ft. V,S, DF Target: The caster and all allicentered on the caster	es within a 50-ft. burst,	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB: p.205
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Flect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim			Standard Action		50 ft. V,S, DF Target: The caster and all allicentered on the caster 50 ft. V,S	es within a 50-ft. burst,	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination	
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim	r. 15	Will negates [harmless]	Standard Action	1 minute/level	50 ft. V,S, DF Target: The caster and all allicentered on the caster	es within a 50-ft. burst,	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB: p.205
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Heapon deals an additional 1d6 damage, if you take 5 pt. Heapon deals an additional 1d6 damage, if you take 5 pt. Heapon deals an additional 1d6 damage, if you take 5 pt.	r. 15	Will negates [harmless]	Standard Action 1 standard action	1 minute/level	50 ft. V,S, DF Target: The caster and all allicentered on the caster 50 ft. V,S	es within a 50-ft. burst,	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation	PHB: p.205
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: Blessed Aim Bless Water	r. 15 he spre	Will negates [harmless]	Standard Action 1 standard action	1 minute/level I 1 minute/level	50 ft. V,S, DF Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered	No d on you Yes (object)	Caster Level: 6 Enchantme (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	PHB: p.205 SC: p.31
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the same of the same o	r. 15 he spre	Will negates [harmless]	Standard Action 1 standard action	1 minute/level I 1 minute/level	50 ft. V,S, DF Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M	No d on you Yes (object)	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good]	PHB: p.205 SC: p.31
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: +2t morale bonus on ranged attacks for your allies within the company of the	r. 15 he spre 15	Will negates [harmless] ead. Will negates (object)	Standard Action 1 standard action 1 minute	1 minute/level 1 minute/level Instantaneous	50 ft. V,S, DF Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation	PHB: p.205 SC: p.31 PHB: p.205
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarmer	r. 15 he spre 15 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range inco	Standard Action 1 standard action 1 minute 1 swift action rement; see	1 minute/level I 1 minute/level Instantaneous 1 round	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S Target: A single creature with	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: Blessed Aim Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarme	r. 15 he spre 15 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless]	Standard Action 1 standard action 1 minute 1 swift action rement; see	1 minute/level 1 minute/level Instantaneous 1 round	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Feamind-Affecting]	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: Blessed Aim Bless Water Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarms Cause Fear	r. 15 he spre 15 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range inco	Standard Action 1 standard action 1 minute 1 swift action rement; see Standard	1 minute/level I 1 minute/level Instantaneous 1 round	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S Target: A single creature with	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Weapon deals an additional 1d6 damage, if you take 5 pt.	r. 15 he spre 15 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range incomile will partial No [fire] or Fortitude	Standard Action 1 standard action 1 minute 1 swift action 1 mement; see Standard Action 1 standard	1 minute/level I 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Feamind-Affecting] Caster Level: 6 Transmutation	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Blessed Aim Blessed Aim Blessed Aim Bless Water Bless Water Bless Water Calculate Allies gain +1 on attack rolls and +1 on saves against fear Calculate Aim Calculate A	r. 15 he spre 15 15 ed attac 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range incoming the second will partial	Standard Action 1 standard action 1 minute 1 swift action 1 mement; see Standard Action 1 standard	1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature]	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Feamind-Affecting] Caster Level: 6	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect:	15	Will negates (harmless) ead. Will negates (object) Will negates (harmless) ck with a 20 ft range incoming the second of the seco	Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard action	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. V,S M Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text]	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Codd] Caster Level: 6	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect:	r. 15 he spre 15 15 ed attac 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range incomile will partial No [fire] or Fortitude	Standard Action 1 standard action 1 minute 1 swift action 1 mement; see Standard Action 1 standard	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature]	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Feamind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion)	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Weapon deals an additional 1d6 damage, if you take 5 pt.	15	Will negates (harmless) ead. Will negates (object) Will negates (harmless) ck with a 20 ft range incoming the second of the seco	Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard action Standard	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation [Cold] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: Blessed Aim Blessed Aim Bless Water Bless Water Bless Water Ceffect: Makes holy water. Ceffect: Makes holy water. Color Blood Wind Effect: One creature of 5 HD or less flees for 1d4 rounds. Color Fire Effect: Ceffect: Ceffect: Ceffect: Cone creature of 5 HD or less flees for 1d4 rounds. Color Fire Effect: Ceffect: Ceffect: Cone creature of 5 HD or less flees for 1d4 rounds. Color Fire Ceffect: Ceffect: Cone creature of 5 HD or less flees for 1d4 rounds. Color Filames deal cold damage; see text Command	15	Will negates (harmless) ead. Will negates (object) Will negates (harmless) ck with a 20 ft range incoming the second of the seco	Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard action Standard	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. V,S M Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text]	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) Language-Depen	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Weapon deals an additional 1d6 damage, if you take 5 pt. DDDDDBless Effect: Allies gain +1 on attack rolls and +1 on saves against fear DDDDDBlessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the same state of the same	15	Will negates (harmless) ead. Will negates (object) Will negates (harmless) ck with a 20 ft range incoming the second of the seco	Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 standard Action Standard Action Standard Action Standard Action	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation [Cold] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against feat Blessed Aim Blessed Aim Blessed Aim Blessed Aim Bless Water Blood Wind Cause Fear Blood Wind Cause Fear Chect: Flames deal cold damage; see text Cone creature of 5 HD or less flees for 1d4 rounds. Come creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds.	15	Will negates [harmless] ead. Will negates (object) Will negates (object) Will negates (harmless) ck with a 20 ft range incoming the second of	Standard Action 1 standard action 1 minute 1 swift action 1 mement; see Standard Action 1 standard Action Standard Action	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text I 1 minute/level [fire source] or Instantaneous [creature] 1 round	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 6	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent,
Weapon deals an additional 1d6 damage, if you take 5 pterminate process. Effect: Allies gain +1 on attack rolls and +1 on saves against fearmiles. Effect: Blessed Aim Effect: Makes holy water. Blood Wind Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Command Effect: Command Effect: Command Effect: Command Effect: Command	15 15 15 15 15 15 15	Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range incomplete with a 20 ft range incomplete will partial No [fire] or Fortitude half Will negates	Standard Action 1 standard action 1 minute 1 swift action 1 standard Action 1 standard Action Standard Action Standard Action	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text Instantaneous [creature] I minute/level [fire source] or Instantaneous [creature] I nound I minutes/level	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V S,M/Di Target: One living creature	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent, PHB: p.212
Effect: Allies gain +1 on attack rolls and +1 on saves against fear Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the same state of the same shall be saved attacks for your allies within the saved attacks for your allies wit	15	Will negates [harmless] ead. Will negates (object) Will negates (object) Will negates (harmless) ck with a 20 ft range incoming the second of	Standard Action 1 standard action 1 minute 1 swift action 1 standard Action 1 standard Action Standard Action Standard Action	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text I 1 minute/level [fire source] or Instantaneous [creature] 1 round	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. V,S Target: 50 ft. Spread, centered Touch V,S,M Target: Flask of water touched Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V,S,M/DI Target: One living creature Personal V,S,M/DI Target: You Touch V,S,M	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Feammind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Abjuration	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent,
Weapon deals an additional 1d6 damage, if you take 5 pt.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates [harmless] ead. Will negates (object) Will negates (object) Will negates (object) Will partial No [fire] or Fortitude half Will negates None Will negates [harmless]	Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 standard Action Standard Action Standard Action 1 standard Action 1 standard Action	1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text Instantaneous [creature] I minute/level [fire source] or Instantaneous [creature] I nound I minutes/level	Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touche Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature with Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V S,M/Di Target: One living creature	es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent, PHB: p.212

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				Cleric Spells				
Cure Light Wounds Effect: Cures 1d8 +1/level [max +5] damage.	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB: p.215
Delay Disease Effect: Halts any nonmagical disease for the duration of the spell.	15	Will negates [harmless]	1 standard action	24 hours	Touch V,S,D Target: Creature touched	F Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: p.63
Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]60 ft. V,S, E		Divination Caster Level: 6	PHB: p.218
Reveals creatures, spells, or objects of selected alignment	t.	None	Standard Action	Concentration, up to 10 minutes/level [D			Divination	PHB: p.218
Effect: Reveals creatures, spells, or objects of selected alignment DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	t.	None	Standard Action	Concentration, up to 10 minutes/level [D	Target: Cone-shaped ema		Caster Level: 6 Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignment	t.				Target: Cone-shaped ema		Caster Level: 6	
Effect:		None	Standard Action	Concentration, up to 10 minutes/level [D]60 ft. V,S, E Target: Cone-shaped ema		Divination Caster Level: 6	PHB: p.219
Reveals creatures, spells, or objects of selected alignment Detect Undead Effect:	L.	None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft. V,S,M Target: Cone-shaped ema	/DF No	Divination Caster Level: 6	PHB: p.220
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (160 ft.) V,S	No	Abjuration	SC: p.67
Effect: Functions like dispel magic; see text			action		Target: One warded object		Caster Level: 6	
Divine Favor		None	Standard Action	1 minute	Personal V,S, D	DF No	Evocation	PHB: p.224
Effect: You gain +1 on attack and damage rolls. [Every three cast					Target: You		Caster Level: 6	
Effect:	15	Will negates	Standard Action	1 minute/level	Medium (160 ft.) V,S, E Target: One living creature		Necromancy [Fea Mind-Affecting] Caster Level: 6	r,PHB: p.225
One subject takes -2 on attack rolls, damage rolls, saves, :	and G	None	1 standard action	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 touched		Caster Level: 6	
Effect:	15	Will negates (harmless)	Standard Action	24 hours	Touch V,S **Target: Creature touched**	Yes (harmless)	Abjuration Caster Level: 6	PHB: p.226
Exist comfortably in hot or cold environments. Entropic Shield		None		1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Effect: Ranged attacks against you have 20% miss chance.			Action		Target: You		Caster Level: 6	
Effect:	15	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S Target: Living creature tou	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: p.87
Heal 8 + caster level [max +5] hit points.		None		1 round/level	Close (40 ft.) V,M	Yes [harmless]	Transmutation	SC: p.99
Effect:	C4	a la a talla a cala	action			, no two of which are more	[Earth] Caster Level: 6	
As long as subjects don't move they gain +2 AC and +4 to Grave Strike	15	N/A	1 swift action	1 round	than 30 ft. apart Personal V,DF	N/A	Divination [Good]	SC: p.107
Effect: Allows you to make sneak attacks against undead if you have	ave th				Target: You		Caster Level: 6	
Guiding Light		None	1 standard action	1 minute/level [D]	Long (640 ft.) V,S Target: Creatures in a 5-ft.	Yes -radius burst	Evocation Caster Level: 6	SC: p.108
+2 on ranged attacks	15	Will negates	10 minutes	24 hours	Close (40 ft.) V,S	Yes [harmless]	Conjuration	SC: p.111
Effect: Doubles the natural healing rate.		[harmless]			Target: One creature/level more than 30 feet apart		(Healing) Caster Level: 6	·
□□□□□ Hide from Undead	15	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch V,S, E	OF Yes	Abjuration	PHB: p.241
Effect: Undead can't perceive 1 subject/level.					Target: One touched creat		Caster Level: 6	
□□□□□ Ice Gauntlet	15	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 guantlet. Deals normal da	mage 15	for your size + 1d4 cold Will negates		1 minute/level	Target: You Close (40 ft.) V,S	Yes	Caster Level: 6 Enchantment	SC: p.121
Effect:			action		Target: Creatures in a 10-f	t. burst	(Compulsion) [Mind-Affecting] Caster Level: 6	
Forces creature to act, it cannot delay or ready an action. Inflict Light Wounds	15	Will half		Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect: Touch deals 1d8 +1/level [max +5] damage.			Action		Target: Creature touched		Caster Level: 6	
nhibit	15	Will negates	1 standard action	Instantaneous	Medium (160 ft.) V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
Effect: Subject is forced to delay; see text. Invest Light Protection	15	Will half (harmless);		Instantaneous; see text	Target: One creature Touch V,S	Yes (harmless); see	Caster Level: 6 Conjuration	PHB II: p.115
Effect: Living creature healed 1d4 +1 per two caster levels [max	+3] an	see text d gains DR:1/evil for 1	action minute. On	ailed save undead take an extra 1 points	Target: Creature touched	text	(Healing) Caster Level: 6	
of damage from a weapon that overcomes DR/good.	15	Will negates	1 standard action	10 minutes/level	Touch V,S,M	Yes	Abjuration	SC: p.126
Effect: Target gains +5 alchemical bonus on Fort saves against a	II poiso				Target: Creature touched		Caster Level: 6	
Light of Lunia		None	action	10 minutes/level [D]	Medium (160 ft.) V,S Target: You and up to two	Yes; see text rays; see text	Evocation [Good, Light] Caster Level: 6	SC: p.132
Light radiating 30-ft. and 20-ft further of dim light, next rootutsiders]; see text						NE Vee #	T	DUD: - OF 1
Effect: Three stones gain +1 on attack rolls deal 146+1 damage.	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch V,S, E Target: Up to three pebble		Transmutation Caster Level: 6	PHB: p.251
Three stones gain +1 on attack rolls, deal 1d6+1 damage. Magic Weapon Heat:	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V,S, E	PF Yes (harmless, object		PHB: p.251
Effect: Weapon gains +1 bonus.				* =Domain/Speciality Spell	Target: Weapon touched		Caster Level: 6	
				polam, opon				

^{* =}Domain/Speciality Spell

Claric Spalls

				Cleric Spells					
Moon Lust	15	Will negates [harmless]	1 standard action	1 round/level	Medium (160 ft.) Target: Creature tou	V,S,F uched	Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 6	SC: p.143
Creature becomes fascinated for the duration of the spell Nightshield	15	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
Effect: +1 resistance on Saving throws, increases to +2 at caster					Target: You			Caster Level: 6	
□□□□□ Nimbus of Light	15	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A		SC: p.148
Effect: Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus							Caster Level: 6	
Obscuring Mist Effect:		None	Standard Action	1 minute/level	20 ft. Target: Cloud sprea	V,S ds in 20-ft.	No radius from you, 20 ft.	Conjuration (Creation) Caster Level: 6	PHB: p.258
Fog surrounds you.	15	N/A	1 round	Instantaneous	high Personal	V,F	N/A	Divination	SC: p.149
Effect:					Target: You	•,•		Caster Level: 6	ос. р. т. то
Brief supplication gives you a vision that hints at how dan	gerous	the immediate future is None		see text. 1 hour/level	Close (40 ft.)	V,S	No	Transmutation	SC: p.161
Effect:			action		Target: One interpla	nar gate or	portal	Caster Level: 6	
Up to six creatures can be chosen to recieve mental beach	on. 15	Will negates	Standard	1 minute/level [D]			No; see text	Abjuration [Lawful	1 PHR: p 266
Protection from Chaos	13	(harmless)	Action	i minute/level [D]			NO, See lext	-	J F FIB. p.200
Effect: +2 to AC and saves, counter mind control, hedge out eler					Target: Creature tou			Caster Level: 6	
Protection from Evil	15	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
Effect: +2 to AC and saves, counter mind control, hedge out eler	nentals	and outsiders.			Target: Creature tou	ıched		Caster Level: 6	
□□□□ Remove Fear	15	Will negates (harmless)	Standard Action	10 minutes; see text	Close (40 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
Effect:		,	Action				no two of which can be	Caster Level: 6	
Suppresses fear or gives +4 on saves against fear for one	subject 15	Will negates		1 round/level	more than 30 ft. apa Touch	v,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 6	
Grants limited protection from a plane's alignment traits; s	ee text	Will negates	1 standard	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Resurgence	.0	[harmless]	action	motaritatio de			roo (namilooo)	Caster Level: 6	оо. р
Allows one retry on a failed save against an ongoing spel					Target: Creature tou				D
□□□□□ Sanctuary	15	Will negates	Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
Effect: Opponents can't attack you, and you can't attack.					Target: Creature tou	ıched		Caster Level: 6	
□□□□□ Scholar's Touch		None	Standard Action	Concentration, up to 6 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
Effect: Absorb the contents of an entire book as if you had read it	t once	Not perfect recall and r		to read the language	Target: One book/ro	ound		Caster Level: 6	
Shield of Faith	15	Will negates	Standard	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
Effect:		(harmless)	Action		Target: Creature tou	ıched		Caster Level: 6	
Aura grants +3 deflection bonus.	15	N/A	1 standard	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment	SC: p.189
Effect:			action	Ç	Target: You			(Compulsion) [Mind-Affecting] Caster Level: 6	·
+4 bonus on your next initiative check. Snowshoes	15	Will negates	1 standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect:	.0	[harmless]	action	Thousand (B)	Target: Creature tou		roo (namilooo)	Caster Level: 6	ос. р. то т
Speed increases by 10 ft. and no Balance checks or Refle			4 - 1 - 1 - 1	4 10	<u> </u>		A1/A		00 . 400
Spell Flower	15	N/A	1 standard action	1 round/level		V,S	N/A	Transmutation	SC: p.198
Effect: Hold the charge of one touch spell per arm; see text.					Target: You			Caster Level: 6	
						V,S,F/DF	No	Conjuration	PHB: p.285
Summon Monster I		None	1 round	1 round/level [D]	Close (40 ft.)			(Summoning)	1 11b. p.200
Summon Monster I		None	1 round	1 round/level [D]	Close (40 ft.) Target: One summo	ned creatu	re	(Summoning) Caster Level: 6	1 11b. p.200
Summon Monster I	15	None N/A	1 swift	1 round/level [D] Instantaneous	Target: One summo	v,S,M	ne N/A	Caster Level: 6 Conjuration	SC: p.228
Effect: Calls extraplanar creature to fight for you. Updraft Effect:		N/A			Target: One summo			Caster Level: 6	
Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back		N/A ground. Will negates	1 swift action		Target: One summo			Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration	·
Effect: Calls extraplanar creature to fight for you. Updraft Effect:	to the (N/A ground.	1 swift action	Instantaneous	Target: One summo	V,S,M V,S	N/A Yes [harmless]	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing)	SC: p.228
Effect: Calls extraplanar creature to fight for you. Calls extrapl	to the o	N/A ground. Will negates [harmless] Is 1 hp automatically pe	1 swift action 1 standard action er round.	Instantaneous 10 rounds + 1 round/level [max 15]	Target: One summo Personal Target: You Touch Target: Living create	V,S,M V,S ure touched	N/A Yes [harmless]	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6	SC: p.228
Effect: Calls extraplanar creature to fight for you. Calls extrapl	to the o	N/A ground. Will negates [harmless]	1 swift action 1 standard action er round.	Instantaneous	Target: One summon Personal Target: You Touch Target: Living create Touch	V,S,M V,S ure touched V,S,DF	N/A Yes [harmless]	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination	SC: p.228
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Call extraplanar creature to fight for you. Call extraplanar creature to fight for you. Call extraplanar Call ext	to the q 15 ell. Hea	N/A ground. Will negates [harmless] Is 1 hp automatically pe None	1 swift action 1 standard action er round. 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou	V,S,M V,S ure touched V,S,DF uched	N/A Yes [harmless] Yes	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6	SC: p.228 SC: p.229 SC: p.231
Effect: Calis extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back Updraft Effect: Grants target fast healing ability for the duration of the specified: Grants a + 1 morale bonus to a single saving throw [target	to the o	N/A ground. Will negates [harmless] Is 1 hp automatically pe	1 swift action 1 standard action er round. 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15]	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature touch	V,S,M V,S ure touched V,S,DF uched S,M	N/A Yes [harmless]	Caster Level: 6 Conjuration (Creation) (Air) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation	SC: p.228
Effect: Calls extraplanar creature to fight for you. Effect: Cants target fast healing ability for the duration of the spondard control	to the q 15 ell. Hea	N/A ground. Will negates [harmless] Is 1 hp automatically pe None pel. Fortitude negates	1 swift action 1 standard action er round. 1 standard action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou	V,S,M V,S ure touched V,S,DF uched S,M	N/A Yes [harmless] Yes	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6	SC: p.228 SC: p.229 SC: p.231
Effect: Calis extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back Updraft Effect: Grants target fast healing ability for the duration of the specified: Grants a + 1 morale bonus to a single saving throw [target	to the q 15 ell. Hea	N/A ground. Will negates [harmless] Is 1 hp automatically pe None pel. Fortitude negates	1 swift action 1 standard action er round. 1 standard action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature touch	V,S,M V,S ure touched V,S,DF uched S,M	N/A Yes [harmless] Yes	Caster Level: 6 Conjuration (Creation) (Air) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231
Effect: Calls extraplanar creature to flight for you. Calls extraplanar creature to flight for you. Calls extraplanar creature to flight for you. Call the control of the control of the specific c	to the (15 ell. Hea t's choid 15	N/A ground. Will negates [harmless] Is 1 hp automatically pe None pe]. Fortitude negates [harmless]	1 swift action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Range	V,S,M V,S ure touched V,S,DF uched S,M uched Comp.	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source
Effect: Calls extraplanar creature to fight for you. Call to the series of altitude, and then gently float back of the series of	to the (15 ell. Hea t's choid 15	N/A ground. Will negates [harmless] Is 1 hp automatically pe None pe]. Fortitude negates [harmless]	1 swift action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Range	V,S,M V,S ure touched V,S,DF uched S,M uched	N/A Yes [harmless] Yes Yes [harmless]	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion)	SC: p.228 SC: p.229 SC: p.231 SC: p.240
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Call the control of the control of the specific to the control of the specific the specific the control of the specific the speci	to the of 15 ell. Head 's choice 15 DC	N/A ground. Will negates [harmless] Is 1 hp automatically pe None pe]. Fortitude negates [harmless] Saving Throw None	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Range	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source
Effect: Calls extraplanar creature to fight for you. DDDTaft Effect: Gain 10 ft. per level of altitude, and then gently float back DDDT Vigor, Lesser Effect: Grants target fast healing ability for the duration of the specific for anis target fast healing ability for the duration of the specific frants a +1 morale bonus to a single saving throw [target DDDT] Wings of the Sea Effect: Increases creatures swim speed by 30 ft. Name DDDT Aid Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]	to the of 15 ell. Head 's choice 15 DC	N/A ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None rary hp. Will negates	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living create	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	Caster Level: 6 Conjuration (Creation) [Air] (Creation) [Air] (Caster Level: 6 Conjuration (Healing) (Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Call the control of the control of the specific to the control of the specific the specific the control of the specific the speci	to the g 15 15 Compared to the g 15 DC DC	N/A ground. Will negates [harmless] Is 1 hp automatically pe None De]. Fortitude negates [harmless] Saving Throw None	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Target: One summon Personal Target: You Touch Target: Living creature tout Touch Target: Creature tout Touch Target: Creature tout Touch Target: Living creature tout	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	Caster Level: 6 Conjuration (Creation) [Air] (Creation) [Air] (Caster Level: 6 Conjuration (Healing) (Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: Calis extraplanar creature to fight for you. Calis extraplanar creature, and then gently float back grains to the property of the service. Effect: Crants a +1 morale bonus to a single saving throw [target grains a +1 morale bonus to a sing	to the g 15 15 Compared to the g 15 DC DC	N/A ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None rary hp. Will negates	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living create Touch Target: Living create Touch	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object;	Caster Level: 6 Conjuration (Creation) [Air] (Creation) [Air] (Caster Level: 6 Conjuration (Healing) (Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: Calls extraplanar creature to fight for you. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	to the g 15 15 Compared to the g 15 DC DC	N/A ground. Will negates [harmless] Is 1 hp automatically pe None be]. Fortitude negates [harmless] Saving Throw None Will negates (harmless, object)	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living create Touch Target: Living create Touch Target: Weapon tou	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object;	Caster Level: 6 Conjuration (Creation) [Air] (Creation) [Air] (Caster Level: 6 Conjuration (Healing) (Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: Calls extraplanar creature to fight for you. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	to the grant to th	N/A ground. Will negates [harmless] Is 1 hp automatically pe None Pol. Fortitude negates [harmless] Saving Throw None rary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Target: One summon Personal Target: You Touch Target: Living create Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living create Touch Target: Living create Touch Target: Weapon tournust be in contact weasting!	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF ched or fifty with each of V,S,M	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object, projectiles [all of which her at the time of	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: Calls extraplanar creature to fight for you. Call to the provide of altitude, and then gently float back of the control of the specific of the duration of the specific of the same of the control of the specific of the control of	to the grant to th	N/A ground. Will negates [harmless] Is 1 hp automatically pe None Pol. Fortitude negates [harmless] Saving Throw None rary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Target: One summon Personal Target: You Touch Target: Living creature tout Touch Target: Creature tout Touch Target: Creature tout Touch Target: Living creature tout Touch Target: Living creature tout Touch Target: Weapon tout	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF ched or fifty with each of V,S,M	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object, projectiles [all of which her at the time of	Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: Calls extraplanar creature to fight for you. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	to the grant to th	N/A ground. Will negates [harmless] Is 1 hp automatically pe None Pe]. Fortitude negates [harmless] Saving Throw None rary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Target: One summon Personal Target: You Touch Target: Living creature tou Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creature Touch Target: Weapon tour must be in contact we casting] Touch Target: Creature touch Target: Creature touch Target: Creature touch	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF ched or fifty with each of V,S,M uched	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object; / projectiles [all of whicher at the time of Yes [harmless]	Caster Level: 6 Conjuration (Creation) [Air] (Creation) [Air] (Caster Level: 6 Conjuration (Healing) (Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 6 Transmutation Caster Level: 6 Transmutation (Caster Level: 6 Transmutation (Caster Level: 6 Transmutation (Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
Effect: Calis extraplanar creature to fight for you. Calis extraplanar creature and then gently float back of the service of t	to the grant to th	N/A ground. Will negates [harmless] Is 1 hp automatically pe None Pe]. Fortitude negates [harmless] Saving Throw None rary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action or round. 1 standard action 1 standard action Time Standard Action Standard Action 1 standard Action 1 minute	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Target: One summon Personal Target: You Touch Target: Living creature tout Touch Target: Creature tout Touch Target: Living creature tout Touch Target: Living creature tout Touch Target: Weapon tour must be in contact we casting) Touch Target: Creature tout Target: You	V,S,M V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF ched or fifty with each of V,S,M uched	N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object; / projectiles [all of whicher at the time of Yes [harmless]	Caster Level: 6 Conjuration (Creation) [Air] (Creation) [Air] (Caster Level: 6 Conjuration (Healing) (Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197

Effect:
Gain temporary respite from the natural effects of a specific plane.

Effect:
Protects against first 10 points of fire damage, it also extinguishes flames; see text.

DDDDDAvoid Planar Effects
None

Target: You

20 ft.

1 1 minute/level immediate action

Abjuration

Yes [harmless]

Target: One creature/level in a 20-ft. radius burst centered on you

Caster Level: 6

SC: p.19

⊒⊒⊒⊒Balor Nimbus									
	16	N/A		1 round/level	Personal \	V,S,M/DF	N/A	Transmutation	SC: p.24
Effect:			action		Target: You			Caster Level: 6	
Any creature grappling you takes 6d6 points of fire damage	e. 16	Will negates		1 minute/level	Touch \	V,S, DF	Yes	Transmutation	PHB: p.203
Effect:		(harmless)	Action		Target: Creature touc	ched		Caster Level: 6	
Subject gains +4 to Con for 1 minutes/level.	16	Will negates	1 standard	Instantaneous	-	V,S	Yes	Enchantment	PHB II: p.103
□□□□□ Black Karma Curse	10	wiii riegates	action	Instantaneous	Close (40 It.)	7,0	165	(Compulsion)	F 110 II. p. 103
Effect:					Target: One creature			[Mind-Affecting] Caster Level: 6	
If the target fails it's save, it immediately takes damage as		ck by it's currently held v Will negates		nost damaging natural attack. 1 minute/level or until discharged	Touch \	V,S	Yes (harmless)	Abjuration	PHB II: p.103
Effect:		(harmless)	action	,g	Target: Two willing cr		, , , , , , , , , , , , , , , , , , , ,	Caster Level: 6	
Once during the spell, if a subject attempts a saving throw	v, both	recipients can roll and	use the mo	st favorable result. If both saves fail, both		eatures		Caster Level. 6	
re affected by the spell. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	N/A	1 standard	1 minute/level	Personal \	V,S	N/A	Transmutation	SC: p.35
Effect:			action		Target: You			Caster Level: 6	
Sprouts dagger blades across your body able to inflict 1d6	+1/lev	vel [max +5] piercing dar None		n melee attack; see text. 1 round/level		V,S,M	No	Transmutation	SC: p.38
□□□□□ Brambles 		None	action	i Tourid/level					3C. p.36
Effect: Small magical thorns/spikes protrude from wooden weapor	n; gair	ns a +1 to hit enhanceme	ent and dea	ls +1/level [max +10] damage.	Target: Wooden weap	pon touche	ed	Caster Level: 6	
□□□□□ Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch \	/,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.		(,			Target: Creature touc	hed		Caster Level: 6	
Calm Emotions	16	Will negates		Concentration, up to 1 round/level [D]	Medium (160 ft.)	V,S, DF	Yes	Enchantment	PHB: p.207
			Action					(Compulsion) [Mind-Affecting]	
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a	a 20-ftrad	dius spread	Caster Level: 6	
Close Wounds	16	Will half [harmless];	1 immediate	Instantaneous	Close (40 ft.)	J	Yes [harmless]	Conjuration	SC: p.48
		see text	action					(Healing)	
Effect: Cure 1d4 +1/level [max +5].					Target: One creature			Caster Level: 6	
Cloud of Knives			1 standard action	1 round/level	Personal \	V,S,M		Conjuration	PHB II: p.107
Effect:				Marali harrina Orienti i i i i i i i i i i i i i i i i i i	Target: You			Caster Level: 6	
Each round as a free action you can release a knife at a Damage 1d6 +1/3 level [max +5] Crit 19-20.	iny op	ponent you can see wit	.nın 30 ft. A	ttаск bonus = Caster level + Key Ability					
Consecrate		None	Standard Action	2 hours/level	Close (40 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ftradius e	manation		Caster Level: 6	
Cure Moderate Wounds	16	Will half (harmless);		Instantaneous	Touch \	V,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:		see text	Action		Target: Creature touc	ched	text	(Healing) Caster Level: 6	
Cures 2d8 +1/level [max +10] damage.	16	Will negates	1 standard	1 minute/level	-	V,S,DF	Yes	Necromancy	SC: n E6
Curse of III Fortune	16	will negates	action	i minute/levei	, ,		res	•	SC: p.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability chec	cks an	ıd skill checks.			Target: One living cre	ature		Caster Level: 6	
Darkness		None	Standard Action	10 minutes/level [D]	Touch \	V, M/DF	No	Evocation [Darkness]	PHB: p.216
Effect:			Action		Target: Object touche	∍d		Caster Level: 6	
20-ft. radius of supernatural shadow.		None	1 standard	1 round/level	Close (40 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
Effect:			action		Target: One bridge o	f force 5 ft	. wide, 1 in. thick, and	Caster Level: 6	
Create a ribbonlike, weightless, unbreakable bridge.	10	MGII b - If	4	Instantanania	up to 20 ft./level long				SC: p.62
Deific Vegeance	16	Will half	action	Instantaneous	, ,	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if	f unde	ad [max 10d6].			Target: One creature			Caster Level: 6	
Deific Vengeance	16	Will half	Standard Action	Instantaneous	Close (40 ft.)	V,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
Effect:			Action		Target: One creature			Caster Level: 6	
Cause 3d6 or 6d6 if the target is undead.	16	Fortitude negates	Standard	1 hour/level	Touch \	V,S, DF	Yes (harmless)	Conjuration	PHB: p.217
		(harmless)	Action			ched		(Healing) Caster Level: 6	
"ffoot:					Target: Creature tour				
Stops poison from harming subject for 1 hour/level.					Target: Creature touc				
Stops poison from harming subject for 1 hour/level.	16	N/A	1 standard action	1 hour/level or until discharged [D]	Personal \	V,S,DF	N/A	Divination	SC: p.70
Divine Insight			action	1 hour/level or until discharged [D]	-		N/A	Divination Caster Level: 6	SC: p.70
Stops poison from harming subject for 1 hour/level. Divine Insight		uring the duration of the Will negates or None	action spell. 1 standard		Personal \	V,S,DF	Yes or No [object]; see	Caster Level: 6	SC: p.70
Stops poison from harming subject for 1 hour/level. Divine Insight Fiffect: Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction	neck du	uring the duration of the	action spell.		Personal \\ Target: You Close (40 ft.) \\ Target: 10-ftradius e	V,S,DF V emanation		Caster Level: 6 e Abjuration	
Stops poison from harming subject for 1 hour/level. Divine Insight Siffect: Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Siffect: Temp loss of turning power & domain powers.	neck du	uring the duration of the Will negates or None [object]; see text	action spell. 1 standard action	1 round/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa	V,S,DF V emanation ace	Yes or No [object]; see text centered on a creature	Caster Level: 6 e Abjuration	SC: p.70
Stops poison from harming subject for 1 hour/level. Divine Insight Siffect: Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Siffect: Temp loss of turning power & domain powers.	neck du 16	uring the duration of the Will negates or None	action spell. 1 standard action		Personal \\ Target: You Close (40 ft.) \\ Target: 10-ftradius e	V,S,DF V emanation ace	Yes or No [object]; see text	Caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion)	
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection	neck du 16	uring the duration of the Will negates or None [object]; see text Will negates	action spell. 1 standard action 1 standard	1 round/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa	V,S,DF V emanation ace V,S,DF	Yes or No [object]; ser text centered on a creature Yes [harmless]	Caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment	SC: p.70
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Flect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws.	neck du 16	uring the duration of the Will negates or None [object]; see text Will negates	action spell. 1 standard action 1 standard action	1 round/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa Medium (160 ft.) Target: Allies in a 20-	V,S,DF V emanation ace V,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless]	e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws.	neck du 16	uring the duration of the Will negates or None [object]: see text Will negates [harmless]	action spell. 1 standard action 1 standard action	1 round/level 1 minute/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa Medium (160 ft.) Target: Allies in a 20-	v,S,DF v emanation ace v,S,DF eftradius b	Yes or No [object]; see text centered on a creature Yes [harmless]	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	SC: p.70
Stops poison from harming subject for 1 hour/level. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	neck du 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	action spell. 1 standard action 1 standard action Standard Action	1 round/level 1 minute/level 1 minute/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa Medium (160 ft.) Target: Allies in a 20- Touch Target: Creature touch	V,S,DF V emanation ace v,S,DF -ftradius b v,S,M/DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225
Stops poison from harming subject for 1 hour/level. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	neck du 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless]	action spell. 1 standard action 1 standard action Standard Action	1 round/level 1 minute/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20- Touch Target: Creature touch	V,S,DF V emanation ace v,S,DF -ftradius b v,S,M/DF	Yes or No [object]; see text centered on a creature Yes [harmless]	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text]	SC: p.70
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Divine Protection Effect: Subject gains +4 to Cha for 1 minutes/level.	16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	action spell. 1 standard action 1 standard action Standard Action 1 standard action	1 round/level 1 minute/level 1 minute/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa Medium (160 ft.) Target: Allies in a 20- Touch Target: Creature touch	V,S,DF V emanation ace v,S,DF -ftradius b v,S,M/DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst	Caster Level: 6 eAbjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See	SC: p.70 SC: p.70 PHB: p.225
Stops poison from harming subject for 1 hour/level.	16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	action spell. 1 standard action 1 standard action Standard Action 1 standard action 2 standard action 2 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Touch Target: Touch	V,S,DF V emanation ace v,S,DF -ftradius b v,S,M/DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment	SC: p.70 SC: p.70 PHB: p.225
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Ffect: Temp loss of turning power & domain powers. Divine Protection Ffect: +1 morale bonus to AC and saving throws. Divine Protection Ffect: Subject gains +4 to Cha for 1 minutes/level. Ffect: Subject gains +4 to Cha for 1 minutes/level. Frotects against on energy type [fire, cold, electricity, acid, cold, c	neck du 16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None	action spell. 1 standard action 1 standard action Standard Action 1 standard action 2 standard action 2 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Touch Target: Touch	V,S,DF V emanation ace V,S,DF -ftradius b V,S,M/DF ched V,S,DF	Yes or No [object]; ser text centered on a creature Yes [harmless] ourst Yes	Caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Stops poison from harming subject for 1 hour/level. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	neck du 16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard 4 ction 1 standard action 1 standard action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa Medium (160 ft.) Target: Allies in a 20-Touch Target: Creature touc Touch Target: Touch Medium (160 ft.) Target: Any number of	V,S,DF V emanation ace V,S,DF -ftradius b V,S,M/DF ched V,S,DF	Yes or No [object]; ser text centered on a creature Yes [harmless] ourst Yes	Caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Protects Splendor Effect: Protects against on energy type [fire, cold, electricity, acid,	16 16 16 or sor 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard 4 ction 1 standard action 1 standard action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spa Medium (160 ft.) Target: Allies in a 20- Touch Target: Creature touch Touch Medium (160 ft.) Medium (160 ft.) Target: Any number of Personal	v,s,DF v emanation ace v,s,DF -ft,-radius b v,s,M/DF ched v,s,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Divine Protection Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Protects Splendor Effect: Captivates all within 100 ft. +10 ft./level Captivates all within 100 ft. +10 ft./level Extends your tentacles by 5 ft.	16 16 16 or sor 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text	action spell. 1 standard action 1 standard action Standard Action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20- Touch Touch Target: Creature touch Target: Touch Medium (160 ft.) Target: Any number of Personal Target: You	v,S,DF v emanation ace v,S,DF -ftradius b v,S,M/DF ched v,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes s N/A	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: + 1 morale bonus to AC and saving throws. Effect: Subject gains +4 to Cha for 1 minutes/level. Effect: Protects against on energy type [fire, cold, electricity, acid, cold, c	16 16 16 or sor 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text	action spell. 1 standard action 1 standard action Standard Action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20- Touch Touch Target: Creature touch Target: Touch Medium (160 ft.) Target: Any number of Personal Target: You	v,s,DF v emanation ace v,s,DF -ft,-radius b v,s,M/DF ched v,s,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Stops poison from harming subject for 1 hour/level. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16 16 16 or sor 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action 2e; see text 1 round 1 standard action Standard	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20- Touch Touch Target: Creature touch Target: Touch Medium (160 ft.) Target: Any number of Personal Target: You	v,S,DF v emanation ace v,S,DF -ftradius b v,S,M/DF ched v,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes s N/A	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill check. Gain 5 + your caster level [max bonus of 15] to one skill check. Temp loss of turning power & domain powers. Divine Protection Effect: + 1 morale bonus to AC and saving throws. Diplication of the stop o	16 16 16 or sor 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius a object, or point in spandedium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Touch Target: Touch Medium (160 ft.) Target: Any number of Personal Target: You Personal Target: You	v,S,DF v emanation ace v,S,DF -ftradius b v,S,M/DF ched v,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes s	Caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Divine Protection Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Protects against on energy type [fire, cold, electricity, acid, electricity] Effect: Captivates all within 100 ft. +10 ft./level Divine Protects Extends your tentacles by 5 ft. Fifect: Extends your tentacles by 5 ft. Fifect: Fifect	16 16 16 16 16 16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text N/A None Reflex half	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard Action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous 1 minute/level Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius a object, or point in spandedium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Touch Target: Touch Medium (160 ft.) Target: Any number of Personal Target: You Personal Target: You	v,s,DF v emanation ace v,s,DF -ft,-radius b v,s,M/DF ched v,s,DF v,s,DF v,s,DF v,s,DF v,s,DF v,s,DF	Yes or No [object]; ser text centered on a creature Yes [harmless] ourst Yes No Yes s N/A	Caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Protects against on energy type [fire, cold, electricity, acid, cold, cold, cold, electricity, acid, cold, cold, cold, electricity, acid, cold, c	16 16 16 16 16 16 16 16 16 16 16 16 16 1	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistance Will negates; see text N/A None Reflex half d creatures are also daz	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 1 standard action 2 standard action 2 standard action 4 standard action 2 standard action 2 standard action 3 standard action 4 standard action 6 standard action 7 standard action 8 standard action 8 standard action 9 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous 1 minute/level Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spane Medium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Target: Touch Medium (160 ft.) Target: Any number of the personal Target: You Personal Target: You Target: You Target: You Target: You Target: You	v,S,DF v emanation ace v,S,DF -ftradius b v,S,M/DF ched v,S,DF v,S,DF v,S,DF v,S,M/DF ched v,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes s N/A No Yes	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Charm) Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Charm) Caster Level: 6 Evocation [Cold] Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230 SC: p.100
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill check. Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Divine Protection Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Protects Splendor Effect: Captivates all within 100 ft. +10 ft./level Divine Protects splendor Effect: Captivates all within 100 ft. +10 ft./level Fifect: Captivates all within 100 ft. +10 ft./level	16 16 16 16 16 16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistanc Will negates; see text N/A None Reflex half	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 1 standard action 2 standard action 2 standard action 4 standard action 2 standard action 2 standard action 3 standard action 4 standard action 6 standard action 7 standard action 8 standard action 8 standard action 9 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous 1 minute/level Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius object, or point in spandedium (160 ft.) Target: Allies in a 20- Touch Touch Target: Creature touch Medium (160 ft.) Target: Touch Medium (160 ft.) Target: You Personal Target: You 30 ft. Target: Cone-shaped Touch	v,s,DF v emanation ace v,s,DF -ftradius b v,s,M/DF ched v,s,DF v,s,DF v,s,M/DF ched v,s,DF di creature v v,s,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes S N/A No Yes Yes [harmless]	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230
Stops poison from harming subject for 1 hour/level. Divine Insight Gain 5 + your caster level [max bonus of 15] to one skill ch Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Protects against on energy type [fire, cold, electricity, acid, cold, cold, cold, electricity, acid, cold, cold, cold, electricity, acid, cold, c	16 16 16 16 16 16 16 16 16 16 16 16 16 1	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None None Nic], you gan 5 resistanc Will negates; see text N/A None Reflex half d creatures are also daz Fortitude negates [harmless]	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 2 see text 1 round 1 standard action Standard Action 4 standard action 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous 1 minute/level Instantaneous silled the Reflex save. 10 minutes/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Target: Touch Medium (160 ft.) Target: Touch Medium (160 ft.) Target: You Personal Target: You 30 ft. Target: Creature with touched	v,S,DF v emanation ace v,S,DF -ft,-radius b v,S,M/DF ched v,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No No Yes S N/A No Yes Yes [harmless] vo arms or tentacles	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Charm) Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Charm) Caster Level: 6 Evocation [Cold] Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230 SC: p.100 SC: p.100
Stops poison from harming subject for 1 hour/level.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None None None Reflex half d creatures are also daz Fortitude negates	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 see text 1 round 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous 1 minute/level Instantaneous	Personal Target: You Close (40 ft.) Target: 10-ftradius object, or point in spandedium (160 ft.) Target: Allies in a 20- Touch Touch Target: Creature touch Medium (160 ft.) Target: Touch Medium (160 ft.) Target: You Personal Target: You 30 ft. Target: Cone-shaped Touch	v,s,DF v emanation ace v,s,DF -ftradius b v,s,M/DF ched v,s,DF v,s,DF v,s,M/DF ched v,s,DF di creature v v,s,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes S N/A No Yes Yes [harmless]	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230 SC: p.100
Stops poison from harming subject for 1 hour/level.	16 16 16 16 16 16 16 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None None None Reflex half d creatures are also daz Fortitude negates	action spell. 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 2 see text 1 round 1 standard action Standard Action 4 standard action 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous 1 minute/level Instantaneous silled the Reflex save. 10 minutes/level	Personal Target: You Close (40 ft.) Target: 10-ftradius e object, or point in spandedium (160 ft.) Target: Allies in a 20-Touch Target: Creature touch Target: Touch Medium (160 ft.) Target: Touch Medium (160 ft.) Target: You Personal Target: You 30 ft. Target: Creature with touched	v,S,DF v emanation ace v,S,DF -ft,-radius b v,S,M/DF ched v,S,DF	Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes S N/A No Yes Yes [harmless]	caster Level: 6 e Abjuration e, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6	SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86 PHB: p.230 SC: p.100

Action Effect Target: Corpse touched Caster Level: 6 V,S,M Yes [harmless] Transmutation SC: p.102 Will negates [harmless] 1 standard 1 minute/level Touch □□□□□Ghost Touch Armor Target: Armor of creature touched Caster Level: 6 Armor gains Ghost Touch property. 1 minute 1 minute/level V.S.DF Evocation [See SC: p.109 □□□□□Hand of Divinity Target: Creature touched Caster Level: 6 Grant +2 [Profane or Sacred] bonus to all saving throws. 16 N/A V.S.M N/A Divination 1 standard 10 minutes/level Personal SC: p.110 □□□□□ Healing Lorecall Effect:
Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text. Target: You □□□□□ Hold Person Will negates; see text Standard 1 round/level [D]; see text Medium (160 ft.) V,S,F/DF Yes Enchantment PHB: p.241 16 [Mind-Affecting] Target: One humanoid creature Caster Level: 6 Paralyzes one humanoid for 1 round/level Standard Instantaneous Action Will half V,S PHB: p.244 □□□□□ Inflict Moderate Wounds Necromancy Target: Creature touched Caster Level: 6 Touch attack, 2d8 +1/level [max +10] damage Conjuration (Creation) Caster Level: 6 1 standard 10 minutes/level V.S.M □□□□□ Inky Cloud SC: p.123 Target: 30-ft.-radius spread centered on you Inky cloud that works under water 16 Will negates (harmless) Close (40 ft.) V.S.M. Yes (harmless) Divination PHB II: p.115 □□□□□ Insight of Good Fortune 1 standard 1 minute/level or until discharged Effect:
Reroll once after making an attack, skill check, saving throw or ability check before resonance.

None Caster Level: 6 Target: One creature Long (640 ft.) V,S,F □□□□ Insignia of Alarm Standard Instantaneous Yes (harmless) Abjuration Race Des: p.166 Target: All wearers of special insignia within range Caster Level: 6 ell alerts all weare 1 standard 1 hour/level [D] Touch V,S,DF Yes [harmless,object] Transmutation □□□□□Iron Silence Caster Level: 6 Target: One suit of armor touched/3 levels Hide and Move Silent check ignore the Armor penalty during the duration of the spell. Light of Mercuria 1 standard 10 minutes/level [D] Medium (160 ft.) V.S Yes: see text Evocation [Good, SC: p.132 Light] Caster Level: 6 Target: You and up to two rays; see text Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders. V,S,DF Yes [harmless] 1 standard 1 minute/level Necromancy SC: p.134 Living Undeath 16 Fortitude negates [harmless] Effect:
Not subject to sneak attacks or criticals; -4 penalty to Cha score. Target: Creature touched Caster Level: 6 Will negates Close (40 ft.) V.S Yes (harmless, object) Transmutation Standard Instantaneous PHB: p.252 □□□□□ Make Whole (harmless, object) Effect: Target: One object of up to 10 cu. ft./level Caster Level: 6 Repairs an object □□□□ Mark of Judgement 16 Will negates 1 standard 1 round/level Medium (160 ft.) V,S,DF Yes Necromancy PHB II: p.119 Target: One creature/3 levels, no two of which are Caster Level: 6 more than 30 ft. apart re, that attacker heals 2 points of damage Whenever a creature succeeds on a melee or ranged attack against the marked creatu □□□□□ Mark of the Outcast Will negates 1 standard Permanent Close (40 ft.) V,S,DF Necromancy SC: p.138 Target: One creature Creates an indelible mark on the subjects face; see text. Will negates Close (40 ft.) V Yes (harmless) Divination PHB II: p.119 Instantaneous □□□□□ Master's Touch (Skillful) immediate Target: One creature Caster Level: 6 Subject gains +4 insight bonus to one skill check V,S,M/DF Will negates Standard 1 minute/level Touch PHB: p.259 Owl's Wisdom Transmutation Target: Creature touched Caster Level: 6 Subject gains +4 to Wis for 1 minutes/level. 1 standard 10 minutes/level V.S Yes [harmless] Abjuration SC: p.163 □□□□□ Protection from Negative Energy ¹⁶ Will negates [harmless] Target: Creature touched Caster Level: 6 Effect:
Subtract 10 hp worth of damage from each negative energy attack Will negates Abjuration Protection from Positive Energy 1 standard 10 minutes/level Touch V.S Yes [harmless] SC: p.163 Effect:
Subtract 10 hp worth of damage from each positive energy attack Target: Creature touched Caster Level: 6 Medium (160 ft.) V,S,DF 1 standard 1 round Yes [harmless] Transmutation SC: p.164 Quick March [harmless] Target: Allies in a 20-ft.-radius burst Caster Level: 6 Subjects base land speed increased by 30 feet. Will negates Standard Instantaneous Yes (harmless) Conjuration PHB: p.271 Remove Paralysis Effect: Target: Up to four creatures, no two of which can be Caster Level: 6 Target: Up to rous or cannot than 30 ft. apart

V,S, DF Yes (harmless) Frees one or more creatures from paralysis or slow effect Fortitude negates (harmless) Standard 10 minutes/level Action Abiuration PHB: p.272 Resist Energy Touch Target: Creature touched Caster Level: 6 Ignores first 10 points of damage/attack from specified energy type. Restoration, Lesser Will negates (harmless) 3 rounds Instantaneous Touch V.S Yes (harmless) Conjuration (Healing) PHB: p.272 ffect:
Dispels magical ability penalty or repairs 1d4 ability damage.

16 Will negates Caster Level: 6 Target: Creature touched PHB II: p.124 1 round 10 minutes/level Touch V.S.M Yes (harmless) Transmutation □□□□□ Share Talents Target: Two willing creatures touched Caster Level: 6 Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill. Will negates (object);
Will negates (object)
or Fortitude half; see □□□□□ Shatter V,S,M/DF Yes (object) Evocation [Sonic] PHB: p.278 Target: 5-ft.-radius spread; or one solid object or one Caster Level: 6 Sonic vibration damages objects or crystalline creatures crystalline creature Standard 1 hour/level [D] Close (40 ft.) V,S,F Yes (harmless) □□□□□ Shield Other 16 Will negates (harmless) Abjuration PHB: p.278 Target: One creature You take half of subject's damage □□□□□ Shroud of Undeath 16 N/A 1 standard 10 minutes/level [D] Personal V.S.M N/A Necromancy SC: p.189 Target: You Caster Level: 6 flect:
Shroud yourself in invisbile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the pposite effect on you as if you were undead. 16 Will negates; see text Standard 1 minute/level [D] or none (object) Action Long (640 ft.) V,S Yes; see text or no Illusion (Glamer) PHB: p.279 □□□□□Silence Target: 20 ft. radius emanation centered on a creature, Caster Level: 6 object, or point in space Effect: Negates sound in 15-ft. radius.

* =Domain/Speciality Spell

□□□□□ Sound Burst	16	Fortitude partial	Standard Action	Instantaneous	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
Effect: Deals 1d8 sonic damage to subjects; may stun them.			Action		Target: 10-ftradius	spread		Caster Level: 6	
Deals 1do sonic damage to subjects, may stur triem.	16	Will negates		1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
Effect:		[harmless]	action		Target: One creatur	e/level		Caster Level: 6	
Subject will not rise as spawn if killed by an undead capat	ole of c	Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 6	
Protects one creature from a single 1st- or 2nd-level spell Spiritual Weapon	see te	ext. None	Standard	1 round/level [D]	Medium (160 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
Effect:			Action		Target: Magic weap	on of force		Caster Level: 6	
Magical weapon attacks on its own.	16	Will negates	1 swift	Instantaneous		V,S,DF	Yes [harmless]	Conjuration	SC: p.204
Stabilize	10	[harmless]; see text	action	Instantaneous	See text			(Healing)	3C. p.204
:ffect: Spell designed for battle fields, heals all creatures for 1 hp.					Target: 50-ftradius			Caster Level: 6	
⊒□□□□ Status	16	Will negates (harmless)	Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
Effect: Monitors condition, position of allies.					Target: One/per 3 le	evels living o	creatures touched	Caster Level: 6	
□□□□□ Stay the Hand	16	Will negates	1 immediate	Instantaneous	Medium (160 ft.)	V	Yes	Enchantment (Charm)	PHB II: p.126
Effect:			action		Target: One human	oid		[Mind-Affecting] Caster Level: 6	
Target refrains from attacking you or targetting you with s	oells fo	r the remainder of the c Will negates		I. 10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
Stone Bones	.0	[harmless]	action	TO THINGSONOTON	Target: Corporeal u			Caster Level: 6	CC. p.200
Target gains natural armor AC bonus of +3.		Name	Ctandard	Casarada (D)					Dans Ctr 402
Stone Fist		None	Action	6 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
iffect: Acts as if armed and your hands become hard inflicting da					Target: You			Caster Level: 6	
Stretch Weapon	16	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)		PHB II: p.126
Effect: Adds 5 feet of reach for one attack.					Target: Melee weap	on wielded		Caster Level: 6	
□□□□□ Summon Elysian Thrush		None	10 minutes	8 hours	Close (40 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.214
Effect:					Target: One summo	ned Flysian	n thrush	[Good] Caster Level: 6	
Summons a Elysian thrush [Planar Handbook 118]; see to	ext	None	4	4	-				DUD: - 200
Summon Monster II		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: p.286
iffect: Calls extraplanar creature to fight for you.					which can be more	than 30 ft. a	part	Caster Level: 6	
□□□□□Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
Effect: Conceals alignment for 24 hours.					Target: One creatur	e or object		Caster Level: 6	
□□□□□ Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
								Caster Level: 6	
Effect: Grants you a 20% miss chance from concealment					Target: You			Caster Level. 0	
Effect: Grants you a 20% miss chance from concealment. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Will negates		1 minute/level	Target: You Close (40 ft.)	V,S, DF	Yes	Enchantment	PHB: p.303
Grants you a 20% miss chance from concealment. Compared Truth	16	Will negates	Standard Action	1 minute/level	Close (40 ft.)			Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
Grants you a 20% miss chance from concealment.	16	Will negates		1 minute/level				Enchantment (Compulsion)	PHB: p.303
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment.	16	Will negates		1 minute/level	Close (40 ft.)			Enchantment (Compulsion) [Mind-Affecting]	РНВ: р.303
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. The concealment is the concealment in the concealment in the concealment. The concealment is the concealment in the concealment in the concealment in the concealment.	16 DC	Saving Throw	Action	LEVEL 3	Close (40 ft.) Target: 20-ftradius	emanation	Spell Resistance	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	Source
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Tuth Greet: Subjects within range cannot lie. Name			Action	LEVEL 3	Close (40 ft.) Target: 20-ftradius	emanation		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion)	·
Grants you a 20% miss chance from concealment.	DC	Saving Throw None	Time 1 standard action	LEVEL 3	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more	Comp. V,S,DF	Spell Resistance	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	Source
Grants you a 20% miss chance from concealment. Concept Truth Gract: Subjects within range cannot lie. Name Aid, Mass Gract: 10 a did, Mass	DC +1/cast	Saving Throw None er level [max 15] tempo	Time 1 standard action rary hp.	LEVEL 3	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.)	Comp. V,S,DF	Spell Resistance Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	Source
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Fiffect: Name Aid, Mass Fiffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8-	DC +1/cast	Saving Throw None	Time 1 standard action rary hp.	LEVEL 3 Duration 1 minute/level	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apa	Comp. V,S,DF e creatures, int S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	Source SC: p.8
Grants you a 20% miss chance from concealment. Fruit	DC +1/cast 17	Saving Throw None er level [max 15] tempo Will negates [harmless]	Time 1 standard action rary hp. 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create	emanation Comp. V,S,DF c creatures, int S,M/DF ures touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Conce of Truth ffect: Subjects within range cannot lie. Name Concern Aid, Mass ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8- Concern Air Breathing ffect: Grants creatures the ability to breath air.	DC +1/cast	Saving Throw None er level [max 15] tempo Will negates	Time 1 standard action rary hp. 1 standard action	LEVEL 3 Duration 1 minute/level	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more than 30 ft. apa Touch Target: Living create Close (40 ft.)	Comp. V,S,DF e creatures, int S,M/DF ures touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text]	Source SC: p.8
Grants you a 20% miss chance from concealment. Name Name Name Name Aid, Mass Grants to attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air.	DC +1/cast 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distance	Time 1 standard action 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apartouch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart	Comp. V,S,DF e creatures, rt S,M/DF ures touche V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Name Name Name Name Aid, Mass Grants to attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air.	DC +1/cast 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object]	Time 1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapon	Comp. V,S,DF e creatures, int S,M/DF ures touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text]	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Great: Subjects within range cannot lie. Name Aid, Mass Great: H on attack rolls, +1 against fear, all creatures gain 1d8- Air Breathing Grants creatures the ability to breath air. Align Weapon, Mass Great: Functions like align weapon, except it effects multiple wealth and the state of the	DC +1/cast 17 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distance	Time 1 standard action rary hp. 1 standard action 1 standard action 1 standard action 2 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apartouch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart	Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF n/level, no tr	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Iffect: Subjects within range cannot lie. Name Aid, Mass Grants you a 20% miss chance from concealment. Aid and a 20% miss cannot lie. Name Aid Aid, Mass Grants reatures gain 1d8 - Grants creatures the ability to breath air. Grants creatures the ability to breath air. Grants creatures the ability to breath air. Align Weapon, Mass Grants reatures the ability to breath air. Align Weapon, Mass Grants reatures the ability to breath air.	DC +1/cast 17 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distance	Time 1 standard action 1 standard action 1 standard action 1 standard action 2e. 1 immediate action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.)	emanation Comp. V,S,DF e creatures, irt S,M/DF ures touche V,S,DF n/level, no tr V,X	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment. Name Name Aid, Mass Grants ceatures gain 1d8 - Air Breathing Grants creatures the ability to breath air. Grants creatures the ability to breath air. Grants creatures the ability to breath air. Align Weapon, Mass Grants creatures the ability to breath air. Align Aid The Company of the	DC +1/cast 17 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None	Time 1 standard action 1 standard action 1 standard action 1 standard action 2e. 1 immediate action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.) Target: One creatur Close (40 ft.)	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Abjuration	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants crait you a 20% miss chance from concealment. Name Name Name Aid, Mass Grants creatures gain 1d8 - Air Breathing Grants creatures the ability to breath air. Align Weapon, Mass Grants creatures the ability to breath air. Alter Fortune Grants creatures the ability to breath air. Alter Fortune Grants creatures the ability to breath air. Alter Fortune	DC +1/cast 17 17 17 17 nod roll.	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas	Time 1 standard action rary hp. 1 standard action 1 standard action 2.e. 1 immediate action 1 standard action 2 standard action 2 standard action 4 standard action 6 +1 per four	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ir levels above 5th; see text	Range: 20-ftradius Range: Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (40 ft.) Target: One weapor than 30 ft. apart Close (40 ft.) Target: One creatur Close (40 ft.)	emanation Comp. V.S.DF a creatures, at S,M/DF ures touche V.S.DF n/level, no to V,X e V.S.M,DF e/2 levels, rutt	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants crait you have a cannot lie. Name	DC 17 17 17 17 17	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless, object]	Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ir levels above 5th; see text	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apat Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur more than 30 ft. apat Touch	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF n/level, no tr V,X e V,S,M,DF e/2 levels, r int V,S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment. Name Name Aid Aid, Mass Grants the attack rolls, +1 against fear, all creatures gain 1d8 - Grants creatures the ability to breath air. Grants creatures the affects multiple weather the company of the concealment. Grants a grant of the concealment.	DC +1/cast 17 17 17 number of the color	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless, object] display the projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects	Time 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 6 standard action 8 standard action 8 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur more than 30 ft. apar Touch Target: One creatur	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF h/level, no t V,X e V,S,M,DF e/2 levels, r int V,S,M/DF e/3 levels	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14
Grants you a 20% miss chance from concealment. Name Name Aid Aid, Mass Grants the attack rolls, +1 against fear, all creatures gain 1d8 - Grants creatures the ability to breath air. Grants creatures the affects multiple weather the company of the concealment. Grants a grant of the concealment.	DC 17 17 17 17 17 nything 17	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] diagon, bonus increas N/A	Time 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 6 standard action 8 standard action 8 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ir levels above 5th; see text	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apat Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur more than 30 ft. apat Touch	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF n/level, no tr V,X e V,S,M,DF e/2 levels, r int V,S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation See text] Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion)	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment.	DC +1/cast 17 17 17 number of the color	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless, object] display the projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects	Time 1 standard action rary hp. 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 5 standard action 5 standard action 5 standard	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.) Target: One weapont than 30 ft. apart Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur more than 30 ft. apar Touch Target: One creatur Touch	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, r int V,S,M/DF e/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Enchantment Caster Level: 6 Transmutation	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14
Grants you a 20% miss chance from concealment. Concept Truth Flect: Subjects within range cannot lie. Name Concept Aid, Mass Flect: +1 on attack rolls, +1 against fear, all creatures gain 1d8- Concept Air Breathing Flect: Grants creatures the ability to breath air. Concept Align Weapon, Mass Flect: Functions like align weapon, except it effects multiple weapon, and the flect: Target must reroll any die roll it just made taking the second and subjects granted +2 luck bonus to AC, saves against and subjects granted +2 luck bonus to AC, saves against and subjects described and subjects of the plane you are current flect: Attunes the affected creatures to the plane you are current flect: Attunes the affected creatures to the plane you are current flect: Subject immediately takes 1d6/caster level [max 10d6]	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates	Time 1 standard action 1 standard action 1 standard action 2e. 1 standard action 2e. 1 standard action 2e. 1 standard action 2 standard action 3 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level In levels above 5th; see text 24 hours Instantaneous	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apat Close (40 ft.) Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, r int V,S,M/DF e/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion)	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14
Grants you a 20% miss chance from concealment.	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates	Time 1 standard action 1 standard action 1 standard action 2e. 1 standard action 2e. 1 standard action 2e. 1 standard action 2e. 1 standard action 3. 1 standard action 3. 1 standard action 3. 3 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level In levels above 5th; see text 24 hours Instantaneous	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apat Close (40 ft.) Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, r int V,S,M/DF e/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants concealment in the conce	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragnon, bonus increas N/A negating harmful effects Will negates	Time 1 standard action 1 standard action 1 standard action 2e. 1 standard action 2e. 1 standard action 2e. 1 standard action 2e. 1 standard action 3. 1 standard action 3. 1 standard action 3. 3 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Instantaneous	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (40 ft.) Target: One weapor than 30 ft. apart Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur more than 30 ft. apar Touch Target: One creatur Touch	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF h/level, no t V,X e V,S,M,DF e/2 levels, r int V,S,M/DF e/3 levels V,S,DF ature with li	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Enchantment Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17
Grants you a 20% miss chance from concealment. Concept Truth Flect: Subjects within range cannot lie. Name Color Aid, Mass Flect: +1 on attack rolls, +1 against fear, all creatures gain 1d8- Color Air Breathing Flect: Grants creatures the ability to breath air. Color Align Weapon, Mass Flect: Functions like align weapon, except it effects multiple wea Color Alter Fortune Flect: Target must reroll any die roll it just made taking the second all subjects granted +2 luck bonus to AC, saves against a Color Attune Form Flect: Attunes the affected creatures to the plane you are curren Color Awaken Sin Flect: Subject immediately takes 1d6/caster level [max 10d6] Conconscious it takes 1d6 Wis damage.	DC 17 17 17 17 17 17 17 17 17 17 17 17 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates	Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2 standard action 1 standard action 3 standard action 4 standard action 3 standard action 3 standard action 3 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatur Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.) Target: One creatur more than 30 ft. apar Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch	emanation Comp. V,S,DF e creatures, and symbol sym	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Caster Level: 6 Caster Level: 6 Conjuration [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Caster Level: 6 Conjuration (Creation) [Lawful, Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants concealment. Name Aid, Mass Flect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 - Grants creatures the ability to breath air. Grants creatures the ability to breath air. Align Weapon, Mass Flect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Fortune Alter Fortune Flect: Antidragon Aura Flect: All subjects granted +2 luck bonus to AC, saves against applications the affected creatures to the plane you are current Grants you a 20% miss chance from the conconscious it takes 1d6 Wis adamage. James Axiomatic Storm Flect: Rain falls around you4 to Listen, Spot, Search and and on motor chaotic outsider takes additional 5d6 acid.	DC +1/cast 17 17 17 nod roll. 17 nything 17 tttly on, 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [narmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effects Will negates of nonlethal damage None	Time 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 3 tstandard action 4 tstandard action 5 tstandard action 5 tstandard action 5 tstandard action 5 tstandard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ir levels above 5th; see text 24 hours Instantaneous I	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (40 ft.) Target: One weapor than 30 ft. apart Close (40 ft.) Target: One creatur Touch Target: One creatur	emanation Comp. V.S.DF a creatures, and S.M/DF ures touche V.S.DF n/level, no to V.X e V.S.M.DF e/2 levels, rut V.S.M/DF attr V.S.M/DF attr V.S.M/DF attr V.S.M/DF attr V.S.M,DF attr Allevels V.S.M,DF attr Allevels V.S.M,DF attr Allevels V.S.M,DF attr Allevels V.S.M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Water] Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21
Grants you a 20% miss chance from concealment. Company Cone of Truth Grect: Subjects within range cannot lie. Name Company Aid, Mass Iffect: H on attack rolls, +1 against fear, all creatures gain 1d8 - Company Company Company Company Company Company Grants creatures the ability to breath air. Company Company Company Company Grants creatures the ability to breath air. Company Company Align Weapon, Mass Iffect: Functions like align weapon, except it effects multiple weap Company Alter Fortune Iffect: All subjects granted +2 luck bonus to AC, saves against and Company Company Company The Company	DC +1/cast 17 17 17 nod roll. 17 nything 17 tttly on, 17	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates	Time 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 3 tstandard action 4 tstandard action 5 tstandard action 5 tstandard action 5 tstandard action 5 tstandard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaport than 30 ft. apat Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: Cylinder [20 dd Touch	emanation Comp. V.S.DF e creatures, int S.M/DF ures touche V.S.DF n/level, no tr V,X e V.S.M,DF e/2 levels, r int V.S.M/DF ature with li V.S.M,DF ature with li V.S.M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Water] Caster Level: 6 Necromancy	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures de annot lie. Name Aid, Mass Grants creatures gain 1d8 - Grants creatures the ability to breath air. Grants creatures the ability takes adaptive and the second of the compact of the compac	DC 17 17 17 17 17 nything 17 ttty on, 17 points ranged 17 s; or 50	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None attacks. Deals 2d6 da Will negates Will negates	Time 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 4 standard action 2 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 8 standard action 9 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ar levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous Permanent Double to outsiders] an Permanent	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apat Close (40 ft.) Target: One creatur more than 30 ft. apat Touch Target: One creatur more than 30 ft. apat Touch Target: One creatur Touch Target: One creatur Touch Target: One evil creatur Touch Target: Cylinder [20 dt] Touch Target: Cylinder [20 dt]	emanation Comp. V,S,DF e creatures, int S,M/DF ures touche V,S,DF n/level, no t V,X e V,S,M,DF e/2 levels, r int V,S,M/DF e/3 levels V,S,DF ature with li V,S,M,DF touched	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Water] Caster Level: 6 Necromancy Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures de cannot lie. Name Aid, Mass Grants Creatures gain 1d8 - Air Breathing Grants creatures the ability to breath air. Align Weapon, Mass Grants Creatures the ability to breath air. Align Weapon, Mass Grants Creatures the ability to breath air. Alter Fortune Grants Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the frects multiple weapon, except it effects multiple weapon, except it effect	DC 17 17 17 17 17 nything 17 17 points 17 points	Saving Throw None er level [max 15] tempo Will negates [harmless, object] will negates [harmless, object] r projectiles at a distant None Will negates [harmless] g dragn, bonus increas N/A negating harmful effects Will negates s of nonlethal damage None attacks. Deals 2d6 da Will negates	Time 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 4 standard action 2 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 8 standard action 9 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ir levels above 5th; see text 24 hours Instantaneous I	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (40 ft.) Target: One weapor than 30 ft. apart Close (40 ft.) Target: One creatur Close (40 ft.) Target: One creatur more than 30 ft. apar Touch Target: One creatur Touch Target: One evil cre dd Touch Target: Cylinder [20 dd Touch Target: Creature tou 0 ft.	emanation Comp. V,S,DF e creatures, int S,M/DF arres touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, rint V,S,M/DF e/3 levels V,S,DF ature with li V,S,M,DF -ft. radius, 2 V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high] Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Water] Caster Level: 6 Necromancy Caster Level: 6 Evocation	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures de cannot lie. Name Aid, Mass Grants Creatures gain 1d8 - Air Breathing Grants creatures the ability to breath air. Align Weapon, Mass Grants Creatures the ability to breath air. Align Weapon, Mass Grants Creatures the ability to breath air. Alter Fortune Grants Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the ability to breath air. Alter Fortune Grants Creatures the frects multiple weapon, except it effects multiple weapon, except it effect	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distance None Will negates [harmless, object] or projectiles at a distance Will negates [harmless] g dragon, bonus increas N/A negating harmful effects Will negates None attacks. Deals 2d6 da Will negates Will negates % chance of losing each Will partial	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard action Action 5 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ar levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous Permanent Double to outsiders] an Permanent	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apat Close (40 ft.) Target: One creatur more than 30 ft. apat Touch Target: One creatur more than 30 ft. apat Touch Target: One creatur Touch Target: One creatur Touch Target: One evil creatur Touch Target: Cylinder [20 dt] Touch Target: Cylinder [20 dt]	emanation Comp. V,S,DF e creatures, int S,M/DF arres touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, rint V,S,M/DF e/3 levels V,S,DF ature with li V,S,M,DF -ft. radius, 2 V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high] Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Abjuration Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Water] Caster Level: 6 Necromancy Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21
Grants you a 20% miss chance from concealment. Great: Subjects within range cannot lie. Name Aid, Mass Great: H on attack rolls, +1 against fear, all creatures gain 1d8- Air Breathing Grants creatures the ability to breath air. Align Weapon, Mass Great: Functions like align weapon, except it effects multiple weapon. Alter Fortune Great: All subjects granted +2 luck bonus to AC, saves against and the subjects granted +2 luck bonus to AC, saves against and the subjects granted +2 luck bonus to AC, saves against and the subject immediately takes 1d6/caster level [max 10d6] inconscious it takes 1d6 Wis damage. Great: Attunes the affected creatures to the plane you are current and the subject immediately takes 1d6/caster level [max 10d6] inconscious it takes 1d6 Wis damage. Great: Attunes the affected creatures to the plane you are current and in a subject immediately takes 1d6/caster level [max 10d6] inconscious it takes 1d6 Wis damage. Great: Attune Form Great: Attune Form Great: Attunes the affected creatures to the plane you are current and on the subject immediately takes 1d6/caster level [max 10d6] inconscious it takes 1d6 Wis damage. Great: Attune Form Attune Form Great: Attune Form Attune Form Attune Form Attune Form Attune Form Great: Attune Form Attune Form	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distance None Will negates [harmless, object] or projectiles at a distance Will negates [harmless] g dragon, bonus increas N/A negating harmful effects Will negates None attacks. Deals 2d6 da Will negates Will negates % chance of losing each Will partial	Time 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 3 and is stu 1 standard action 3 and is stu 1 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 7 standard action 8 standard action 9 standard action 9 standard action 1 standard action 2 standard action 3 standard action 4 standard action 5 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level ar levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous Permanent Double to outsiders] an Permanent	Range Close (40 ft.) Target: 20-ftradius Range Close (40 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creater Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.) Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: Cylinder [20 dd] Touch Target: Cylinder [20 dd] Touch Target: Cylinder [20 dd] Touch Target: Cylinder [20 dd]	emanation Comp. V,S,DF e creatures, int S,M/DF arres touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, rint V,S,M/DF e/3 levels V,S,DF ature with li V,S,M,DF -ft. radius, 2 V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high] Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration (Creation) [Lawful, Water] Caster Level: 6 Necromancy Caster Level: 6 Evocation	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21
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				Cleric Spells					
□□□□ Blindsight	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.					Target: Creature to			Caster Level: 6	
Chain of Eyes	17	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.					Target: Living creat		l	Caster Level: 6	
Channeled Divine Shield Effect: Gain DR based upon casting time; See text.			See text	1 round/level	Personal Target: You	V,S		Abjuration Caster Level: 6	PHB II: p.106
□□□□□ Checkmate's Light		None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	+5 at	15th level] and is Lawfu	ıl aligned. Al	lies gain +1 morale bonus vs. fear in 20 t	Target: Melee weap	oon touched		Caster Level: 6	
radius of red light.	17	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
Effect: Get direction and general status of a known target.					Target: You			Caster Level: 6	
Cloak of Bravery	17	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting] Caster Level: 6	SC: p.47
You and your allies gain a morale bonus on saves against	fear e	ffects equal to your cas Will negates			Target: 60-ftradius	v,s	•		CC: p. 49
Effect:		[harmless,object]	action	1 hour/level [D]	Close (40 ft.) Target: One color p		No	Illusion (Glamer) [Mind-Affecting] Caster Level: 6	SC: p.48
Causes a color pool on the Astral Plane to seemingly cease Causes a Continual Flame	se to ex	rist. None		Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touch	hed Magica	I, heatless flame	Caster Level: 6	
Makes a permanent, heatless torch. Conviction, Mass	17	Will negates		10 minutes/level	Medium (160 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52
Same as conviction, except it affects multiple allies at a di	etanoc	[harmless]	action		Target: Allies in a 2	0-ftradius	burst	Caster Level: 6	
Same as conviction, except it affects multiple allies at a di	17	Fortitude negates	1 standard	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in yo	ur area	of effect Creatures so		ve -2 to Str & Dev. move at half speed fo	Target: 20-ftradius	spread		Caster Level: 6	
as ong as they remain in the area.	J. 4166	None		24 hours; see text	Close (40 ft.)	V,S	No	Conjuration	PHB: p.214
Create Food and Water			. o minutes				ain 3 humans/level or	(Creation) Caster Level: 6	
Feeds 3 humans or 1 horses/level.	17	Will negates	1 standard	1 hour/level [D] or until discharged	one horse/level for 2		Yes (harmless)	Necromancy	PHB II: p.108
Effect:		(harmless)	action		Target: Creature to		,	Caster Level: 6	
Wearer can compel undead with a one-word command or Crown of Might	ice per 17	minute. See text. Will negates	1 standard	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature to		,	Caster Level: 6	,
+2 Strength enhancement or discharge for +8 Strength for	one ro	ound. Will negates	1 standard	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 6	
+1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting	saves. 17	Will negates		1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 6	
Choose alignment [chaotic, evil, good or lawful]. Once per the opponent has the designated alignment or Discharge for	a +8 b	onus.							
Cure Serious Wounds	17	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage.	47	AAPH	A store to a fee	4 · · · · · · · · · · · · · ·	Target: Creature to		V	Caster Level: 6	DUD II . 100
Curse of Arrow Attraction	17	Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M	Yes	Transmutation	PHB II: p.109
Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	project	ile weapons, thrown w	eapons, and	d ranged attacks. In addition, any critical	Target: One creatur	re		Caster Level: 6	
Darkfire		None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.59
Effect: Produce a flame that can be used for touch attack or rang	ed atta	ck [120 ft. no penalty] d		Plevels [Max 5d6].	Target: Flame in yo	ur palm		Caster Level: 6	
Daylight		None		10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
Effect: 60-ft. radius of bright light.					Target: Object touch	hed		Caster Level: 6	
Deeper Darkness		None	Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
Effect: Object sheds supernatural shadow in 60-ft. radius.					Target: Object touch	hed		Caster Level: 6	
Demon Dirge	17	NWill half	1 standard action	1d6 rounds; see text	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: p.63
Effect: Deals 2d6 damage to any creature with both Chaotic and					Target: Living create			Caster Level: 6	
Devil Blight	17	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: p.64
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [i	no save				Target: Living create			Caster Level: 6	
Dispel Magic		None	Standard Action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: p.223
Effect: Cancels magical spells and effects.		Maria	4		Target: One spellca 20-ftradius burst			Caster Level: 6	DUD II . 1445
Divine Retaliation		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	РНВ II: p.110
Effect: Create divine weapon that mimics deity's favored weapon same as base weapon + 1-1/2 Str or Wis modifier [your choi					Target: Magic weap	JULI UL IOFCE		Caster Level: 6	
Downdraft		Reflex partial; see text			Long (640 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	ke fall	damage if they collide w		nd [1d6 per 10 ft.].	Target: Cylinder [20)-ft. radius,	100 ft. high]	Caster Level: 6	
DDDD Energized Shield	idii (None None		1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
Effect: As lesser energized shield, except energy resistance is 10	and d	amage dealt is 2d6			Target: Touch			Caster Level: 6	
DDDD Energy Aegis				1 round	Close (40 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
	17	Will negates (harmless)	immediate	Todila	01030 (4011.)	٧,٥١			
Effect: Gain resistance 20 against one energy type for one attack			immediate action	Tround	Target: One creatur			Caster Level: 6	

^{* =}Domain/Speciality Spell

17 Reflex half 1 standard Instantaneous □□□□□ Energy Vortex 20 ft. V.S Yes Evocation SC: p.81 [Choose:Acid, Cold, Fire, Electricity, Sonic] Effect: Target: All creatures within a 20-ft.-radius burst Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damagecentered on you □□□□□ Energy Vulnerability 17 Will negates Medium (160 ft.) V,S,M/DF Yes PHB II: p.112 1 standard 1 round/level Abjuration Target: One or more creatures with in a 10-ft.-radius You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose anburst nergy type and that creature takes an additional 50% damage from that type. Caster Level: 6 1 standard 1 hour/level V,S,M Yes [harmless] Abjuration SC: p.89 □□□□□ Favorable Sacrifice Target: Creature touched Caster Level: 6 Gain benefit from deity; see text VSM Transmutation □□□□□ Fell the Greatest Foe Fortitude negates [harmless] 1 standard 1 round/level Touch Yes [harmless] SC: p.90 Target: Creature touched Caster Level: 6 □□□□□Flame of Faith None 1 standard 1 round/level Touch V.S.M Evocation SC: p.95 Target: Nonmagical weapon touched Caster Level: 6 Normal or masterwork weapon becomes temporary +1 flaming burst weapon 1 standard 1 minute/level Close (40 ft.) V,S Yes [harmless,object] Transmutation SC: p.102 □□□□□Ghost Touch Weapon Will negates [harmless,object] Target: One weapon or fifty projectiles [all in contact at Caster Level: 6 time of casting] Hit incorporeal normally. Fortitude negates [harmless] Transmutation 1 standard 10 minutes/level V.S.M Yes [harmless] □□□□□ Girallon's Blessing Target: Creature touched Caster Level: 6 Effect:
Gain an additional pair of arms; see text 10 minutes Permanent until discharged [D] 17 See text Touch VSM No (object) and Yes; Abjuration see text □□□□□Glyph of Warding PHB: p.236 Effect:
Inscription harms those who pass it. Target: Object touched or up to 5 sq. ft/level Caster Level: 6 □□□□□Grace 17 N/A 1 swift 1 round/level Personal Transmutation SC: p.107 [Good] Target: You Caster Level: 6 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks

17 Fortitude negates V,S,M Transmutation 1 standard 10 minutes/level Yes [harmless] SC: p.109 □□□□□ Hamatula Barbs Target: Creature touched Caster Level: 6 Any creature hitting the subject takes 1d8 damage Standard 1 hour/level Action □□□□□ Helping Hand V.S. DE Evocation PHB: p.239 Effect:
Ghostly hand leads subject to you. Target: Ghostly hand Enchantment (Compulsion) [Mind-Affecting] 17 Will negates; see text 1 Close (40 ft.) V.S PHB II: p.114 □□□□□ Hesitate 1 round/level [D]; see text Yes immediate Target: One living creature Caster Level: 6 Effect:
Creature can only take move action on it's turn; retry save each round [swift action]. V,S,M,DF No 1 standard 1 round/level [D] Conjuration (Creation) [Good, Water] 20 ft. SC: p.115 □□□□□ Holy Storm Effect:
-4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders]. Target: Cylinder [20-ft. radius, 20 ft. high] Caster Level: 6 1 standard 1 round/level [D] action V,S,M Yes Evocation [Cold] SC: p.118 □□□□□ Ice Axe Caster Level: 6 Target: Battleaxe-shaped weapon of swirling ice Axe deals 2d12 of cold damage +1/2 caster level [max +10]. □□□□□ Inflict Serious Wounds Will half Standard Instantaneous Action Touch V.S Necromancy PHB: p.244 Yes Target: Creature touched Touch attack, 3d8 +1/level [max +15] damage Long (640 ft.) V,S,F None Standard 6 minutes Yes (harmless) Enchantment Race Des: p.166 □□□□□ Insignia of Blessing (Comulsion) [Mind-Affecting] Effect:
+1 morale bonus on attack rolls and on saving throws against fear effects

17 Will bal Target: All wearers of special insignia within range Caster Level: Will half (Harmless) V,S,F Long (640 ft.) Yes (harmless);see Race Des: p.166 □□□□□ Insignia of Healing 17 Standard Instantaneous Conjuration Target: All wearers of special insignia within range Caster Level: 6 Heals 1d8+6 to all wear Will negates Standard 6 minutes Action Long (640 ft.) V,S,F Yes (harmless) Abiuration Race Des: p.166 □□□□□ Insignia of Warding Caster Level: 6 Effect:
+1 divine bonus to AC and on Fort saves Target: All wearers of special insignia within range □□□□ Interplanar Message Will negates [harmless] 1 standard 24 hours/level One creature V.S Yes [harmless] Evocation SC: p.124 [Language-Dependent]
Caster Level: 6 Effect:
Send 25 words or less to the targeted creature; see text. Target: One creature Will half (harmless); 1 standard Instantaneous; see text V,S Yes (harmless); see PHB II: p.115 Touch Conjuration (Healing) □□□□□ Invest Moderate Protection Target: Creature touched Caster Level: 6 Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good. Standard 1 minute/level [D] Action V,S Evocation PHB: p.245 Personal No □□□□□ Invisibility Purge None Effect: Target: You Caster Level: 6 Dispels invisibility within 5 ft./level 17 N/A 5 ft./2 levels; see V,S,DF SC: p.129 □□□□□ Knight's Move N/A Target: You Effect:
Teleport and end up flanking an opponent. Caster Level: 6 □□□□□ Know Opponent Will negates 1 standard Instantaneous Close (40 ft.) S.DF Yes Divination SC: p.129 Target: One creature 17 Will negates Close (40 ft.) V.S Divination SC: p.129 □□□□□Know Vulnerabilities 1 standard Instantaneous Yes Effect Target: One creature Caster Level: 6 Learn any vulnerabilities and resistances the target has. 1 standard 10 minutes/level [D] Medium (160 ft.) Yes; see text Evocation [Good, SC: p.132 □□□□□Light of Venya Caster Level: 6 Target: You and up to two rays; see text Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text Locate Object Standard 1 minute/level Long (640 ft.) V,S,F/DF No Divination PHB: p.249 Target: Circle, centered on you, with a radius of 400 + Caster Level: 6 40 ft. per level V,S,M/DF No; see text □□□□□ Magic Circle against Chaos 17 Will negates Standard 10 minutes/level Touch Abjuration [Lawful] PHB: p.249 Target: 10-ft.-radius emanation from touched creature Caster Level: 6 +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.

=Domain/Speciality Spell

Jaja Magic Oncic against Evil				Cieric Spells					
			Standard Action	10 minutes/level	Touch V	,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
 Effect: +2 to AC and saves, counter mind control, hedge out elements 	entals a	and outsiders in 10-ft, ra	adius and 1	0 minutes/level.	Target: 10-ftradius er	manation	from touched creature	Caster Level: 6	
	17	Will negates		1 hour/level	Touch V	,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement		,			Target: Armor or shiel	d touched		Caster Level: 6	
	17			10 minutes/level [D]	Personal V	,S,M	N/A	Abjuration [Chaos]	SC: p.137
Effect:			action		Target: You			Caster Level: 6	
Gain SR 12 + your caster level against spells with the lawfu			1 standard	10 minutes/level [D]	Personal V	,S,M	N/A	Abjuration [Law]	SC: p.138
Effect:			action		Target: You			Caster Level: 6	
Gain SR 12 + your caster level against spells with the chao			1 standard	1 round/level		S,DF	No		PHB II: p.119
□□□□□ Mark of Doom			action	i Touriu/ievei		,0,01	NO		F 110 II. p. 119
ffect: Subject marked takes 1d6 damage any time it continues fig					Target: One creature			Caster Level: 6	
□□□□ Meld into Stone			Standard Action	10 minutes/level	Personal V	,S, DF	No	Transmutation [Earth]	PHB: p.252
Effect: You and your gear merge with stone.					Target: You			Caster Level: 6	
□□□□ Mold Touch			Standard Action	Instantaneous	Touch V	,S, DF	No	Conjuration (Creation)	PGtF: p.106
iffect:			71011011		Target: Patch of brown	n mold		Caster Level: 6	
NATURE GRANTED:Create 5-foot-diameter patch of brown DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		Fortitude negates		Instantaneous	30 ft. V	,S,M	No		SC: p.146
Effect:			action		Target: Cone-shaped	burst		(Creation) Caster Level: 6	
Creatures in area must save or be nauseated for 1d6 round Obscure Object		Will negates (object)	Standard	8 hours (D)	<u> </u>		Yes (object)	Abjuration	PHB: p.258
iffect:			Action	5 nous (5)				.,	1 115. p.200
Masks object against scrying.		News	Otav II	4	Target: One object tou			Caster Level: 6	DUD 004
□□□□ Prayer			Standard Action	1 round/level	40 ft. V	,S, DF	Yes	(Compulsion)	PHB: p.264
Effect:					Target: All allies and for	oes within	a 40-ftradius burst	[Mind-Affecting] Caster Level: 6	
Allies +1 bonus on most rolls, enemies -1 penalty.	17	Fortitude negates	Standard	10 minutes/level or until discharged	centered on you Touch V	,S, DF	Yes (harmless)	Abjuration	PHB: p.266
ffect:			Action		Target: Creature touch			Caster Level: 6	,
Absorb 12 points of damage/level [max 120] from one kind			Standa-1	Instantaneous			Vac (harmlans)		DHR: p 270
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII			Standard Action	Instantaneous			Yes (harmless)	Conjuration (Healing)	PHB: p.270
iffect: Cures normal or magical conditions.					Target: Creature touch			Caster Level: 6	
Remove Curse			Standard Action	Instantaneous	Touch V	,S	Yes (harmless)	Abjuration	PHB: p.270
iffect: Frees object or person from curse.		,			Target: Creature or ite	m touche	d	Caster Level: 6	
			Standard Action	Instantaneous	Touch V	,S	Yes (harmless)		PHB: p.271
ffect:		(harmless)	ACTION		Target: Creature touch	ned		(Healing) Caster Level: 6	
Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject.				10 minutes/level	Close (40 ft.)	,S,DF	Yes [harmless]	Abjuration	SC: p.174
ffect:			action		Target: One creature/l			Caster Level: 6	
As resist energy, except that it affects all targeted creatures		Will negates	1 standard	Instantaneous	more than 30 ft. apart		Yes [harmless]		SC: p.175
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII			action	modifications	, ,			•	55. p. 175
iffect: Same as resurgence, except it affects multiple targets.	Allows	one retry on a failed	save again	st an ongoing spell, spell-like ability, o	Target: One creature/l rmore than 30 ft. apart	evel, no t	wo or writen can be	Caster Level: 6	
				1 minute/level		,S,M	N/A		SC: p.177
	17			T TITITUTE TELEVISION	Personal V			(Creation)	
□□□□□ Ring of Blades ###################################			action		Target: You			Caster Level: 6	
iffect: Deals 1d6 +1 per caster level [max +10] points of damage t	to all a	djacent squares. DR do	action es apply to	damage.	Target: You	'.S	No or Yes [harmless]	Caster Level: 6	SC: p.179
☐☐☐☐ Ring of Blades ffect: Deals 1d6 +1 per caster level [max +10] points of damage t ☐☐☐☐ Safety	to all a	djacent squares. DR do None or Will negates	action es apply to	damage.	Target: You Touch V		No or Yes [harmless]	Caster Level: 6 Abjuration	SC: p.179
ffect: Subject can find the shortest, most direct route to safety; see	to all a	djacent squares. DR do None or Will negates [harmless]	action es apply to 1 standard action	damage. 10 minutes/level	Target: You Touch V Target: Creature touch	ned		Caster Level: 6 Abjuration Caster Level: 6	
Ring of Blades ###################################	to all a	djacent squares. DR do None or Will negates [harmless] None	action es apply to 1 standard action	damage.	Target: You Touch V Target: Creature touch		No or Yes [harmless] Yes	Caster Level: 6 Abjuration Caster Level: 6 Evocation	SC: p.179 PHB: p.275
### Ring of Blades ###################################	to all ad 17 ee text.	djacent squares. DR do None or Will negates [harmless]	es apply to 1 standard action Standard Action	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray	ned		Caster Level: 6 Abjuration Caster Level: 6	
### Ring of Blades ###################################	to all a 17 ee text. [max 1	djacent squares. DR dc None or Will negates [harmless] None	action les apply to 1 standard action Standard Action 6 to undea	damage. 10 minutes/level Instantaneous Ind vulnerable to bright light; construct of	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray	ned ,S	Yes	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6	PHB: p.275
Figure 1: Ring of Blades Iffect: Deals 1d6+1 per caster level [max +10] points of damage to the properties of the prope	to all additional and the second seco	djacent squares. DR do None or Will negates [harmless] None	action les apply to 1 standard action Standard Action 6 to undea	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V	hed ,S ,S,DF		Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration	
Ring of Blades Fifect: Deals 166+1 per caster level [max +10] points of damage to the state of	to all ar 17 ee text. [max 1 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] e or drain.	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous Instantable to bright light; construct of 1 minute/level	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature	ned ,S ,S,DF e touched	Yes Yes [harmless]	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6	PHB: p.275 SC: p.188
Ring of Blades Fifect: Deals 1d6 +1 per caster level [max +10] points of damage to the state of the state o	to all ar 17 ee text. [max 1 17 amage 17	djacent squares. DR do None or Will negates (harmless) None None 10d6] against undead; Fortitude negates (harmless) or drain. Will negates	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous Ind vulnerable to bright light; construct of	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V	ned S,S S,S,DF e touched S,S	Yes Yes [harmless]	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good]	PHB: p.275 SC: p.188
Ring of Blades iffect: Deals 1d6 +1 per caster level [max +10] points of damage to the content of the content	to all additional and all additional additi	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless]	action les apply to 1 standard action Standard Action 6 to undea 1 standard action 1 standard action	damage. 10 minutes/level Instantaneous Instantable to bright light; construct of 1 minute/level	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature	ned S,S S,S,DF e touched S,S	Yes Yes [harmless]	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6	PHB: p.275 SC: p.188
### Ring of Blades ###################################	to all additional and the second seco	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action 1 standard action +5]. 1 standard	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or	,S,DF e touched ,S buckler to	Yes Yes [harmless]	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6	PHB: p.275 SC: p.188
Peals 1d6+1 per caster level [max +10] points of damage to compare the compared to the compare	to all additional and the second seco	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	action les apply to 1 standard action Standard Action 6 to undea 1 standard action 1 standard action 1 standard action +5].	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/	ned ,s ,s,DF e touched ,s buckler to	Yes [harmless] No uched Yes	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188
Ring of Blades Fifect: Deals 1d6 +1 per caster level [max +10] points of damage to a safety Fifect: Subject can find the shortest, most direct route to safety; so a safety service construction of the shortest should be safety; so a safety service construction of the shortest should be safety; so a safety service construction of the safety; so a safety service construction of the safety; so a safety should be safety; so a safety safety should be safety; so a safety	17 [max 1] [max 1] 17 amage 17 +1 per 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	es apply to 1 standard action Standard Action 6 to undea 1 standard action 1 standard action 1 standard action +5]. 1 standard action 1 standard	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart	,S,DF e touched ,S buckler to ,S,DF level, no to	Yes [harmless] No uched Yes	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188
### Ring of Blades ###################################	17 [max 1] [max 1] 17 amage 17 +1 per 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	es apply to 1 standard action Standard Action 6 to undea 1 standard action 1 standard action 1 standard action 1 standard action +5]. 1 standard action	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart	,s,DF e touched ,s buckler to ,s,DF level, no to	Yes [harmless] No uched Yes wo of which are more	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190
### Ring of Blades ###################################	17 max 1 max	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	es apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/ than 30 ft. apart Touch V Target: One humanion	s,S,DF e touched s,S buckler to s,S,DF level, no to s,S,F d skull	Yes [harmless] No uched Yes wo of which are more	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Necromancy Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190
Ring of Blades Ifect: Deals 1d6 +1 per caster level [max +10] points of damage to complete the	17 max 1 max	djacent squares. DR do None or Will negates [harmless] None None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	es apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature// than 30 ft. apant Touch V Target: One humanion Medium (160 ft.) V	s,S,DF a touched s,S buckler to s,S,DF level, no to s,S,F d skull	Yes [harmless] No uched Yes wo of which are more No	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Necromancy Caster Level: 6 Evocation	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
### Ring of Blades ###################################	to all aid 17 ee text. [max 1 17 17 amage 17 +1 per 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: One humanion Medium (160 ft.) V Target: Ray	ned ,S ,S,DF e touched ,S buckler to ,S,DF level, no to ,S,F d skull ,S	Yes [harmless] No uched Yes wo of which are more No	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Necromancy Caster Level: 6 Evocation Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
Ring of Blades ### Figure 1: The processor of Blades ### Figure 2: Beals 1d6 +1 per caster level [max +10] points of damage 1: Deals 1d6 +1 per caster level [max +10] points of damage 1: Subject can find the shortest, most direct route to safety; see the processor of Blades 1d8/2 levels [max 5d8] damage; 1d6/level Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage, undead heal elevation of Blades 1d8/2 caster levels [max 5d8] damage 1d8/2 caster levels	to all all all 17 ee text. [max 1 17 amage 17 +1 per 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None amage. Will negates	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: One humanioc Medium (160 ft.) V Target: Ray Close (40 ft.) V	s,S,DF touched s,S buckler to s,S,DF devel, no to s,S,F d skull s,S	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless]	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
Fiect: Pauls 1d6+1 per caster level [max +10] points of damage to Deals 1d6+1 per caster level [max +10] points of damage to Deals 1d6+1 per caster level [max +10] points of damage to Deals 1d6+1 per caster level [max +10] points of damage to Subject can find the shortest, most direct route to safety; so Deals 1d8/2 levels [max 5d8] damage; 1d6/level animate object only takes 3d6 damage. Subject opinion Sheltered Vitality Fiect: Stubject gains immunity to fatigue, exhaustion, and ability displayed to Deals 1d8/2 levels [max 5d8] damage. Subject opinion Sheld of Warding Fiect: Grants +1 sacred bonus to Armor Class and Reflex Saves. Deal 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage, undead heal end of Deals 1d8/2 caster levels [max 5d8] damage and Deals 1d8/2 ca	to all aid 17 17 17 17 17 17 17 17 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] frive caster levels [max Will negates See text None amage. Will negates [harmless]	es apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Cone humanion Medium (160 ft.) V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: One creature/I than 30 ft. apart	a,s,DF a touched a,s buckler to a,s,DF level, no to a,s,F d skull a,s a,s	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Caster Level: 6 Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191 SC: p.194
### Ring of Blades ###################################	to all aid 17 17 17 17 17 17 17 17 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None amage. Will negates [harmless]	es apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Cone humanion Medium (160 ft.) V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: One creature/I than 30 ft. apart	a,s,DF a touched a,s buckler to a,s,DF level, no to a,s,F d skull a,s a,s	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless]	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
Ring of Blades iffect: Deals 1d6 +1 per caster level [max +10] points of damage 1	(max 1 17 17 17 17 17 17 17 17 17 17 17 17 1	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None amage. Will negates [[harmless]]	es apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level 11 minutes/level 1 minute/level 1 minute/level 1 round 1 minute/level 1 hour/level [D] 1 minute/level [D]	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Cone humanion Medium (160 ft.) V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: One creature/I than 30 ft. apart	a,s,DF a touched a,s buckler to a,s,DF level, no to a,s,F d skull a,s a,s	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Caster Level: 6 Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
Ring of Blades iffect: Deals 1d6 +1 per caster level [max +10] points of damage to the control of the control	to all ar 17 ee text. [max 1 17 amage 17 +1 per 17 17 17 17	djacent squares. DR do None or Will negates [harmless] None None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object, harmless] r five caster levels [max Will negates See text None amage. Will negates [harmless]	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level 11 minutes/level 1 minute/level 1 minute/level 1 round 1 minute/level 1 hour/level [D] 1 minute/level [D]	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: New Close (40 ft.) V Target: One creature/I than 30 ft. apart Personal V Target: You	ned ,s,S,DF e touched ,s,S,DF level, no to ,s,F d skull ,s,S ,s,S level, no to	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Necromancy Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Caster Level: 6 Caster Level: 6 Evocation [Sonic] Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
Ring of Blades Iffect: Deals 1d6+1 per caster level [max +10] points of damage 1	to all ar 17 ee text. [max 1 17 17 +1 per 17 17 17 17 hat req 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None amage. Will negates [harmless]	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level 11 minutes/level 1 minute/level 1 minute/level 1 round 1 minute/level 1 nour/level [D] 1 minute/level [D] 1 minute/level [D] 1 minute/level [D]	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: New Close (40 ft.) V Target: One creature/I than 30 ft. apart Personal V Target: You	s,S,DF a touched s,S buckler to s,S,DF devel, no to s,S,F d skull s,S sevel, no to	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Necromancy Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Caster Level: 6 Caster Level: 6 Evocation [Sonic] Caster Level: 6	PHB: p.275 SC: p.188 SC: p.190 SC: p.191 SC: p.191 SC: p.194 SC: p.196
Ring of Blades Iffect: Deals 1d6 +1 per caster level [max +10] points of damage 1	to all are	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates Will negates [harmless] See text None amage. Will negates [harmless] N/A quires concentration to r Will negates e as if it weren't undead	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level 11 minutes/level 1 minute/level 1 minute/level 1 round 1 minute/level 1 hour/level [D] 1 minute/level [D]	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/ than 30 ft. apart Touch V Target: One thumanion Medium (160 ft.) V Target: Cone creature/ than 30 ft. apart Touch V Target: One creature/ than 30 ft. apart Touch V Target: One thumanion Medium (160 ft.) V Target: One creature/ than 30 ft. apart Personal V Target: Undead creature/ Target: You Touch V	s, S,DF to touched touckler to touckler	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation [Sonic] Caster Level: 6 Evocation [Sonic] Caster Level: 6 Necromancy Caster Level: 6 Evocation [Sonic] Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191 SC: p.194 SC: p.196 SC: p.196
Ring of Blades Iffect: Deals 1d6 +1 per caster level [max +10] points of damage to Deals 1d6 +1 per caster level [max +10] points of damage to Deals 1d6 +1 per caster level [max +10] points of damage to Deals 1d6 +1 per caster level [max +10] points of damage to Subject can find the shortest, most direct route to safety; see the seed of the safety o	to all are	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None amage. Will negates [harmless]	action ses apply to 1 standard action Standard Action 6 to undea 1 standard action	damage. 10 minutes/level 11 minutes/level 1 minute/level 1 minute/level 1 round 1 minute/level 1 hour/level [D] 1 minute/level [D]	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: One humanion Medium (160 ft.) V Target: Ray Close (40 ft.) V Target: One creature/I than 30 ft. apart Personal V Target: You Touch V Target: You Touch V Target: Undead creature/I	ned "S, S, DF e touched "S buckler to "S, DF devel, no to "S, F d skull "S "S "S "S "S "S "S "S "S	Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A Yes	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation [Sonic] Caster Level: 6 Necromancy Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191 SC: p.194 SC: p.196 PHB: p.281
Ring of Blades Fifect: Deals 1d6+1 per caster level [max +10] points of damage 1 Composition Composition	to all ar 17 ee text. [max 1] 17 amage 17 +1 per 17 17 17 17 17 hat req 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates Will negates [harmless] See text None amage. Will negates [harmless] N/A quires concentration to r Will negates e as if it weren't undead Will negates; see text	es apply to 1 standard action Standard Action 6 to undea 1 standard action 1 of the standard action	damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: One creature/I than 30 ft. apart Personal V Target: You Touch V Target: You Touch V Target: You Touch V Target: You Touch V Target: Undead creature/I to the V Target: Undead creature/I to the V Target: Undead creature/I Target: One dead creature/I	ned "S.DF e touched "S.DF level, no to "S.F d skull "S	Yes [harmless] No uched Yes wo of which are more No Yes [harmless] wo of which are more N/A Yes ad No	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation [Sonic] Caster Level: 6 Necromancy Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.194 SC: p.196 SC: p.196 PHB: p.281
Ring of Blades iffect: Deals 1d6 +1 per caster level [max +10] points of damage to Deals 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster level [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal 1d6 +1 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points of damage to Deal +10 per caster levels [max +10] points	to all ar 17 ee text. [max 1] 17 amage 17 +1 per 17 17 17 17 17 hat req 17	djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates Will negates [harmless] None amage. Will negates [harmless] N/A will negates as if it weren't undead Will negates; see text None	es apply to 1 standard action Standard Action 6 to undea 1 standard action 1 of the standard action	damage. 10 minutes/level 11 minutes/level 1 minute/level 1 minute/level 1 round 1 minute/level 1 hour/level [D] 1 minute/level [D]	Target: You Touch V Target: Creature touch Medium (160 ft.) V Target: Ray Touch V Target: Living creature Touch V Target: One shield or Close (40 ft.) V Target: One creature/I than 30 ft. apart Touch V Target: Ray Close (40 ft.) V Target: Ray Close (40 ft.) V Target: One creature/I than 30 ft. apart Personal V Target: You Touch V Target: You Touch V Target: You Touch V Target: You Touch V Target: Undead creature/I to the V Target: Undead creature/I to the V Target: Undead creature/I Target: One dead creature/I	ned ,s ,s,DF e touched ,s buckler to ,s,DF level, no to ,s,F d skull ,s ,s ,s level, no to ,s	Yes [harmless] No uched Yes wo of which are more No Yes [harmless] wo of which are more N/A Yes ed No	Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation [Sonic] Caster Level: 6 Necromancy Caster Level: 6	PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.194 SC: p.196 PHB: p.281

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□□□□□ Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
Effect: Sculpts stone into any shape.					Target: Stone or sto +1 cu. ft./level	one object to	ouched, up to 10 cu. ft.	Caster Level: 6	
Summon Monster III		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					Target: One or mor which can be more		d creatures, no two of apart	Caster Level: 6	
□□□□□ Suppress Glyph	17	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a g	lynh of v	warding: see text			Target: 100-ftradio	ıs emanatio	n centered on you	Caster Level: 6	
Tremor		See text	1 standard	1 round/3 levels	Medium (160 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.					Target: 40-ftradius	spread		Caster Level: 6	
UUUU Vigor		Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing a	bility for	r the duration of the spe	ell at 2 hp au	utomatically healed per round.	Target: Living creat	ure touched	I	Caster Level: 6	
UUUUVigor, Mass Lesser		Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast heali	na abilit	v for the duration of the	spell at 1 h	p automatically healed per round.	Target: One creature more than 30 ft. apa		no two of which can be	Caster Level: 6	
□□□□□ Visage of the Deity, Lesser		N/A		1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 6	
□□□□□ Wall of Light		None	1 standard action	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled.	You can	n see through the wall;	see text.		Target: A straight w square/level or hem	i/sphere 5 t		Caster Level: 6	
□□□□□ Water Breathing		Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.					Target: Living creat	ures touche	d	Caster Level: 6	
□□□□□ Water Walk		Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
Effect: Subject treads on water as if solid.					Target: One touche	d creature/l	evel	Caster Level: 6	
□□□□□ Weapon of Energy		Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
Effect: Adds additional damage; see text.					Target: One weapo	n		Caster Level: 6	
□□□□ Weapon of Impact		Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]		SC: p.237
Effect: Double threat range of weapon.					Target: One bludge projectiles [all of wh	ich must be	touching]	Caster Level: 6	
□□□□□ Weapon of the Deity		Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Imbue a weapon favored by your deity with special enhar	cement	s and abilities. See tex	t.		Target: Weapon tou	ıched		Caster Level: 6	
Wind Wall		None; see text		1 round/level	Medium (160 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 1 [S]	0 ft./level lo	ng and 5 ft./level high	Caster Level: 6	

^{* =}Domain/Speciality Spell

Stefan 'Stitch' Human RACE 75 AGE Male GENDER VISION Lawful Good Right DOMINANT HAND 6' 1" HEIGHT 180 lbs. WEIGHT Blue EYE COLOUR SKIN COLOUR White, Balding PHOBIAS PERSONALITY TRAITS INTERESTS SPOKEN STYLE RESIDENCE LOCATION

Description:

None REGION

Self-Development / Applied to Strength for Carrying Purposes (6 CP)

Biography:

Notes:
Character Sheet Notes: