

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.

30hp/inch and 15 h	ardness				
*Mithral Heavy Shield	Heavy	+2		+0	5
30hp/inch and 15 h	ardness				
*Mithral Chainmail +1	Light	+6	+6	+0	10
ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

	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

	/	NEIGHT ALLO	WANCE		
Light	13	Medium	26	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200

+7/+2

Special Attacks Warcraft [Eclipse, p.10] +3 BAB

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Shields)	[Eclipse, p.49]
Proficient with Shields	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

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 [Eclipse, p.18]

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] 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

[Eclipse, p.11] Cleric

Cleric Level 9. Casterlevel is 9

Eclipse Abilities Action Hero () [Eclipse, p.23] Action Hero / Stunt [Eclipse]

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.

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 happens.

Metamagic / Easy [Eclipse, p.57]

You have learned to substitute raw power for some of the usual requirements of your spells., (6 CP). 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 (+' 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 spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spell 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]

Extension covers the fine art of manipulating the range of spells., (6 CP). Common 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 [Eclipse, p.60]

You can set up delays or activation conditions and program your spells to choose between options on their own., (6 CP). Triggering options normally persist for 24 hours, except where noted otherwise. I 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, whereas the 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.

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

(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.

+7/+2+7/+2

Feats

Feat Conversion to CP ~ 6 (2x)

[Eclipse, p.9]

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

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

			action					
Effect:					Target: Object or objects with	n writing	Caster Level: 9	
Copies 250 words per minute. Create Water		None	Standard	Instantaneous	Close (45 ft.) V,S	No	Conjuration	PHB: p.215
			Action				(Creation) [Water]	· ·
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gallons/level	of water	Caster Level: 9	
Cure Minor Wounds	14	Will half (harmless);		Instantaneous	Touch V,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:		see text	Action		Target: Creature touched	text	(Healing) Caster Level: 9	
Cures 1 point of damage.					rarget. Creature touched		Caster Level. 9	
Detect Magic		None		Concentration, up to 1 minutes/level [D]	60 ft. V,S	No	Divination	PHB: p.219
Effect:			Action		Target: Cone-shaped emana	tion	Caster Level: 9	
Detects spells and magic items within 60 ft.								
□□□□□ Detect Poison		None	Standard Action	Instantaneous	Close (45 ft.) V,S	No	Divination	PHB: p.219
Effect:			Action		Target: One creature, one ob	ject, or a 5-ft. cube	Caster Level: 9	
Detects poison in one creature or small object.		APH	0	A selection of Park and I	T: 1 1/0	V.	B: 1	DI ID . COO
□□□□ Guidance	14	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch V,S	Yes	Divination	PHB: p.238
Effect:		, ,			Target: Creature touched		Caster Level: 9	
+1 on one attack roll, saving throw, or skill check.	14	Will negates	Standard	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Inflict Minor Wounds	1-7	vviii riegates	Action	mstaritarious	10ucii v,0	103	recommency	111b. p.244
Effect:					Target: Creature touched		Caster Level: 9	
Touch attack, 1 point of damage.		None	Standard	10 minutes/level [D]	Touch V, M/DF	No	Evocation [Light]	PHB: p.248
			Action					
Effect: Object shines like a torch.					Target: Object touched		Caster Level: 9	
Mending	14	Will negates		Instantaneous	10 ft. V,S	Yes (harmless, object) Transmutation	PHB: p.253
ŭ		(harmless, object)	Action					
Effect: Makes minor repairs on an object.					Target: One object of up to 1	ID.	Caster Level: 9	
Purify Food and Drink	14	Will negates (object)		Instantaneous	10 ft. V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			Action		Target: 1 cu. ft./level. of conta	aminated food and water	Castor Loval: C	
Purifies 1 cu. ft./level of food or water.					rarget: 1 cu. It./level. of conti	aminated 1000 and water	Caster Level: 9	
□□□□□ Read Magic		None		10 minutes/level	Personal V,S,F	No	Divination	PHB: p.269
Effect:			Action		Target: You		Caster Level: 9	
Read scrolls and spellbooks.								
□□□□□ Resistance	14	Will negates (harmless)	Standard Action	1 minute	Touch V,S,M/D	F Yes (harmless)	Abjuration	PHB: p.272
Effect:		(namiless)	ACION		Target: Creature touched		Caster Level: 9	
Subject gains +1 on saving throws.								5.15
□□□□□ Virtue	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect:		(. 1011011		Target: Creature touched		Caster Level: 9	
Subject gains 1 temporary hp.					•			
				LEVEL 1				
Neme		Cardina Ti	Time		Dan	Corall Descript	Cabart	S
Name	DC 15	Saving Throw Will negates [object]	Time 1 minute	Duration Instantaneous	Range Comp. Touch V,S,M	Spell Resistance Yes [object]	School Transmutation	Source SC: p.22
I I I I Aviomatia Mata:								
Axiomatic Water	15	will riegates (object)	1 minute	mstaritarious	Touch V,S,M	res (object)	[Lawful]	30. p.22
Effect:		will negates (object)	Tillinate	III stantaneous	Target: Flask of water touche			30. p.22
Effect: Water damages chaotic outsiders for 2d4 points of dama				1 minute/level			[Lawful] Caster Level: 9	
Effect:	age.	Will negates			Target: Flask of water touche	ed	[Lawful] Caster Level: 9 Enchantment (Compulsion)	PHB: p.203
Effect: Water damages chaotic outsiders for 2d4 points of dama	age.		Standard		Target: Flask of water touche	ed	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear,	
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect:	age.		Standard		Target: Flask of water touche	ed Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion)	
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear.	age.	Will negates	Standard Action	1 minute/level	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50	Yes ft.	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9	PHB: p.203
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect:	age.		Standard		Target: Flask of water touche 50 ft. V,S, DF	ed Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting]	
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect:	age. 15	Will negates	Standard Action	1 minute/level 1 round/level or until discharged	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50	Yes ft.	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9	PHB: p.203
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p	age. 15	Will negates None mage the weapon deals	Standard Action 1 swift action a total of 3	1 minute/level 1 round/level or until discharged 36 extra damage.	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched	yes ft.	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9	PHB: p.203 PHB II: p.103
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect:	age. 15	Will negates	Standard Action 1 swift action a total of 3	1 minute/level 1 round/level or until discharged	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S	Yes ft.	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion)	PHB: p.203
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p	age. 15	Will negates None mage the weapon deals	Standard Action 1 swift action s a total of 3 Standard	1 minute/level 1 round/level or until discharged 36 extra damage.	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF	Yes Ift. No Yes (harmless)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.203 PHB II: p.103
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p	age. 15 ots of da	Will negates None mage the weapon deals	Standard Action 1 swift action s a total of 3 Standard	1 minute/level 1 round/level or until discharged 36 extra damage.	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched	Yes Ift. No Yes (harmless)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion)	PHB: p.203 PHB II: p.103
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p	age. 15 ots of da	Will negates None mage the weapon deals None Will negates	Standard Action 1 swift action s a total of 3 Standard Action 1 standard	1 minute/level 1 round/level or until discharged 36 extra damage.	Target: Flask of water touches 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all	Yes Ift. No Yes (harmless)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.203 PHB II: p.103
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim	age. 15 ots of dan	Will negates None mage the weapon deals None	Standard Action 1 swift action a total of 3. Standard Action	1 minute/level 1 round/level or until discharged 6 extra damage. 1 minute/level	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S	Yes Ift. No Yes (harmless) ies within a 50-ft. burst,	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination	PHB: p.203 PHB II: p.103 PHB: p.205
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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	age. 15 ots of dar ar. 15 the spre	Will negates None mage the weapon deals None Will negates [harmless]	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level	Target: Flask of water touches 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No d on you	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect:	age. 15 ots of dar ar. 15	Will negates None mage the weapon deals None Will negates [harmless]	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S	Yes Ift. No Yes (harmless) ies within a 50-ft. burst,	[Lawful] Caster Level: 9 Enchantmen (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation	PHB: p.203 PHB II: p.103 PHB: p.205
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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	age. 15 ots of dar ar. 15 the spre	Will negates None mage the weapon deals None Will negates [harmless]	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good]	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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	age. 15 ots of dar ar. 15 the spre 15	None Mage the weapon deals None Will negates [harmless] ead. Will negates (object)	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water touched	Yes If t. No Yes (harmless) ies within a 50-ft. burst, No d on you Yes (object)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect:	age. 15 ots of dar ar. 15 the spre	Will negates None mage the weapon deals None Will negates [harmless] sad. Will negates (object) Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good]	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water.	age. 15 ots of dar ar. 15 the spre 15	None Mage the weapon deals None Will negates [harmless] ead. Will negates (object)	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S	yes object) Yes (harmless) yes (harmless) yes within a 50-ft. burst, No yes (object) yes (harmless)	[Lawful] Caster Level: 9 Enchantmen (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Effect: Makes holy water. Effect: Makes holy bater. Effect: Full attack action allows creature to use natural or unarm	age. 15 15 15 the spre-15 15 15	Will negates None Will negates [harmless] ad. Will negates (object) Will negates (jarmless) will negates (object)	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: A single creature with	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Blood Wind Effect:	15 15 the spre 15	Will negates None Will negates [harmless] add. Will negates (object) Will negates [harmless]	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard	1 minute/level 1 round/level or until discharged 16 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S	yes object) Yes (harmless) yes (harmless) yes within a 50-ft. burst, No yes (object) yes (harmless)	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarm	age. 15 15 15 the spre-15 15 15	Will negates None Will negates [harmless] ad. Will negates (object) Will negates (jarmless) will negates (object)	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: A single creature with	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] in Intelligence 4 or higher Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarm Cause Fear Effect: Full attack action allows creature to use natural or unarm Cause Fear	age. 15 15 15 the sprend 15 15 15	Will negates None Mage the weapon deals None Will negates [harmless] and. Will negates (object) Will negates [harmless] sex with a 20 ft range inc Will partial	Standard Action 1 swift action s a total of 3 Standard Action 1 standard Action 1 minute 1 swift action 1 swift action Standard Action	1 minute/level 1 round/level or until discharged 16 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all entered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: A single creature with Close (45 ft.) V,S Target: One living creature with	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No If do n you Yes (object) If harmless In Intelligence 4 or higher Yes Yes ith 5 or fewer HD	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea Mind-Affecting] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarm	age. 15 15 15 the spre-15 15 15	Will negates None Will negates [harmless] ad. Will negates (object) Will negates (jarmless) ad. Will negates (object) Will negates (object) Will negates (object) No [fire] or Fortitude	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered touched touche	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] in Intelligence 4 or higher Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea Mind-Affecting] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Fea Mind-Affecting] Caster Level: 9 Transmutation	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Allies gain +0 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Makes holy water. Effect: Makes holy water. Effect: Full attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect:	age. 15 15 15 the sprend 15 15 15	Will negates None Mage the weapon deals None Will negates [harmless] and. Will negates (object) Will negates [harmless] sex with a 20 ft range inc Will partial	Standard Action 1 swift action s a total of 3 Standard Action 1 standard Action 1 minute 1 swift action 1 swift action Standard Action	1 minute/level 1 round/level or until discharged 16 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S Target: One living creature w Close (45 ft.) V,S,DF	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature]	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea Mind-Affecting] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: 42 morale bonus on ranged attacks for your allies within Bless Water Effect: Makes holy water. Blood Wind Effect: Tull attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Flames deal cold damage; see text	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [tharmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 standard Action 1 standard action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touched Close (45 ft.) V,S Target: A single creature with Close (45 ft.) V,S Target: One living creature w Close (45 ft.) V,S,DF Target: One fire source [up to creature; see text]	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cold] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Allies gain +0 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Makes holy water. Effect: Makes holy water. Effect: Full attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect:	age. 15 15 15 the sprend 15 15 15	Will negates None Will negates [harmless] ad. Will negates (object) Will negates (jarmless) ad. Will negates (object) Will negates (object) Will negates (object) No [fire] or Fortitude	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S Target: One living creature w Close (45 ft.) V,S,DF	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature]	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Caster Level: 9 Transmutation [Caster Level: 9 Transmutation [Cood] Caster Level: 9 Transmutation [Cood] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: 42 morale bonus on ranged attacks for your allies within Bless Water Effect: Makes holy water. Blood Wind Effect: Tull attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Flames deal cold damage; see text	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [tharmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 standard action 1 standard action Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touched Close (45 ft.) V,S Target: A single creature with Close (45 ft.) V,S Target: One living creature w Close (45 ft.) V,S,DF Target: One fire source [up to creature; see text]	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Enchantment (Cold] Caster Level: 9 Enchantment (Compulsion) Language-Depen	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: 42 morale bonus on ranged attacks for your allies within Bless Water Effect: Makes holy water. Blood Wind Effect: Tull attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Flames deal cold damage; see text	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [tharmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 standard action 1 standard action Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S,DF Target: One fire source [up to creature; see text Close (45 ft.) V	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cod] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Allies gain +0 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Makes holy water. Effect: Makes holy water. Effect: Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Conc creature of 5 HD or less flees for 1d4 rounds. Conc creature of 5 HD or less flees for 1d4 rounds. Conc creature of 5 HD or less flees for 1d4 rounds. Conc creature of 5 HD or less flees for 1d4 rounds. Conc creature of 5 HD or less flees for 1d4 rounds. Command	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (harmless) sead. Will negates (object) Will negates (parmless) sead. Will negates (object) Will negates (object)	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action 1 standard action Standard Action Standard Action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: A single creature with Close (45 ft.) V,S Target: One living creature w Close (45 ft.) V,S,DF Target: One fire source [up to creature; see text Close (45 ft.) V,S Target: One living creature	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No Id on you Yes (object) Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] Do a 20-ft. cube] or one Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Codd] Caster Level: 9 Erocation Caster Level: 9 Erocation Caster Level: 9 Transmutation [Codd] Caster Level: 9 Transmutation [Codd] Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9 Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent,
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Flames deal cold damage; see text Command	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [tharmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half	Standard Action 1 swift action s a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action Standard Action Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S,DF Target: One fire source [up to creature; see text Close (45 ft.) V	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No Id on you Yes (object) Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] Do a 20-ft. cube] or one Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cod] Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Effect: Water damages chaotic outsiders for 2d4 points of dama Effect: Enemies take -1 on attack rolls and saves against fear. Dipperson Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Cause Fear Effect: Full attack action allows creature to use natural or unarm Cause Fear Effect: Flames deal cold damage; see text Cone subject obeys selected command for 1 round. Comprehend Languages	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (harmless) sead. Will negates (object) Will negates (parmless) sead. Will negates (object) Will negates (object)	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action 1 standard action Standard Action Standard Action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all entered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No Id on you Yes (object) Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] Do a 20-ft. cube] or one Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) Enchantment (Compulsion) Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 9 Divination	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 ident,
Effect: Water damages chaotic outsiders for 2d4 points of dama Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Makes holy water. Cause Fear Effect: Full attack action allows creature to use natural or unarm Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Concept Command Effect: Flames deal cold damage; see text Come subject obeys selected command for 1 round. Comprehend Languages Effect: Come subject obeys selected command for 1 round.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (harmless) and. Will negates (object) Will negates (object) Will negates (harmless) and. Will negates (brange inc Will partial No [fire] or Fortitude half Will negates	Standard Action 1 swift action 1 swift action 1 standard Action 1 standard Action 1 minute 1 swift action 1 standard Action Standard Action Standard Action Standard Action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round 10 minutes/level	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered touched V,S,M Target: Flask of water touched	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] o a 20-ft. cube] or one Yes F No	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent, PHB: p.212
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates [harmless] Boad. Will negates (object) Will negates [harmless] Boad. Will negates [harmless] Will negates Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action rement; see Standard Action 1 standard action Standard Action Standard Action 1 standard Action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all entered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature with Close (45 ft.) V,S,DF Target: One living creature	Yes Ift. No Yes (harmless) ies within a 50-ft. burst, No Id on you Yes (object) Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] Do a 20-ft. cube] or one Yes	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) Enchantment (Compulsion) Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 9 Divination	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent,
Effect: Water damages chaotic outsiders for 2d4 points of dama Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p 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 Bless Water Effect: Handse holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire Effect: Filames deal cold damage: see text Command Effect: One subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages. Conviction Effect:	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (harmless) Bad. Will negates (object)	Standard Action 1 swift action 1 swift action 1 standard Action 1 standard Action 1 minute 1 swift action 1 standard Action Standard Action Standard Action Standard Action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round 10 minutes/level	Target: Flask of water touched 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centered touched V,S,M Target: Flask of water touched	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] o a 20-ft. cube] or one Yes F No	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent, PHB: p.212
Effect: Water damages chaotic outsiders for 2d4 points of dama Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 p Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Allies gain +1 on attack rolls and +1 on saves against fear. Bless Water Effect: +2 morale bonus on ranged attacks for your allies within Bless Water Effect: Makes holy water. Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds. Cone creature of 5 HD or less flees for 1d4 rounds. Compand Effect: Come creature of 5 HD or less flees for 1d4 rounds. Compand Effect: Come subject obeys selected command for 1 round. Comprehend Languages Effect: You understand all spoken and written languages.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates (harmless) Bad. Will negates (object)	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action rement; see Standard Action 1 standard action Standard Action Standard Action 1 standard Action	1 minute/level 1 round/level or until discharged 36 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round 10 minutes/level	Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: Weapon touched 50 ft. V,S, DF Target: The caster and all all centered on the caster 50 ft. V,S Target: 50 ft. spread, centere Touch V,S,M Target: Flask of water touche Close (45 ft.) V,S Target: A single creature with Close (45 ft.) V,S Target: One living creature with Close (45 ft.) V,S,DF Target: One fire source [up to creature; see text Close (45 ft.) V Target: One living creature Personal V,S,M/D Target: You Touch V,S,M	yes Ift. No Yes (harmless) ies within a 50-ft. burst, No id on you Yes (object) id Yes [harmless] Intelligence 4 or higher Yes ith 5 or fewer HD Yes [creature] o a 20-ft. cube] or one Yes F No	[Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Fea Mind-Affecting] Caster Level: 9 Transmutation [Codd] Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9 Divination Caster Level: 9	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent, PHB: p.212

Amanuesis

Control Cont					Cleric Spells				
March Marc	Effect:	15						(Healing)	PHB: p.215
Part	Delay Disease Effect:				24 hours		Yes [harmless]	(Healing)	SC: p.63
Continue and the continue of which in device of the continue	Detect Chaos		None		Concentration, up to 10 minutes/level [D	•			PHB: p.218
Part	Detect Evil	it.	None		Concentration, up to 10 minutes/level [D				PHB: p.218
Part	Reveals creatures, spells, or objects of selected alignmen	ıt.	None		Concentration, up to 10 minutes/level [D				PHB: p.219
Page Content Page		ıt.				,			
Description of the first	Effect:		None		Concentration, up to 10 minutes/level [D				PHB: p.219
Part	Detect Undead	IL.	None		Concentration, up to 1 minutes/level [D]				PHB: p.220
Part	Reveals undead within 60 ft.		None	1 standard	Instantaneous	•			SC: p.67
March Marc	Effect:			action		Target: One warded object	or area	Caster Level: 9	
No part 1 or mich and danger gife (Ferry microser) (10 b) Will requise 10 microser) (10 micros			None		1 minute		F No		PHB: p.224
Column C									
	Effect:				1 minute/level		F Yes	Mind-Affecting]	r,PHB: p.225
Page		and Ci			10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Description Figure Figur				action		Target: Creature touched		Caster Level: 9	
Part	Endure Elements	15			24 hours	,-	Yes (harmless)		PHB: p.226
Page			None		1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Manual is consisted level [max 45] bit prints: Facility State Facility Facilit	Effect:					-			
Standard Countries Count	Effect:	15			Instantaneous			(Healing)	SC: p.87
Part			None		1 round/level	Close (45 ft.) V,M	Yes [harmless]		SC: p.99
				action			no two of which are more		
Allower services are services at stackes against undesed if you have the ability. Filted: F	Grave Strike				1 round	Personal V,DF	N/A		SC: p.107
Filtred Target Creatures in a 5-fit-radius burst Caster Level: 9		nave the							
Close (46 ft.) V.S Ves Parameters Closer (46 ft.) V.S Ves Parameters Closer (46 ft.) V.S Ves Parameters Closer (46 ft.) V.S Ves Parameters P	Effect:		None		1 minute/level [D]	, ,			SC: p.108
Effect: Subject fee natural healing rate. Doubles the natural healing rate rate healing rate. Doubles the natural rate of the light rate rate and rate rate rate rate. Doubles the natural rate rate of the light rate rate rate rate rate of the light rate rate. Doubles the rate of the light rate rate rate rate rate rate. Doubles the rate of the light rate rate rate rate rate	-	15		10 minutes	24 hours	Close (45 ft.) V,S	Yes [harmless]		SC: p.111
Effect: Unded can't perceive 1 subject/level. Unded can't perceive 1 subject 1 subje	Effect: Doubles the natural healing rate.					more than 30 feet apart		Caster Level: 9	
Standard and perceive 1 subject/level. 1 standard 1 minute/level [D] action 2 standard 1 minute/level [D] 3 standard 1 min		15			10 minutes/level [D]			,	PHB: p.241
Effect: Effect: Attack as if wearing a +1 spiked guantlet, Deals normal damage for your size +1d4 cold damage. 1 swith action 1 swith negates 1 swith action 1 standard Instantaneous 1 swith action 1 standard Instantaneous 1 standard Instantaneous 1 standard Instantaneous 1 standard Instantaneous 2 such deals 188 +1/level [max +5] damage. 2 such deals 188 +1/level [max +5] damage. 3 such deals 188 +1/level [max +5] damage. 4 standard Instantaneous 4 standard Instantaneous 5 see text 5 subject is forced to delay, see text. 5 see text 5 subject is forced to delay, see text. 5 see text 5 subject is forced to delay, see text. 5 see text 5 subject is forced to delay, see text. 5 see text 5 subject is forced to delay, see text. 5 subject is forced to delay, see text.	Undead can't perceive 1 subject/level.					-			
Attack as if wearing a +1 spiked guantlet. Deals normal damage for your size + 14sk cold damage. Close (45 ft.) V.S Yes Close (45 ft.) V.S Yes Close (45 ft.) V.S Yes Close (45 ft.) V.S Yes Close (45 ft.) V.S Yes Close (45 ft.)		15	N/A		1 minute/level [D]		N/A		SC: p.119
Effect: Touch deals 1d8 +1/level [max +5] damage. Forces creature to act, it cannot delay or ready an action. Forces creature to act, it cannot delay or ready an action. Forces creature to act, it cannot delay or ready an action. Forces creature to act, it cannot delay or ready an action. Forces creature to action Touch V,S Yes Necromancy PHB: p.244	Attack as if wearing a +1 spiked guantlet. Deals normal di			1 swift	1 minute/level		Yes	Enchantment	SC: p.121
Caster Level: 9 Caster Lev				autori		Target: Creatures in a 10-f	. burst	[Mind-Affecting]	
Caster Level: 9 File Computation File Comp		15	Will half		Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Sc. p.123 Sc. p.123 Sc. p.123 Sc. p.123 Sc. p.123 Effect: Subject is forced to delay; see text. Target: One creature Target: One creature Target: One creature Target: One creature Compution Mind-Affecting Caster Level: 9 Caster Level: 9 Caster Level: 9						Target: Creature touched		Caster Level: 9	
Subject is forced to delay; see text.	nhibit	15	Will negates		Instantaneous		Yes	(Compulsion) [Mind-Affecting]	SC: p.123
Effect: Target Creature buched Target: Creature touched Caster Level: 9 Caster Level: 9	Subject is forced to delay; see text.	15			Instantaneous; see text			Conjuration	PHB II: p.115
Script action Script Scr	Effect: Living creature healed 1d4 +1 per two caster levels [max	+3] an			failed save undead take an extra 1 points		text		
Target gains +5 alchemical bonus on Fort saves against all poisons. Contact Contact Contact	□□□□□ Ironguts	15	Will negates		10 minutes/level		Yes	•	SC: p.126
Effect: Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text	Target gains +5 alchemical bonus on Fort saves against a	all poiso		4	40 minutes flow 1703	-	V		00 400
outsiders]; see text	Effect:	und .		action		Target: You and up to two		Light]	SC: p.132
(harmless, object) Action Target: Up to three pebbles touched Caster Level: 9	outsiders]; see text						F Vac (harmless shi===	Transmutation	PHR: n 251
Magic Weapon 15 Will negates Standard 1 minute/level Touch V,S, DF Yes (harmless, object) Transmutation PHB: p.251 Effect: Weapon gains +1 bonus. 7arget: Weapon touched Caster Level: 9	Effect:				oonatoo or antii albandigea				no. p.201
Weapon gains +1 bonus.	□□□□ Magic Weapon				1 minute/level		F Yes (harmless, object		PHB: p.251
					* =Domain/Speciality Spell	.g.moapon touondu		22.27 20.01.0	

^{* =}Domain/Speciality Spell

				Cleric Spells					
□□□□□ Moon Lust Effect:	15	Will negates [harmless]	1 standard action	1 round/level	Medium (190 ft.) Target: Creature tou	V,S,F iched	Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 9	SC: p.143
Creature becomes fascinated for the duration of the spell Nightshield Effect:	15	N/A	1 standard action	1 minute/level [D]	Personal Target: You	V,S	N/A	Abjuration Caster Level: 9	SC: p.148
+1 resistance on Saving throws, increases to +2 at caster	r level 6	6th and +3 at caster leve N/A		es magic missiles. 1 minute/level or until discharged [D]	_	V,S,DF	N/A		SC: p.148
□□□□ Nimbus of Light Effect:	15	N/A	action	Timinute/level of until discharged [D]	Target: You	V,3,DF	IV/A	Caster Level: 9	30. p.146
Creates light 30' Can use as ranged touch attack 30' for 1	ld8 plus	s 1 point per round that's None		nce casting to max of [1d8 + caster level] 1 minute/level		V.S	No	Conjuration	PHB: p.258
□□□□□Obscuring Mist Effect:		None	Action	i illilide/level		,-	radius from you, 20 ft.	(Creation)	гты. р.236
Fog surrounds you.	15	N/A	1 round	Instantaneous	high	v,F	N/A	Divination	SC: p.149
□□□□□□Omen of Peril Effect:					Target: You	v,r	IV/A	Caster Level: 9	30. p.149
Brief supplication gives you a vision that hints at how dan	igerous	the immediate future is None	1 standard	see text. 1 hour/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.161
Effect:			action		Target: One interpla	nar gate or	portal	Caster Level: 9	
Up to six creatures can be chosen to recieve mental beact Protection from Chaos	on. 15	Will negates		1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: p.266
Effect:		(harmless)	Action		Target: Creature tou	iched		Caster Level: 9	
+2 to AC and saves, counter mind control, hedge out eler	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	mentals		Action		Target: Creature tou	iched		Caster Level: 9	
Remove Fear	15	Will negates (harmless)	Standard Action	10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
Effect: Suppresses fear or gives +4 on saves against fear for one	e subje	(,			Target: One creature more than 30 ft. apa		no two of which can be	Caster Level: 9	
Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level		V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect: Grants limited protection from a plane's alignment traits; s	see text	•			Target: Creature tou	iched		Caster Level: 9	
□□□□□ Resurgence	15	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect: Allows one retry on a failed save against an ongoing spel	l, spell-				Target: Creature tou			Caster Level: 9	
□□□□□ Sanctuary	15	Will negates	Standard Action	1 round/level		V,S, DF	No	Abjuration	PHB: p.274
Effect: Opponents can't attack you, and you can't attack.					Target: Creature tou			Caster Level: 9	
Scholar's Touch		None	Standard Action	Concentration, up to 9 rounds		V,S,M,F	No	Divination	Race Des: p.167
Absorb the contents of an entire book as if you had read in					Target: One book/ro		V (hl)	Caster Level: 9	DI ID 070
Shield of Faith	15	Will negates (harmless)	Action	1 minute/level		V,S,M	Yes (harmless)	Abjuration Caster Level: 9	PHB: p.278
Aura grants +3 deflection bonus.	15	N/A	1 standard	10 minutes/level or until discharged	Target: Creature tou Personal	V,S,M	N/A	Enchantment	SC: p.189
□□□□□ Sign	15	IVA	action	To minutes/level of until discharged	Target: You	v,0,ivi	N/A	(Compulsion) [Mind-Affecting] Caster Level: 9	ЭС. р. 109
Effect:					rarget. Tou				
Effect: +4 bonus on your next initiative check. Snowshoes	15	Will negates		1 hour/level [D]	-	V,S	Yes [harmless]	Transmutation	SC: p.194
+4 bonus on your next initiative check. Snowshoes Effect:		[harmless]	1 standard action	1 hour/level [D]	-		Yes [harmless]		SC: p.194
+4 bonus on your next initiative check. Snowshoes		[harmless]	action 1 standard	1 hour/level [D] 1 round/level	Touch Target: Creature tou		Yes [harmless]	Transmutation	SC: p.194 SC: p.198
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect:	ex requ	[harmless] ired to walk on snow.	action		Touch Target: Creature tou	iched		Transmutation Caster Level: 9	
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	ex requ	[harmless] ired to walk on snow.	action 1 standard action		Touch Target: Creature tou Personal Target: You	iched	N/A	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration	
+4 bonus on your next initiative check. Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflection. Spell Flower Effect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect:	ex requ	[harmless] ired to walk on snow. N/A	action 1 standard action	1 round/level	Touch Target: Creature tou Personal Target: You	V,S,F/DF	N/A No	Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text.	ex requ	[harmless] ired to walk on snow. N/A	action 1 standard action 1 round	1 round/level	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon	V,S,F/DF	N/A No	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration	SC: p.198
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you.	ex requ	[harmless] irred to walk on snow. N/A None	action 1 standard action 1 round 1 swift	1 round/level [D]	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon	v,s V,s,F/DF	N/A No	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9	SC: p.198 PHB: p.285
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Judy Judy Judy Effect: Gain 10 ft. per level of altitude, and then gently float back	ex requ	[harmless] irred to walk on snow. N/A None	action 1 standard action 1 round 1 swift action	1 round/level [D]	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch	V,S,F/DF ned creatur V,S,M	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Air) (Creation) (Air) Caster Level: 9 Conjuration (Healing)	SC: p.198 PHB: p.285
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe	ex requ 15 15 to the	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless] alls 1 hp automatically pe	action 1 standard action 1 round 1 swift action 1 standard action round.	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15]	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creature	V,S,F/DF ned creatur V,S,M V,S,S	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Irration) Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Judydraft Effect: Gain 10 ft. per level of altitude, and then gently float back Judydraft Effect: Grants target fast healing ability for the duration of the spending of the spending of the spending ability for the duration of the spending of the sp	ex requ 15 15 to the	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action round.	1 round/level [D] Instantaneous	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatu	V,S,F/DF No. S,F/DF No. S,F/DF No. S,F/DF No. S,F/DF No. S,F/DF V,S,M	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination	SC: p.198 PHB: p.285 SC: p.228
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refile Speed increases by 10 ft. and no Balance checks or Refile Effect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Judydraft Effect: Gain 10 ft. per level of altitude, and then gently float back Judy Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spelling of	ex requi 15 15 to the 15 ell. Hea	[harmless] irred to walk on snow. N/A None N/A Will negates [harmless] ils 1 hp automatically per None	1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatu Touch Target: Creature tou	v,s,F/DF ned creatu v,s,M v,s,M v,s	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Circation) (Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Vigor, Lesser Effect: Grants target fast healing ability for the duration of the specifiect: Grants a +1 morale bonus to a single saving throw [target updays of the Sea	ex requisits 15	[harmless] iired to walk on snow. N/A None N/A ground. Will negates [harmless] als 1 hp automatically per None	1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15]	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch	v,s,F/DF ned creatur v,s,M v,s ure touched v,s,DF sched s,M	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Organion) (Air] Caster Level: 9 Conjuration (Healing) (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation	SC: p.198 PHB: p.285 SC: p.228 SC: p.229
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refile Speed increases by 10 ft. and no Balance checks or Refile Effect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Judydraft Effect: Gain 10 ft. per level of altitude, and then gently float back Judy Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spelling of	ex requi 15 15 to the 15 ell. Hea	[harmless] ired to walk on snow. N/A None N/A Will negates [harmless] als 1 hp automatically per None cel. Fortitude negates	action 1 standard action 1 round 1 swift action 1 standard action 2 round. 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatu Touch Target: Creature tou	v,s,F/DF ned creatur v,s,M v,s ure touched v,s,DF sched s,M	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Circation) (Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
+4 bonus on your next initiative check. Sheed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Judydraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Judydraft Effect: Grants target fast healing ability for the duration of the spell control of the s	15 15 to the 15 t's chois	[harmless] irred to walk on snow. N/A None N/A None N/A Will negates [harmless] ils 1 hp automatically per None Depl. Fortitude negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action 2 round. 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch	v,s,F/DF ned creatur v,s,M v,s ure touched v,s,DF sched s,M	N/A No re N/A Yes [harmless] Yes Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) (Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
+4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Judydraft Effect: Gain 10 ft. per level of altitude, and then gently float back Judydraft Effect: Grants target fast healing ability for the duration of the spell	ex requi 15 15 to the 15 ell. Hea	[harmless] ired to walk on snow. N/A None N/A Will negates [harmless] als 1 hp automatically per None cel. Fortitude negates	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou	v,s,F/DF ned creatur v,s,M v,s ure touched v,s,DF sched s,M	N/A No re N/A Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
+4 bonus on your next initiative check. Snewshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Summon Monster I Effect: Gain 10 ft. per level of altitude, and then gently float back. Fifect: Grants target fast healing ability for the duration of the specifiect: Grants a +1 morale bonus to a single saving throw [target specifiect: Increases creatures swim speed by 30 ft.	15 15 to the 15 t's chois	[harmless] irred to walk on snow. N/A None N/A Will negates [harmless] ils 1 hp automatically pe None Portitude negates [harmless] Saving Throw	action 1 standard action 1 round 1 swift action 1 standard action 2 round. 1 standard action 1 standard action 1 standard action Time	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch	V,S,F/DF ned creatu V,S,M V,S ure touched V,S,DF sched S,M ched Comp. V,S,DF	N/A No re N/A Yes [harmless] Yes Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Greation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) (Mind-Affecting)	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240
+4 bonus on your next initiative check. Snewshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Summon Monster I Effect: Gain 10 ft. per level of altitude, and then gently float back. Significant of the specific of th	15 15 15 15 15 15 15 16 17 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless] ils 1 hp automatically pe None cee]. Fortitude negates [harmless] Saving Throw None	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creature tou	V,S,F/DF ned creatur V,S,M V,S,SF/DF ned creatur V,S,M V,S ure touched S,M nched Comp. V,S,DF	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
+4 bonus on your next initiative check. Snowshoes Effect: Hold the charge of one touch spell per arm; see text. James Summon Monster I Effect: Calls extraplanar creature to fight for you. James Vision of Glory Effect: Grants target fast healing ability for the duration of the spell of the spell of the saving throw [target street] Wings of the Sea Effect: Grants a +1 morale bonus to a single saving throw [target specified] Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	15 15 15 15 15 15 15 DC	[harmless] irred to walk on snow. N/A None N/A None N/A Will negates [harmless] als 1 hp automatically per None ce]. Fortitude negates [harmless] Saving Throw None	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creature Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creature	V,S,F/DF ned creatu V,S,M V,S,DF are touched S,M ached Comp. V,S,DF are touched V,S,DF	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Greation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240
+4 bonus on your next initiative check. Snewshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Summon Monster I Effect: Gain 10 ft. per level of altitude, and then gently float back. Significant of the specific of th	15 15 15 15 15 15 15 16 17 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	[harmless] ired to walk on snow. N/A None N/A None N/A Will negates [harmless] Isl 1 hp automatically per None pel. Fortitude negates [harmless] Saving Throw None Will negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creature Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creature Touch Target: Creature tou Touch Target: Living creature Touch Target: Living creature	V,S,F/DF ned creatu V,S,M V,S,SF/DF ned creatu V,S,M V,S ure touched S,M sched Comp. V,S, DF ure touched V,S, DF ched or fifty	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) r projectiles [all of whicil	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Greation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
+4 bonus on your next initiative check. Showshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Effect: Calls extraplanar creature to fight for you. Summon Monster I Effect: Gain 10 ft. per level of altitude, and then gently float back. Increase target fast healing ability for the duration of the specifiect: Grants target fast healing ability for the duration of the specifiect: Grants a +1 morale bonus to a single saving throw [target specifiect: Increases creatures swim speed by 30 ft. Name Aid Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] Align Weapon Effect:	15 15 15 15 15 15 15 16 17 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	[harmless] irred to walk on snow. N/A None N/A None N/A Will negates [harmless] sls 1 hp automatically per None pel. Fortitude negates [harmless] Saving Throw None Will negates (harmless, object)	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Touch Target: Creature tou Touch Target: Living creatur Touch Target: Living creatur Touch Target: Living creatur Touch	V,S,F/DF ned creatu V,S,M V,S,SF/DF ned creatu V,S,M V,S ure touched S,M sched Comp. V,S, DF ure touched V,S, DF ched or fifty	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) r projectiles [all of whicil	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Greation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
+4 bonus on your next initiative check.	15 15 15 15 16 to the 15 16 17 18 19 19 10 10 11 11 11 11 11 11 11 11 11 11 11	[harmless] iired to walk on snow. N/A None N/A None N/A Will negates [harmless] sls 1 hp automatically per shone Portitude negates [harmless] Saving Throw None Will negates (harmless, object) Will negates (harmless, object)	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard	1 round/level [D] 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	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Touch Target: Creature tou Touch Target: Living creatur Touch Target: Living creatur Touch Target: Living creatur Touch	V,S,F/DF ned creatu V,S,M V,S,DF sched S,M sched Comp. V,S,DF ure touched V,S,DF sched Comp. V,S,DF sched V,S,DF	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object, or projectiles [all of which her at the time of	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
+4 bonus on your next initiative check. Snewshoes Effect: Speed increases by 10 ft. and no Balance checks or Refit Speed increases by 10 ft. and no Balance checks or Refit Speed increases by 10 ft. and no Balance checks or Refit Speed increases by 10 ft. and no Balance checks or Refit Speed increases by 10 ft. and no Balance checks or Refit Speed increases by 10 ft. and no Balance checks or Refit Speed increases text. Effect: Calis extraplanar creature to fight for you. Dipdraft Effect: Gain 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitude, and then gently float back Speed in 10 ft. per level of altitu	15 15 15 15 16 to the 15 16 17 18 19 19 10 10 11 11 11 11 11 11 11 11 11 11 11	[harmless] iired to walk on snow. N/A None N/A None N/A Will negates [harmless] sls 1 hp automatically per shone Portitude negates [harmless] Saving Throw None Will negates (harmless, object) Will negates (harmless, object)	1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	1 round/level [D] 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	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creature Touch Target: Creature tou Range Touch Target: Living creature Touch Target: Living creature Touch Target: Creature tou Touch Target: Living creature Touch Target: Weapon toum unust be in contact we casting] Touch Target: Creature tou Personal	V,S,F/DF ned creatu V,S,M V,S,DF sched S,M sched Comp. V,S,DF ure touched V,S,DF sched Comp. V,S,DF sched V,S,DF	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object, or projectiles [all of which her at the time of	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
+4 bonus on your next initiative check. Sneed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calis extraplanar creature to fight for you. Summon Monster I Effect: Gain 10 ft. per level of altitude, and then gently float back. Sujoon Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spell	15 15 15 15 16 to the 15 16 17 18 19 19 10 10 11 11 11 11 11 11 11 11 11 11 11	[harmless] irred to walk on snow. N/A None N/A None N/A Will negates [harmless] is 1 hp automatically per None Depl. Fortitude negates [harmless] Saving Throw None Will negates (harmless, object) Will negates (harmless, object)	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action 1 minute	1 round/level [D] 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	Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: One summon Personal Target: You Touch Target: Living creature tou Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creature Touch Target: Living creature Touch Target: Creature tou Personal Target: You	V,S,F/DF ned creatu V,S,M V,S,SF/DF ure touched V,S,DF ure touched	N/A No re N/A Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless) Yes (harmless, object; / projectiles [all of whicher at the time of Yes [harmless]	Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 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

1 1 minute/level immediate action

20 ft.

SC: p.19

Abjuration

Yes [harmless]

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

				Cleric Spells					
□□□□□ Balor Nimbus	16	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
Effect:			action		Target: You			Caster Level: 9	
Any creature grappling you takes 6d6 points of fire damage Page Bear's Endurance	e. 16	Will negates		1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
Effect:		(harmless)	Action		Target: Creature tou	ched		Caster Level: 9	
Subject gains +4 to Con for 1 minutes/level.	16	Will negates	1 etandard	Instantaneous	•	V,S	Yes	Enchantment	PHB II: p.103
□□□□□ Black Karma Curse	10	will riegates	action	ii ista ita ieous	Close (45 It.)	v,0	163	(Compulsion)	F 11B 11. p. 103
Effect:					Target: One creature			[Mind-Affecting] Caster Level: 9	
If the target fails it's save, it immediately takes damage as Blade Brothers		k 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 c		,	Caster Level: 9	,
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	narget. Two willing c	reatures		Caster Level. 9	
are affected by the spell. DDDDDDBBOdy Blades	16	N/A		1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
Effect:			action		Target: You			Caster Level: 9	
Sprouts dagger blades across your body able to inflict 1d6	+1/lev	rel [max +5] piercing dar None		melee attack; see text. 1 round/level		V,S,M	No	Transmutation	SC: p.38
□□□□□ Brambles		None	action	Trounanovor					GC. p.00
Effect: Small magical thorns/spikes protrude from wooden weapo					Target: Wooden wea			Caster Level: 9	
□□□□□ Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature tou	ched		Caster Level: 9	
Calm Emotions	16	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.207
			ACTION					[Mind-Affecting]	
Effect: Calms creatures, negating emotion effects.					Target: Creatures in	a 20-ftrad	dius spread	Caster Level: 9	
Close Wounds	16	Will half [harmless]; see text	1 immediate	Instantaneous	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: p.48
Effect:			action		Target: One creature			Caster Level: 9	
Cure 1d4 +1/level [max +5].			4 -1 - 1 - 1	4	-				DUD II 407
Cloud of Knives			1 standard action	1 round/level		V,S,M		Conjuration	PHB II: p.107
Effect: Each round as a free action you can release a knife at a	anv op	ponent vou can see wit	thin 30 ft. A	ttack bonus = Caster level + Kev Ability	Target: You			Caster Level: 9	
Damage 1d6 +1/3 level [max +5] Crit 19-20.	, ,	None		2 hours/level		V,S,M, DF	No	Evocation [Good]	DHR: n 212
Consecrate		None	Action	2 Hours/level	` '				FПБ. p.212
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ftradius			Caster Level: 9	
Cure Moderate Wounds	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature tou	ched		Caster Level: 9	
□□□□□ Curse of III Fortune	16	Will negates		1 minute/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
Effect:			action		Target: One living cre	eature		Caster Level: 9	
Cause -3 penalty on attack rolls, saving throws, ability che Darkness	cks an	d skill checks. None	Standard	10 minutes/level [D]	Touch	V, M/DF	No	Evocation	PHB: p.216
Effect:			Action		Target: Object touch			[Darkness] Caster Level: 9	,
20-ft. radius of supernatural shadow.									
Dark Way		None	1 standard action	1 round/level		V,S,DF		Illusion (Shadow)	SC: p.58
Effect: Create a ribbonlike, weightless, unbreakable bridge.					Target: One bridge of up to 20 ft./level long		. wide, 1 in. thick, and	Caster Level: 9	
Deific Vegeance	16	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: p.62
Effect:		- d (40dC)	dollori		Target: One creature			Caster Level: 9	
Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if	16	Will half		Instantaneous	Close (45 ft.)	V,S,DF	Yes	Conjuration	cmpdiv: null
Effect:			Action		Target: One creature			(Summoning) Caster Level: 9	
Cause 5d6 or 9d6 if the target is undead.	16	Fortitude negates	Standard	1 hour/level		V,S, DF	Yes (harmless)	Conjuration	PHB: p.217
Delay Poison		(harmless)	Action	T TOURNOVOI			roo (namiooo)	(Healing)	
Effect: Stops poison from harming subject for 1 hour/level.					Target: Creature tou			Caster Level: 9	
□□□□□ Divine Insight	16	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
Effect: Gain 5 + your caster level [max bonus of 15] to one skill ch	neck di	uring the duration of the	spell.		Target: You			Caster Level: 9	
Divine Interdiction	16	Will negates or None	1 standard	1 round/level	Close (45 ft.)	V	Yes or No [object]; see	Abjuration	SC: p.70
Effect:		[object]; see text	action				text centered on a creature	,Caster Level: 9	
Temp loss of turning power & domain powers.	16	Will negates	1 standard	1 minute/level	object, or point in spa Medium (190 ft.)	v,s,DF	Yes [harmless]	Enchantment	SC: p.70
		[harmless]	action		•		-	(Compulsion) [Mind-Affecting]	
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20	-ftradius I	ourst	Caster Level: 9	
□□□□□ Eagle's Splendor	16	Will negates		1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
Effect:		(harmless)	Action		Target: Creature tou	ched		Caster Level: 9	
Subject gains +4 to Cha for 1 minutes/level. Subject gains +4 to Cha for 1 minutes/level.		None	1 standard	1 round/level	-	V,S,DF	No	Abjuration [See	SC: p.79
Effect:			action			, - ,	•	text]	
Protects against on energy type [fire, cold, electricity, acid,					Target: Touch		V	Caster Level: 9	DUD . 00=
	16	Will negates; see text	1 round	1 nour or less		V,S	Yes	Enchantment (Charm)	PHB: p.227
Effect: Captivates all within 100 ft. +10 ft./level					Target: Any number	of creature	s	Caster Level: 9	
Extend Tentacles	16	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
Effect:			GOLIOIT		Target: You			Caster Level: 9	
Extends your tentacles by 5 ft.		None		1 minute/level	Personal	V,S	No	Divination	PHB: p.230
Effect:			Action		Target: You			Caster Level: 9	
Notice traps as a rogue does.				L. d. d		V,S,M	Yes		SC: p.100
	16	Reflex half	1 standard			v . U. IVI	100	L VUCALIUIT CUIU	OO. p. 100
□□□□□ Frost Breath	16	Reflex half	1 standard action	Instantaneous					
	d4] and	l creatures are also daz	action ed if they fa	iled the Reflex save.	Target: Cone-shaped	d burst		Caster Level: 9	
□□□□□ Frost Breath Effect:			action ed if they fa		Target: Cone-shaped		Yes [harmless]		SC: p.100
□□□□□Frost Breath Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d □□□□□□Fuse Arms Effect:	d4] and	d creatures are also daz Fortitude negates	action ed if they fa 1 standard	iled the Reflex save.	Target: Cone-shaped Touch Target: Creature with	d burst V,S		Caster Level: 9	SC: p.100
□□□□□ Frost Breath Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d □□□□□ Fuse Arms	d4] and	d creatures are also daz Fortitude negates	action ed if they fa 1 standard action	iled the Reflex save. 10 minutes/level	Target: Cone-shaped Touch Target: Creature with touched	d burst V,S n at least tv		Caster Level: 9 Transmutation	SC: p.100 PHB: p.235

Action Effect Target: Corpse touched Caster Level: 9 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: 9 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: 9 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 (190 ft.) V,S,F/DF Yes Enchantment PHB: p.241 16 [Mind-Affecting] Target: One humanoid creature Caster Level: 9 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: 9 Touch attack, 2d8 +1/level [max +10] damage Conjuration (Creation) Caster Level: 9 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 (45 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 Target: One creature Caster Level: 9 Long (760 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: 9 ell alerts all weare 1 standard 1 hour/level [D] Touch V,S,DF Yes [harmless,object] Transmutation □□□□□Iron Silence Target: One suit of armor touched/3 levels Caster Level: 9 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 (190 ft.) V.S Yes: see text Evocation [Good, SC: p.132 Light] Caster Level: 9 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] Necromancy SC: p.134 Living Undeath 16 Fortitude negates [harmless] 1 standard 1 minute/level Target: Creature touched Effect:
Not subject to sneak attacks or criticals; -4 penalty to Cha score. Caster Level: 9 Will negates Close (45 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: 9 Repairs an object □□□□ Mark of Judgement 16 Will negates 1 standard 1 round/level Medium (190 ft.) V,S,DF Yes Necromancy PHB II: p.119 Target: One creature/3 levels, no two of which are Caster Level: 9 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 (45 ft.) V,S,DF Necromancy SC: p.138 Target: One creature Creates an indelible mark on the subjects face; see text. Will negates Close (45 ft.) V Yes (harmless) Divination PHB II: p.119 Instantaneous □□□□□ Master's Touch (Skillful) immediate Target: One creature Caster Level: 9 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: 9 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: 9 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: 9 Medium (190 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: 9 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: 9 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: 9 Ignores first 20 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: 9 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: 9 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: 9 Sonic vibration damages objects or crystalline creatures crystalline creature Standard 1 hour/level [D] Close (45 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: 9 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 (760 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: 9 object, or point in space Effect: Negates sound in 15-ft. radius.

* =Domain/Speciality Spell

□□□□□ Sound Burst	16	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
Effect: Deals 1d8 sonic damage to subjects; may stun them.			Action		Target: 10-ftradius	spread		Caster Level: 9	
Deals to some 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: 9	
Subject will not rise as spawn if killed by an undead capat	ole of c	Will negates		10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 9	
Protects one creature from a single 1st- or 2nd-level spell DDDDDSpiritual Weapon	; see te	ext. None	Standard	1 round/level [D]	Medium (190 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
Effect:			Action		Target: Magic weap			Caster Level: 9	
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
Effect: Spell designed for battle fields, heals all creatures for 1 hp					Target: 50-ftradius			Caster Level: 9	BUB
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: 9	
□□□□□ Stay the Hand	16	Will negates	1 immediate	Instantaneous	Medium (190 ft.)	V	Yes	Enchantment (Charm)	PHB II: p.126
Effect:			action		Target: One human	oid		[Mind-Affecting] Caster Level: 9	
Target refrains from attacking you or targetting you with s	pells fo	or the remainder of the of Will negates		I. 10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
□□□□□ Stone Bones Effect:		[harmless]	action	TO THINGSONOTON	Target: Corporeal u			Caster Level: 9	00. p.200
Target gains natural armor AC bonus of +3.		Nana	Ctandond	O secondo (D)					Dana Ctar a 460
□□□□□ Stone Fist		None	Action	9 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
Effect: Acts as if armed and your hands become hard inflicting da					Target: You			Caster Level: 9	
□□□□□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: 9	
□□□□□ Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.214
Effect:					Target: One summo	ned Flysian	n thrush	[Good] Caster Level: 9	
Summons a Elysian thrush [Planar Handbook 118]; see to	ext	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF			PHB: p.286
Summon Monster II		None	i rouna	i round/ievei [D]				Conjuration (Summoning)	РПВ: р.280
Effect: Calls extraplanar creature to fight for you.					which can be more	than 30 ft. a	part	Caster Level: 9	
□□□□□ Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
Effect: Conceals alignment for 24 hours.					Target: One creatur	e or object		Caster Level: 9	
□□□□□ Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
								Caster Level: 9	
Effect: Grants you a 20% miss chance from concealment					Target: You			Caster Level: 9	
Effect: Grants you a 20% miss chance from concealment. □□□□□Zone of Truth	16	Will negates		1 minute/level	Target: You Close (45 ft.)	V,S, DF	Yes	Enchantment	PHB: p.303
Grants you a 20% miss chance from concealment.	16	Will negates	Standard Action	1 minute/level	Close (45 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 (45 ft.)			Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
Grants you a 20% miss chance from concealment. Zone of Truth Effect: Subjects within range cannot lie. Name	16 DC	Saving Throw	Action	LEVEL 3	Close (45 ft.) Target: 20-ftradius	emanation	Spell Resistance	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	Source
Grants you a 20% miss chance from concealment. Grants you a 20m miss chance from concealment. Grants you a 20% miss chance from concealment.		-	Action	LEVEL 3	Close (45 ft.) Target: 20-ftradius	emanation		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Enchantment (Compulsion)	
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Fifect: Subjects within range cannot lie. Name Grants you a 20% miss chance from concealment.	DC	Saving Throw None	Time 1 standard action	LEVEL 3	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more	Comp. V,S,DF	Spell Resistance	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	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/casi	Saving Throw None ter level [max 15] tempor	Time 1 standard action rary hp.	LEVEL 3	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.)	Comp. V,S,DF	Spell Resistance Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	Source
Grants you a 20% miss chance from concealment. ———————————————————————————————————	DC +1/casi	Saving Throw None	Time 1 standard action rary hp.	LEVEL 3 Duration 1 minute/level	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apartouch	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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation	Source SC: p.8
Grants you a 20% miss chance from concealment. Concealment Air Breathing Grants you a 20% miss chance from concealment. The concealment Air Breathing	DC +1/cast 17	Saving Throw None ter 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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create	Comp. V,S,DF e creatures, int S,M/DF ures touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Concealment Truth Concealment Truth Concealment Truth Concealment Truth Concealment Truth Concealment Truth Name Con	DC +1/casi	Saving Throw None ter level [max 15] tempo Will negates	Time 1 standard action rary hp. 1 standard action	LEVEL 3 Duration 1 minute/level	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more than 30 ft. apa Touch Target: Living create Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text]	Source SC: p.8
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Fifect: Subjects within range cannot lie. Name Name Aid, Mass Fifect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Fifect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Grants creatures the ability to breath air. Functions like align weapon, except it effects multiple wea	DC +1/cast 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan	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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apartouch Target: Living create Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Fifect: Subjects within range cannot lie. Name Name Aid, Mass Fifect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Fifect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Grants creatures the ability to breath air. Functions like align weapon, except it effects multiple wea	DC +1/cast 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object]	Time 1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text]	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Concept Concep	DC +1/cast 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan	Time 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apartouch Target: Living create Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Fifect: Subjects within range cannot lie. Name Aid, Mass Fifect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Fifect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Align Weapon, Mass Fifect: Functions like align weapon, except it effects multiple weapon. Alter Fortune	DC +1/cast 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan	Time 1 standard action 1 standard action 1 standard action 1 standard action ce. 1 immediate action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination	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. Feffect: Subjects within range cannot lie. Name Aid, Mass Effect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Feffect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Alter Fortune	PC +1/casi 17 17 17 appons of and roll.	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan- None	Time 1 standard action 1 standard action 1 standard action 1 standard action ce. 1 immediate action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. aper Touch Target: Living create Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination	Source SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment.	h1/cast 17 17 17 apons of toll.	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distan None Will negates [harmless] g dragon, bonus increas	Time 1 standard action 1 standard action 1 standard action 2 standard 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: 20-ftradius Range: Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (45 ft.) Target: One weapor than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9	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 cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Effect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Grants creatures the ability to breath air. Altign Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Effect: Target must reroll any die roll it just made taking the second and the control of the control	DC +1/casis 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless]	Time 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 ft.) Target: One creatur Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Atsign (Caster Level: 9) Atsign (Caster Level: 9) Atsign (Caster Level: 9) Transmutation	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 Zone of Truth Fifect: Subjects within range cannot lie. Name Aid, Mass Fifect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Fifect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Altign Weapon, Mass Fifect: Functions like align weapon, except it effects multiple weather and the second of the sec	DC +1/cast 17 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 6 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	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 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 to 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9	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 Zone of Truth Fifect: Subjects within range cannot lie. Name Aid, Mass Fifect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 - Air Breathing Fifect: Grants creatures the ability to breath air. Grants creatures the ability to breath air. Altign Weapon, Mass Fifect: Functions like align weapon, except it effects multiple weather and the second of the sec	http://www.html.nc.nd.com/scales/apons.c	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan None Will negates [harmless] g dragon, bonus increas N/A	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 6 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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 ft.) Target: One creatur Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation See text] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion)	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment. Subjects: Name Aid, Mass Grants: H 1 on attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air. Grants Grants Creatures the align weapon, except it effects multiple weapon. Alter Fortune Grants You Alter Fortune Grants Ali subjects granted +2 luck bonus to AC, saves against a company of the plane you are currence of the plane you are currence of the plane you are currenced. Attunes the affected creatures to the plane you are currenced.	DC +1/cast 17 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 3 standard action 5 standard action 6 standard action 6 standard action 6 standard action 6 standard action 7 standard action 7 standard action 7 standard action 8 stand	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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. aper Touch Target: Living creatur Close (45 ft.) Target: One weapont than 30 ft. apart Close (45 ft.) 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation (See text) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Enchantment Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	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. Subjects within range cannot lie. Name Alage A	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates	Time 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 3 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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation (See text) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) Caster Level: 9 Enchantment (Compulsion) Fear, Good, Fear, Good, Fear, Good,	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. Great: Subjects within range cannot lie. Name Aid, Mass Great: +1 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 After Fortune Great: All subjects granted +2 luck bonus to AC, saves against a company of the plane you are current Great: Attunes the affected creatures to the plane you are current Great: Attunes the affected creatures to the plane you are current Great: Subject immediately takes 1d6/caster level [max 10d6] Great: Subject immediately takes 1d6/caster level [max 10d6] Conscious it takes 1d6 Wis damage.	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 standard action 6 standard action 6 standard action 7 standard action 7 standard action 7 standard action 8 stand	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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation See text] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 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.	DC 17 17 17 17 17 17 17 17 17 1	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates	Time 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard action 2 and is studies	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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apar 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 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Enchantment Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Caster Level: 9	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.	DC +1/cast 17 17 17 apons of the control of the	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] gdragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None	Time 1 standard action 1 standard action 1 standard action 2e. 1 standard action 1 standard action 1 standard action 2e. 1 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 (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatur Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Enchantment Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful,	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.	DC 17 17 17 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None attacks. Deals 2d6 da	Time 1 standard action 2 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action 6 standard action 6 standard action 7 standard action 7 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 24 hours Instantaneous I	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (45 ft.) Target: One weapor than 30 ft. apart Close (45 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 c/3 levels V.S.M,DF attr c/4 levels v.S.M/DF attr c/5 levels 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9	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.	DC 17 17 17 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] gdragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None	Time 1 standard action 2 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action 6 standard action 6 standard action 7 standard action 7 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 Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 ft.) Target: One creatur 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) Transmutation Caster Level: 9 Coster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Necromancy	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.	DC +1/cast 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None attacks. Deals 2d6 de Will negates	Time 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 2 standard action 3 standard action 4 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 7 standard action 8 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 nned for 1 round. If subject is knocke 1 round/level acotic creature [Double to outsiders] an Permanent	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 ft.) Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One evil creatur 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] Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Necromancy Caster Level: 9	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.	DC +1/cast 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distan None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None attacks. Deals 2d6 da Will negates	Time 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 2 standard action 3 standard action 4 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 7 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 24 hours Instantaneous I	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (45 ft.) Target: One weapor than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apar Touch Target: One creatur Touch Target: One evil created 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Necromancy Caster Level: 9 Necromancy Caster Level: 9	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.	DC +1/cast 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates None attacks. Deals 2d6 da Will negates Will negates Will negates Vone	Time 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 3 standard action 4 standard action 4 standard action 5 standard action 6 standard action 6 standard action 7 standard action 1 standard action 1 standard action 1 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 nned for 1 round. If subject is knocke 1 round/level acotic creature [Double to outsiders] an Permanent	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apat Touch Target: Living create Close (45 ft.) Target: One weaporthan 30 ft. apat Close (45 ft.) Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One evil creatur 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Necromancy Caster Level: 9	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.	DC +1/cast 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates None attacks. Deals 2d6 da Will negates Will negates Will negates Vone	Time 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 standard action 6 standard action 6 standard action 6 standard action 7 standard action 7 standard action 8 standard action 8 standard action 8 standard action 8 standard action 9 standard action 1 standard action 1 standard action 7 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 nned for 1 round. If subject is knocke 1 round/level acotic creature [Double to outsiders] an Permanent	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creater Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 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: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Necromancy Caster Level: 9 Necromancy Caster Level: 9	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.	DC +1/cast 17 17 17 17 17 17 17 17 17 17	Saving Throw None ter level [max 15] tempor Will negates [harmless, object] or projectiles at a distan None Will negates [harmless] g dragon, bonus increas N/A negating harmful effect Will negates s of nonlethal damage None attacks. Deals 2d6 da Will negates Will negates Will negates None	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 3 standard action 4 standard action 4 standard action 5 standard action 5 standard action 6 standard action 7 standard action 8 standard action 8 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 in levels above 5th; see text 24 hours Instantaneous	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creater Close (45 ft.) Target: One weapon than 30 ft. apart Close (45 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, art S,M/DF ares touche V,S,DF r/level, no tr V,X e V,S,M,DF e/2 levels, r r r r r V,S,M/DF e/3 levels V,S,M/DF ature with li V,S,M,DF tr, radius, 2 V,S,M,DF John Company V,S,M,DF U,S,M,DF U,S	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 NI/A Yes Intelligence 3+ No 20 ft. high] Yes Yes ashing teeth	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Enchantment Caster Level: 9 Transmutation Caster Level: 9 Caster Level: 9 Caster Level: 9 Transmutation Caster Level: 9 Caster Level: 9 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water] Caster Level: 9 Necromancy Caster Level: 9 Evocation Caster Level: 9	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.14 SC: p.17 SC: p.21 SC: p.22 PHB: p.203 SC: p.30

				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 tou	ched		Caster Level: 9	
Chain of Eyes	17	Will negates	1 standard	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.			dollori		Target: Living creatu	ire touched	ı	Caster Level: 9	
Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106
Effect: Gain DR based upon casting time; See text.					Target: You			Caster Level: 9	
□□□□□ 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 [Ma	ıv ±5 at	15th levell and is I awfu		lies gain ±1 morale honus vs. fear in 20 t	Target: Melee weap	on touched	ı	Caster Level: 9	
radius of red light.		N/A		Instantaneous		VC	N/A	Divination	CC: - 4C
Effect:	17	N/A	1 minute	Instantaneous	Personal Target: You	V,S	N/A	Divination Caster Level: 9	SC: p.46
Get direction and general status of a known target. Get direction and general status of a known target.	17	Will negates	1 standard	10 minutes/level	-	V,S	Yes [harmless]	Abjuration	SC: p.47
Effect:		[harmless]	action		Target: 60-ftradius			[Mind-Affecting] Caster Level: 9	
You and your allies gain a morale bonus on saves against	st fear e	ffects equal to your cas Will negates		x +10]. 1 hour/level [D]	-	V,S	No.	Illusion (Glamer)	SC: p.48
Cloak Pool	17	[harmless,object]	action	T Hour/lever [D]			NO	[Mind-Affecting]	30. p.46
Effect: Causes a color pool on the Astral Plane to seemingly cea	ase to e				Target: One color po			Caster Level: 9	
□□□□□ Continual Flame		None	Standard Action	Permanent		V,S,M	No		PHB: p.213
Effect: Makes a permanent, heatless torch.					Target: Object touch	ed Magica	I, heatless flame	Caster Level: 9	
Conviction, Mass	17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect: Same as conviction, except it affects multiple allies at a conviction.	distance				Target: Allies in a 20)-ftradius	burst	Caster Level: 9	
Corona of Cold	17	Fortitude negates	1 standard	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
Effect:	our oro	a of officet Croatures on		us. 3 to Str. 9. Day, mayo at half around fo	Target: 20-ftradius	spread		Caster Level: 9	
Gain fire resistance 10, and deal 1d12 damage to all in y as ong as they remain in the area.	our die			·		Ve	No	Conjustis	DUD: p 244
Create Food and Water		None	10 minutes	24 hours; see text	` '	V,S	No	Conjuration (Creation)	PHB: p.214
Effect: Feeds 3 humans or 1 horses/level.					one horse/level for 2	4 hours	ain 3 humans/level or	Caster Level: 9	
□□□□□ Crown of Grave	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
Effect: Wearer can compel undead with a one-word command o	nce per	minute. See text.			Target: Creature tou	ched		Caster Level: 9	
Crown of Might	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +2 Strength enhancement or discharge for +8 Strength for	or one r				Target: Creature tou	ched		Caster Level: 9	
Crown of Protection	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +1 deflection bonus to AC and +1 resistance bonus on al	II aayaa	(namiooo)	dollori		Target: Creature tou	ched		Caster Level: 9	
Crown of Smiting	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 tou	ched		Caster Level: 9	
Choose alignment [chaotic, evil, good or lawful]. Once p the opponent has the designated alignment or Discharge for	er minu or a +8 b	oonus.	us on dama						
				Instantaneous			Yes (harmless); see	Conjuration	PHB: p.216
Cure Serious Wounds	17	Will half (harmless); see text	Standard Action		Touch	V,S	text	(Healing)	
Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage.					Touch Target: Creature tou		text	(Healing) Caster Level: 9	
Effect:			Action	1 round/level	Target: Creature tou		Yes		PHB II: p.109
Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect:	17	Will negates	Action 1 standard action		Target: Creature tou Medium (190 ft.) Target: One creature	v,S,M		Caster Level: 9	PHB II: p.109
Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	17	Will negates	1 standard action eapons, and	d ranged attacks. In addition, any critical	Target: Creature tou Medium (190 ft.) Target: One creature	v,S,M	Yes	Caster Level: 9 Transmutation Caster Level: 9	·
Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	17	Will negates	1 standard action eapons, and		Target: Creature tou Medium (190 ft.) Target: One creature Il	v,s,m e v,s		Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire]	PHB II: p.109 SC: p.59
Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Arrow Attraction Effect: Curse 3d8 +1/level [max +15] damage. Effect	17 17 project	will negates will weapons, thrown w None	1 standard action eapons, and 1 standard action dealing 1d6/2	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6].	Target: Creature tou Medium (190 ft.) Target: One creature Il 0 ft. Target: Flame in you	V,S,M V,S	Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9	SC: p.59
Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or range.	17 17 project	will negates ille weapons, thrown w	1 standard action eapons, and 1 standard action dealing 1d6/2	d ranged attacks. In addition, any critica 1 round/level [D]	Target: Creature tou Medium (190 ft.) Target: One creature of tt. Target: Flame in you Touch	v,s,m e v,s	Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light]	SC: p.59
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range attack. Cure Daylight Effect: Cure Daylight Effec	17 17 project	will negates ille weapons, thrown w None lock [120 ft. no penalty] o	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	Target: Creature tou Medium (190 ft.) Target: One creature 1 0 ft. Target: Flame in you Touch	rched V,S,M V,S V,S ur palm V,S	Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9	SC: p.59 PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range and the cure of the cure o	17 17 project	will negates will weapons, thrown w None	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6].	Target: Creature tou Medium (190 ft.) Target: One creature I 0 ft. Target: Flame in you Touch Target: Object touch	v,S,M v,S,M v,S ur palm v,S ued v,M/DF	Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness]	SC: p.59
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range attack. Cure Daylight Effect: Cure Daylight Effec	17 17 project	will negates ille weapons, thrown w None lock [120 ft. no penalty] o	Action 1 standard action eapons, and 1 standard action dealing 1d6// Standard Action Standard	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	Target: Creature tou Medium (190 ft.) Target: One creature 1 0 ft. Target: Flame in you Touch	v,S,M v,S,M v,S ur palm v,S ued v,M/DF	Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation	SC: p.59 PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Darkfire Effect: 60-ft. radius of bright light. Curse of Arrow Attraction Effect: 60-ft. radius of bright light. Curse of Arrow Attraction Effect: 60-ft. radius of bright light. Curse of Arrow Attraction Effect: 60-ft. radius of bright light. Curse of Arrow Attraction Effect: 60-ft. radius of bright light. Curse of Arrow Attraction Effect:	17 17 project	will negates ille weapons, thrown w None lock [120 ft. no penalty] o	Action 1 standard action eapons, and 1 standard action lealing 1d6/2 Standard Action Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	Target: Creature tou Medium (190 ft.) Target: One creature I 0 ft. Target: Flame in you Touch Target: Object touch	v,S,M v,S,M v,S ur palm v,S ued v,M/DF	Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness]	SC: p.59 PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range attack. Cure Daylight Effect: 60-ft. radius of bright light. Cure Deport Darkness Effect: Object sheds supernatural shadow in 60-ft. radius. Cure Deport Darkness Effect: Cure Subject sheds supernatural shadow in 60-ft. radius. Cure Deport Darkness Effect: Cure Subject sheds supernatural shadow in 60-ft. radius.	17 17 project ged atta	will negates ille weapons, thrown w None kck [120 ft. no penalty] c None None	Action 1 standard action eapons, and 1 standard action lealing 1d6// Standard Action Standard Action 1 standard action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D]	Target: Creature tou Medium (190 ft.) Target: One creature all 0 ft. Target: Flame in you Touch Target: Object touch Touch	v,s,M v,s ur palm v,s ur palm v,s ued v, M/DF	Yes Yes No	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Arrow Attraction Effect: Produce a flame that can be used for touch attack or range of the curse	17 17 project ged atta	see text Will negates ille weapons, thrown w None	Action 1 standard action eapons, and 1 standard action 1 standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D]	Target: Creature tou Medium (190 ft.) Target: One creature of tt. Target: Flame in you Touch Touch Touch Target: Object touch Close (45 ft.)	v,s,M v,s ur palm v,s ur palm v,s ued v, M/DF	Yes Yes No	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation	SC: p.59 PHB: p.216 PHB: p.217
Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure of Arrow Attraction Effect: Produce a flame that can be used for touch attack or range of the cure of t	17 17 17 17 ged atta 17 17 17	will negates Will negates ille weapons, thrown w None tok [120 ft. no penalty] o None None	Action 1 standard action eapons, and 1 standard action dealing 1d6// Standard Action Standard Action 1 standard action creature is 1 standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarini it is also stunned unless it saves. 1d6 rounds	Target: Creature tou Medium (190 ft.) Target: One creature of tt. Target: Flame in you Touch Touch Touch Target: Object touch Close (45 ft.)	v,s,M v,s ur palm v,s ur palm v,s ued v, M/DF ued v,s,DF ure	Yes Yes No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range of the cure of	17 17 17 17 ged atta 17 17 17	will negates Will negates ille weapons, thrown w None tok [120 ft. no penalty] o None None	Action 1 standard action eapons, and 1 standard action dealing 1d6/Standard Action Standard Action 1 standard action creature is 1 standard action or be Stunnes Standard	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarini it is also stunned unless it saves. 1d6 rounds	Target: Creature tou Medium (190 ft.) Target: One creature of ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creature Close (45 ft.)	v,s,M v,s ur palm v,s ur palm v,s ued v, M/DF ued v,s,DF ure	Yes Yes No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Arrow Attraction Effect: Produce a flame that can be used for touch attack or range of the curse	17 17 17 17 ged atta 17 17 17	see text Will negates ille weapons, thrown we None tok [120 ft. no penalty] of None None None None None None It half bitypes [No Save. If the None or Fortitude partial; see text et]. Baatezu must save of the None of Save text et]. Baatezu must save of the None of Save text et]. Baatezu must save of the None of Save text et].	Action 1 standard action eapons, and 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action or be Stunner be S	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Innarin it is also stunned unless it saves, 1d6 rounds	Target: Creature tou Medium (190 ft.) Target: One creature of ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creature Medium (190 ft.) Target: One spellcar	v,s,M v,s,M v,s ur palm v,s ued v, M/DF ued v,s,DF ure v,s,DF	Yes Yes No No Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Arrow Attraction Effect: Produce a flame that can be used for touch attack or range of the curse	17 17 17 17 ged atta 17 17 17	see text Will negates ille weapons, thrown we None tok [120 ft. no penalty] of None None None None None None It half bitypes [No Save. If the None or Fortitude partial; see text et]. Baatezu must save of the None of Save text et]. Baatezu must save of the None of Save text et]. Baatezu must save of the None of Save text et].	Action 1 standard action eapons, and 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action creature is 1 standard action or be Stunnes Standard Action 1 swift	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Innarin it is also stunned unless it saves, 1d6 rounds	Target: Creature tou Medium (190 ft.) Target: One creature II 0 ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcas 20-ftradius burst	v,s,M v,s,M v,s ur palm v,s ued v, M/DF ued v,s,DF ure v,s,DF	Yes Yes No No Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range of the cure	17 17 17 project gged atta 17 17 I b Evil su 17 [no save	see text Will negates ille weapons, thrown w None None None None None None None None None if the None or Fortitude partial; see text e]. Baatezu must save of None None	Action 1 standard action eapons, and 1 standard action 1 standard Action Standard Action 1 standard action 1 standard action 1 standard action or be Stunne Standard Action 1 standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Ianar'ri it is also stunned unless it saves, 1d6 rounds ad., Instantaneous	Target: Creature tou Medium (190 ft.) Target: One creature of ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcat 20-ftradius burst 0 ft. Target: Magic weap	v,s,m v,s ur palm v,s ur palm v,s ur palm v,s ur palm v,s,m ur v,s,m ur v,s,p ur v,s	Yes Yes No No Yes Yes No re, or object; or	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Actival: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Effect: Produce a flame that can be used for touch attack or range of the curse of Effect: Object adds of bright light. Curse of Effect: Object sheds supernatural shadow in 60-ft. radius. Curse of Effect: Deals 2d6 damage to any creature with both Chaotic and Curse of Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Curse of Effect: Cancels magical spells and effects. Cancels magical spells and effects. Cancels magical spells and effects.	17 17 17 project ged atta 17 17 18 Evil su 17 [no savv	see text Will negates ille weapons, thrown w None ck [120 ft. no penalty] o None	Action 1 standard action eapons, and 1 standard action dealing 1d6/Standard Action Standard Action 1 standard action creature is 1 standard action or Standard Action 1 standard action creature is 1 standard action or Standard Action 1 swift action 1 swift action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarri it is also stunned unless it saves. 1d6 rounds id Instantaneous 1 round Wis modifier [your choice]. Damage is the	Target: Creature tou Medium (190 ft.) Target: One creature of ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcat 20-ftradius burst 0 ft. Target: Magic weap	v,s,m v,s ur palm v,s ur palm v,s ur palm v,s ur palm v,s,m ur v,s,m ur v,s,p ur v,s	Yes Yes No No Yes Yes No re, or object; or	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Evocation Force]	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Arrow Attraction Effect: Produce a flame that can be used for touch attack or range of the curse o	17 17 17 project ged atta 17 17 18 Evil su 17 [no savv	see text Will negates ille weapons, thrown w None kck [120 ft. no penalty] o None	Action 1 standard action eapons, and 1 standard action 1 standard action dealing 1d6// Standard Action Standard Action 1 standard action creature is: 1 standard action or be Stunne 1 swift action 1 swift action 1 swift action 2 seamount age amount age amount age amount age	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Innarini it is also stunned unless it saves. 1d6 rounds d Instantaneous 1 round Wis modifier [your choice]. Damage is the jainst any creature that attacks you.	Target: Creature tou Medium (190 ft.) Target: One creature of the Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcas 20-ftradius burst of the	v,s,m v,s ur palm v,s ur palm v,s ur palm v,s ur palm v,s,m ur v,s,m ur v,s,p ur v,s	Yes Yes No No Yes Yes No re, or object; or	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Evocation Force]	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Darkfire Effect: Produce a flame that can be used for touch attack or range of the cure of	17 17 17 17 17 17 17 17 17 Ino savu	see text Will negates ille weapons, thrown w None None or Fortitude partial; see text e]. Baatezu must save of None None Reflex partial; see text le Reflex partial; see text	Action 1 standard action eapons, and 1 standard action 1 standard Action Standard Action 1 swift action 1 swift action 1 swift action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Ianar'ri it is also stunned unless it saves. 1d6 rounds ad Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous	Target: Creature tou Medium (190 ft.) Target: One creature of the Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcas 20-ftradius burst of the	v,s,M v,s ur palm v,s ur palm v,s ur palm v,s ur palm v,s,DF ure v,s,DF ure v,s,DF ure v,s,DF ure v,s,DF ure v,s,DF	Yes Yes No No Yes Yes No Yes Yes Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Force] Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Effect: Produce a flame that can be used for touch attack or range of the curse of Effect: Object sheds supernatural shadow in 60-ft. radius. Curse of Effect: Deals 2d6 damage to any creature with both Chaotic and Curse of Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Created divine Weapon that mimics deity's favored weaps same as base weapon + 1-1/2 Str or Wis modifier [your check curse of Evil and Curse of Evil and Curse of Evil shadows of Evil shadows of Evil shadows of Evil and Evil shadows of Ev	17 17 17 17 17 17 17 17 17 Ino savu	see text Will negates ille weapons, thrown w None None or Fortitude partial; see text e]. Baatezu must save of None None Reflex partial; see text le Reflex partial; see text	Action 1 standard action eapons, and 1 standard action 1 standard action dealing 1d6// Standard Action Standard Action 1 standard action 1 standard action or be Stunne Standard Action 1 swift action el e amount ag 1 standard action vel e amount ag 1 standard action vel standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Ianar'ri it is also stunned unless it saves. 1d6 rounds ad Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous	Target: Creature tou Medium (190 ft.) Target: One creature of t. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: Living creatu Oft. Target: Magic weape Long (760 ft.) Target: Cylinder [20-	v,s,M v,s ur palm v,s ur palm v,s ur palm v,s ur palm v,s,DF ure v,s,DF ure v,s,DF ure v,s,DF ure v,s,DF ure v,s,DF	Yes Yes No No Yes Yes No Yes Yes Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Air] Caster Level: 9 Abjuration	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110
Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure The	17 17 17 17 17 17 17 17 17 17 Ino savu	see text Will negates ille weapons, thrown w None tok [120 ft. no penalty] of None	Action 1 standard action eapons, and 1 standard action dealing 1d6/Standard Action Standard Action 1 standard action creature is 1 standard action Standard Action 1 standard action creature is 1 standard action standard Action 1 swift action with the ground action with the ground the standard action 1 swift action 1 swift action 1 swift action with the ground the standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarri it is also stunned unless it saves. 1d6 rounds id Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous Ind [1d6 per 10 ft.].	Target: Creature tou Medium (190 ft.) Target: One creature of t. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: Living creatu Oft. Target: Magic weape Long (760 ft.) Target: Cylinder [20-	v,s,M v,s ur palm v,s ur palm v,s ur palm v,s,DF ure v,	Yes Yes No No Yes Yes No Yes Ves No Te, or object; or No Yes This is the series of the	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Air] Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110 SC: p.72
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Create divine Retalliation Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Create divine Retalliation Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Divine Retalliation Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Divine Retalliation Effect: Creatures of Evil and Lawful subtypes take 2d6 damage Divine Retalliation Effect: Create divine weapon that mimics deity's favored weapon same as base weapon + 1-1/2 Str or Wis modifier (your chestiffer) Effect: Create divine weapon that mimics deity's favored weapon as be a sea weapon + 1-1/2 Str or Wis modifier (your chestiffect) Effect: Either send a flying creature down 50 ft. or 100 ft. They to the subtype take 2 ft. They to They	17 17 17 17 17 17 17 17 17 17 Ino savu	see text Will negates Will negates None None Kek [120 ft. no penalty] of None Reflex partial; see text damage dealt is 2d6 Will negates	Action 1 standard action eapons, and 1 standard action dealing 1d6// Standard Action Standard Action 1 standard action 1 standard action creature is 1 standard action Standard Action 1 standard action 1 swift action 1 swift action with the groun 1 standard action 1 standard action 1 swift action 1 swift action 1 swift action 1 standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarri it is also stunned unless it saves. 1d6 rounds id Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous Ind [1d6 per 10 ft.].	Target: Creature tou Medium (190 ft.) Target: One creature of ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcat 20-ftradius burst of ft. Target: Magic weape e Long (760 ft.) Target: Cylinder [20- Touch	v,s,M v,s ur palm v,s ur palm v,s ur palm v,s,DF ure v,	Yes Yes No No Yes Yes No Yes Ves No Te, or object; or No Yes This is the series of the	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Air] Caster Level: 9 Abjuration [See text]	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110 SC: p.72
Effect: Create divine weapon that mimics deity's favored weaposame as base weapon + 1-1/2 Str or Wis modifier [your che caste	17 17 17 17 17 17 17 17 17 17 17 17 17 1	see text Will negates ille weapons, thrown w None None None None None None None None None None if the None or Fortitude partial; see text el. Baatezu must save of None None Reflex partial; see text damage if they collide w None None None None None Reflex partial; see text damage dealt is 2d6	Action 1 standard action 1 standard action 1 standard action 1 standard Action Standard Action 1 standard Action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanar'ri it is also stunned unless it saves. 1d6 rounds d Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous Instantaneous Instantaneous Instantaneous	Target: Creature tou Medium (190 ft.) Target: One creature of tt. Target: Flame in you Touch Target: Object touch Touch Target: Living creatu Medium (190 ft.) Target: Living creatu Medium (190 ft.) Target: Magic weape Long (760 ft.) Target: Cylinder [20- Touch Target: Touch Close (45 ft.)	ched V,S,M V,S ur palm V,S ued V, M/DF ued V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF	Yes Yes No No Yes Yes Yes No Te, or object; or No Yes 100 ft. high]	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Force] Caster Level: 9 Abjuration [See text] Caster Level: 9 Abjuration	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110 SC: p.72 SC: p.79
Effect: Create down and Lawful subtypes take 2d6 damage Create divine weapon that mimics deity's favored weapor same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Create divine weapon that mimics deity's favored weapor same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Create divine weapon that mimics deity's favored weapor same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Create divine weapon that mimics deity's favored weapor same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Create divine weapon that mimics deity's favored weapor same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Create divine weapon that mimics deity's favored weapor same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Either send a flying creature down 50 ft. or 100 ft. They the same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Either send a flying creature down 50 ft. or 100 ft. They the same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Either send a flying creature down 50 ft. or 100 ft. They the same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Either send a flying creature down 50 ft. or 100 ft. They the same as base weapon + 1-1/2 Str or Wis modifier [your checked] Effect: Either send a flying creature down 50 ft. or 100 ft. They the same as base weapon + 1-1/2 Str or Wis modifier [your checked]	17 17 17 17 17 17 17 17 17 17 17 17 10 and d 17	see text Will negates Will negates None None Kek [120 ft. no penalty] of None Reflex partial; see text damage dealt is 2d6 Will negates	Action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard Action Standard Action 1 swift action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanar'ri it is also stunned unless it saves. 1d6 rounds d Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous Instantaneous Instantaneous Instantaneous	Target: Creature tou Medium (190 ft.) Target: One creature of ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (190 ft.) Target: One spellcat 20-ftradius burst of ft. Target: Magic weape e Long (760 ft.) Target: Cylinder [20: Touch Target: Touch	ched V,S,M V,S ur palm V,S ued V, M/DF ued V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF ure V,S,DF	Yes Yes No No Yes Yes Yes No Te, or object; or No Yes 100 ft. high]	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Seetext] Caster Level: 9	SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110 SC: p.72 SC: p.79

^{* =}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 (190 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: 9 □□□□□ Favorable Sacrifice 1 standard 1 hour/level V,S,M Yes [harmless] Abjuration SC: p.89 Target: Creature touched Caster Level: 9 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: 9 □□□□□Flame of Faith None 1 standard 1 round/level Touch V.S.M Evocation SC: p.95 Target: Nonmagical weapon touched Caster Level: 9 Normal or masterwork weapon becomes temporary +1 flaming burst weapon 1 standard 1 minute/level Close (45 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: 9 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: 9 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: 9 □□□□□Grace 17 N/A 1 swift 1 round/level Personal Transmutation SC: p.107 [Good] Target: You Caster Level: 9 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks

17 Fortitude negates 1 standard 10 minutes/level V,S,M Transmutation Yes [harmless] □□□□□ Hamatula Barbs Target: Creature touched Caster Level: 9 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 (45 ft.) V.S PHB II: p.114 □□□□□ Hesitate 1 round/level [D]; see text Yes immediate Target: One living creature Caster Level: 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: 9 1 standard 1 round/level [D] action V,S,M Yes Evocation [Cold] SC: p.118 □□□□□ Ice Axe Target: Battleaxe-shaped weapon of swirling ice Caster Level: 9 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 (760 ft.) V,S,F None Standard 9 minutes Yes (harmless) Enchantment Race Des: p.166 □□□□□ Insignia of Blessing Action (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: 9 Will half (Harmless) Long (760 ft.) V,S,F Yes (harmless);see Race Des: p.166 □□□□□ Insignia of Healing 17 Standard Instantaneous Conjuration Target: All wearers of special insignia within range Caster Level: 9 Heals 1d8+9 to all wear Will negates Standard 9 minutes Action Long (760 ft.) V,S,F Yes (harmless) Abiuration Race Des: p.166 □□□□□ Insignia of Warding Caster Level: 9 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: 9 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: 9 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: 9 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: 9 □□□□□ Know Opponent Will negates 1 standard Instantaneous Close (45 ft.) S.DF Yes Divination SC: p.129 Target: One creature 17 Will negates Close (45 ft.) V.S Divination SC: p.129 □□□□□Know Vulnerabilities 1 standard Instantaneous Yes Effect Target: One creature Caster Level: 9 Learn any vulnerabilities and resistances the target has. 1 standard 10 minutes/level [D] Medium (190 ft.) Yes; see text Evocation [Good, SC: p.132 □□□□□Light of Venya Caster Level: 9 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 (760 ft.) V.S.F/DF No Divination PHB: p.249 Target: Circle, centered on you, with a radius of 400 + Caster Level: 9 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: 9 +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.

=Domain/Speciality Spell

				Cleric Spells					
□□□□□ Magic Circle against Evil			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 eleme	entals a	` '		0 minutes/level.	Target: 10-ftradius	emanation	from touched creature	Caster Level: 9	
	17	Will negates		1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect:		(namiess, object)	Action		Target: Armor or shi	eld touched	I	Caster Level: 9	
Armor or shield gains +1/4 levels [max +5] enhancement Mantle of Chaos	17			10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos] SC: p.137
Effect:			action		Target: You			Caster Level: 9	
Gain SR 12 + your caster level against spells with the lawfu			1 standard	10 minutes/level [D]		V,S,M	N/A	Abjuration [Law]	SC: p.138
Effect:			action	[=]	Target: You	.,-,		Caster Level: 9	
Gain SR 12 + your caster level against spells with the chaos					-				
□□□□□ Mark of Doom			action	1 round/level			No	Necromancy	PHB II: p.119
Effect: Subject marked takes 1d6 damage any time it continues figl	hting;				Target: One creature			Caster Level: 9	
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: 9	
Mold Touch			Standard Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation)	PGtF: p.106
Effect: NATURE GRANTED:Create 5-foot-diameter patch of brown	n mold				Target: Patch of broad	wn mold		Caster Level: 9	
		Fortitude negates		Instantaneous	30 ft.	V,S,M	No	Conjuration	SC: p.146
Effect:			action		Target: Cone-shape	d burst		(Creation) Caster Level: 9	
Creatures in area must save or be nauseated for 1d6 round Obscure Object		Will negates (object)	Standard	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
Effect:			Action		Target: One object to			Caster Level: 9	
Masks object against scrying.		None	Standard	1 round/level	,		Yes	Enchantment	PHB: p.264
LILILI Prayer		INOTIC	Action	i round/level	TO IL.	v,0, DF	103	(Compulsion) [Mind-Affecting]	1 11D. p.204
Effect:					Target: All allies and	foes within	a 40-ftradius burst	Caster Level: 9	
Allies +1 bonus on most rolls, enemies -1 penalty. Protection from Energy				10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect:		(harmless)	Action		Target: Creature tou	ched		Caster Level: 9	
Absorb 12 points of damage/level [max 120] from one kind of the control of the co			Standard	Instantaneous		V,S	Yes (harmless)	Conjuration	PHB: p.270
Effect:			Action		Target: Creature tou		. ,	(Healing) Caster Level: 9	
Cures normal or magical conditions.	47	Mail	Ctandard	lastastas as	-		V (hl)		DLID: - 070
add a remove ourse		Will negates (harmless)	Standard Action	Instantaneous		V,S	Yes (harmless)	Abjuration	PHB: p.270
Effect: Frees object or person from curse.					Target: Creature or i		d	Caster Level: 9	
Remove Disease			Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
Effect: Cures all diseases affecting subject.					Target: Creature tou	ched		Caster Level: 9	
			1 standard action	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
- " .							12.1 1 .	Caster Level: 9	
Effect: As resist energy, except that it affects all targeted creatures					Target: One creature		wo of which can be	Caster Level. 9	
As resist energy, except that it affects all targeted creatures	17			Instantaneous	more than 30 ft. apa	rt	Yes [harmless]	Abjuration	SC: p.175
As resist energy, except that it affects all targeted creatures Resurgence, Mass Effect:	17	[harmless]	action		more than 30 ft. apa Close (45 ft.)	rt V,S,DF e/level, no t	Yes [harmless]		SC: p.175
As resist energy, except that it affects all targeted creatures Compared Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability.	17 Allows	[harmless] one retry on a failed	action save again	st an ongoing spell, spell-like ability, o	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa	rt V,S,DF e/level, no t rt	Yes [harmless] wo of which can be	Abjuration Caster Level: 9	
As resist energy, except that it affects all targeted creatures	17 Allows	[harmless] one retry on a failed N/A	action save again		more than 30 ft. apa Close (45 ft.) Target: One creature irmore than 30 ft. apa Personal	rt V,S,DF e/level, no t	Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation)	SC: p.175
As resist energy, except that it affects all targeted creatures Compared Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability.	17 Allows 17	[harmless] one retry on a failed N/A djacent squares. DR do	action save again 1 standard action bes apply to	st an ongoing spell, spell-like ability, c 1 minute/level damage.	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa	rt V,S,DF e/level, no t rt	Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Conjuration	
As resist energy, except that it affects all targeted creatures Company Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Company Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage to	17 Allows 17 o all ac	[harmless] one retry on a failed N/A djacent squares. DR dc None or Will negates	action save again 1 standard action bes apply to	st an ongoing spell, spell-like ability, c 1 minute/level damage.	more than 30 ft. apa Close (45 ft.) Target: One creature irmore than 30 ft. apa Personal Target: You	rt V,S,DF e/level, no t rt	Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9	
As resist energy, except that it affects all targeted creatures Company Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Company Ring of Blades Effect: Deals 166 +1 per caster level [max +10] points of damage to the company affects. Effect: Safety Effect:	17 Allows 17 oo all ad	[harmless] one retry on a failed N/A djacent squares. DR dc None or Will negates [harmless]	action save again 1 standard action bes apply to 1 standard	st an ongoing spell, spell-like ability, c 1 minute/level damage.	more than 30 ft. apa Close (45 ft.) Target: One creature irmore than 30 ft. apa Personal Target: You	rt V,S,DF e/level, no t rt V,S,M	Yes [harmless] wo of which can be N/A	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9	SC: p.177
As resist energy, except that it affects all targeted creatures Comparison Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Comparison Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage to the supernatural supernatural ability.	Allows 17 to all ac 17 te text.	[harmless] one retry on a failed N/A djacent squares. DR dc None or Will negates [harmless]	action save again 1 standard action bes apply to 1 standard action Standard	st an ongoing spell, spell-like ability, c 1 minute/level damage.	more than 30 ft. apa Close (45 ft.) Target: One creature remore than 30 ft. apa Personal Target: You Touch Target: Creature tou	rt V,S,DF e/level, no t rt V,S,M	Yes [harmless] wo of which can be N/A	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration	SC: p.177
As resist energy, except that it affects all targeted creatures Company Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Company Ring of Blades Effect: Deals 1d6+1 per caster level [max+10] points of damage to company Safety Effect: Subject can find the shortest, most direct route to safety; se Company Searing Light Effect:	Allows 17 co all ac 17	[harmless] one retry on a failed N/A djacent squares. DR do None or Will negates [harmless] . None	action save again 1 standard action bes apply to 1 standard action Standard Action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous	more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray	rt V,S,DF e/level, no t rt V,S,M V,S,M	Yes [harmless] wo of which can be N/A No or Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9	SC: p.177
As resist energy, except that it affects all targeted creatures Company Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Company Ring of Blades Effect: 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; se Company Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [inanimate object only takes 4d6 damage.	Allows 17 to all ac 17 ee text.	[harmless] one retry on a failed N/A djacent squares. DR dc None or Will negates [harmless] None	action save again 1 standard action bes apply to 1 standard action Standard Action 9 to undea	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray	rt V,S,DF e/level, no t rt V,S,M V,S,M V,S ched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275
As resist energy, except that it affects all targeted creatures	Allows 17 co all ac 17 ee text.	[harmless] one retry on a failed N/A djacent squares. DR dc None or Will negates [harmless] None 10d6] against undead; Fortitude negates	action save again 1 standard action bes apply to 1 standard action Standard Action 9 to undea	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch	rt V.S,DF v.S,DF ze/level, no t rt V,S,M V,S,M V,S ched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation	SC: p.177
As resist energy, except that it affects all targeted creatures Company Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Company Ring of Blades Effect: 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; se Subject can find the shortest, most direct route to safety; se Company Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [inanimate object only takes 4d6 damage.	17 Allows 17 o all ac 17 ee text.	[harmless] one retry on a failed N/A djacent squares. DR dt None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] e or drain.	action save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray	rt V.S,DF v.S,DF ze/level, no t rt V,S,M V,S,M V,S ched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
As resist energy, except that it affects all targeted creatures Company Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Company Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage to Deals 1d6 +1 per caster level [ma	17 Allows 17 o all ad 17 max 1 17 amage 17	[harmless] one retry on a failed N/A djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or drain. Will negates	action save again 1 standard action bes apply to 1 standard action Standard Action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of	more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature	rt V.S,DF v.S,DF ze/level, no t rt V,S,M V,S,M V,S ched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ad 17 ee text.	[harmless] one retry on a failed N/A djacent squares. DR do None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or or drain. Will negates [object,harmless]	action save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous d vulnerable to bright light; construct of 1 minute/level	more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature	rt V,S,DF z/level, no t rt V,S,M V,S,M V,S ched V,S V,S,DF are touched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ac 17 ee text. imax 1 17 thinax 1 17 thinax 1 17 thinax 1 17	[harmless] one retry on a failed N/A djacent squares. DR dc 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 save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action 1 standard action 1 standard action 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level	more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch Target: Living creatur Touch Target: Living creatur	rt V,S,DF g/level, no t rt V,S,M V,S,M V,S ched V,S V,S,DF re touched V,S r buckler to	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration [Good]	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ac 17 ee text. imax 1 17 thinax 1 17 thinax 1 17 thinax 1 17	[harmless] one retry on a failed N/A djacent squares. DR dc 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 save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action 1 standard action 1 standard action 3 tellocation 1 standard action 3 tellocation 3 tellocation 3 tellocation 3 tellocation 3 tellocation 4 tellocation	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level	more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creature	rt V,S,DF pi/level, no t rt V,S,M V,S,M V,S ched V,S V,S,DF re touched V,S r buckler tc V,S,DF	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration [Good] Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ac e text. max 1 17 +1 per 17	[harmless] one retry on a failed N/A djacent squares. DR dc None or Will negates [harmless] None 10d6] against undead; Fortitude negates [narmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates	action save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action 1 standard	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart	rt V,S,DF pi/level, no t rt V,S,M V,S,M V,S ched V,S V,S,DF re touched V,S r buckler tc V,S,DF	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ac e text. imax 1 17 thinax 1 17 thinax 1 17 thinax 1 17	[harmless] one retry on a failed N/A djacent squares. DR de None or Will negates [harmless] None lod6] against undead; Fortitude negates [harmless] or or drain. Will negates [object,harmless] r five caster levels [max Will negates	action save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch	rt V,S,DF ø/level, no t rt V,S,M V,S ched V,S V,S,DF are touched V,S v,S,DF are touckler tc V,S,DF a/level, no t V,S,F	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration [Good] Caster Level: 9 Transmutation Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ad 17 e text. imax 1 17 +1 per 17	[harmless] one retry on a failed N/A djacent squares. DR dc 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 save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic	rt V,S,DF e/level, no t rt V,S,M V,S,M V,S ched V,S V,S,DF re touched V,S r buckler tc V,S,DF e/level, no t V,S,F od skull	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Necromancy Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
As resist energy, except that it affects all targeted creatures Common Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Common Ring of Blades Effect: 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+2 levels [max+10] points of damage; 1d6-level [max+10] Deals 1d6-level [max+10] Dea	17 Allows 17 o all ad 17 e text. imax 1 17 +1 per 17	[harmless] one retry on a failed N/A 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 save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch Target: One humani Medium (190 ft.)	rt V,S,DF ø/level, no t rt V,S,M V,S ched V,S V,S,DF are touched V,S v,S,DF are touckler tc V,S,DF a/level, no t V,S,F	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Necromancy Caster Level: 9 Evocation	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
As resist energy, except that it affects all targeted creatures all contents and targeted creatures. Assure as resurgence, except it affects multiple targets. Assurementarial ability.	17 Allows 17 o all ad 17 we text. max 1 17 amage 17 +1 per 17	[harmless] one retry on a failed N/A 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.	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous di vulnerable to bright light; construct of 1 minute/level 1 round Permanent linstantaneous	more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch Target: One humanic	rt V,S,DF ø/level, no t rt V,S,M V,S,M V,S,DF v,S,DF re touched V,S V,S,DF a/level, no t V,S,F od skull V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Necromancy Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ac 17 max 1 17 amage 17 +1 per 17 17	[harmless] one retry on a failed N/A djacent squares. DR dc 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 save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creature Touch Target: One humanic Medium (190 ft.) Target: Ray Close (45 ft.)	rt V,S,DF polyvel, no t rt V,S,M V,S,M V,S,DF pre touched V,S rr buckler to V,S,DF polyvel, no t V,S,F od skull V,S V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Evocation	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ad 17 ee text. 17 17 17 17 qual da 17	[harmless] one retry on a failed N/A djacent squares. DR de None or Will negates [harmless] None 1006] against undead; Fortitude negates [namless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None amage. Will negates [harmless]	action save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous di vulnerable to bright light; construct of 1 minute/level 1 round Permanent linstantaneous	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: One humanic Medium (190 ft.) Target: Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic	rt V,S,DF ø/level, no t v,S,M V,S,M V,S,DF re touched V,S r buckler tc V,S,DF od skull V,S V,S,F od skull V,S V,S,F	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more	Abjuration Caster Level: 9 Conjuration (Creation) (Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ad 17 ee text. 17 17 17 17 qual da 17	[harmless] one retry on a failed N/A 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 save again 1 standard action ses apply to 1 standard action Standard Action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous di vulnerable to bright light; construct of 1 minute/level 1 round Permanent linstantaneous	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: One humanic Medium (190 ft.) Target: Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic	rt V,S,DF polyvel, no t rt V,S,M V,S,M V,S,DF pre touched V,S rr buckler to V,S,DF polyvel, no t V,S,F od skull V,S V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless]	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Evocation	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
As resist energy, except that it affects all targeted creatures all contents and targeted creatures. Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage to be	17 Allows 17 o all act 17 re text. max 1 17 17 17 17 17	[harmless] one retry on a failed N/A djacent squares. DR do None or Will negates [harmless] None 1006] 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 save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous divulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] 1 minute/level [D]	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: One humanic Medium (190 ft.) Target: Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic	rt V,S,DF ø/level, no t v,S,M V,S,M V,S,DF re touched V,S r buckler tc V,S,DF od skull V,S V,S,F od skull V,S V,S,F	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more	Abjuration Caster Level: 9 Conjuration (Creation) (Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
As resist energy, except that it affects all targeted creatures all largeted creatures. Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage to be	17 Allows 17 o all ad 17 e text. 17 17 amage 17 17 17 qual da 17	[harmless] one retry on a failed N/A djacent squares. DR de None or Will negates [harmless] None 1006] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates See text None will negates [harmless] N/A quires concentration to Will negates	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous divulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] 1 minute/level [D]	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humani Medium (190 ft.) Target: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You	rt V,S,DF ø/level, no t v,S,M V,S,M V,S,DF re touched V,S r buckler tc V,S,DF od skull V,S V,S,F od skull V,S V,S,F	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
As resist energy, except that it affects all targeted creatures all largeted creatures. Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage to be	17 Allows 17 o all ad 17 e text. max 1 17 +1 per 17 17 qual di 17 17 nat req	[harmless] one retry on a failed N/A djacent squares. DR dc 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] N/A guires concentration to Will negates	action save again 1 standard action 2 sapply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous divulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round linstantaneous linstantaneous 1 hour/level [D] 1 minute/level [D] maintained for you.	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch Target: Living creature Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humani Medium (190 ft.) Target: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You	rt V,S,DF e/level, no t v,S,M V,S,M V,S,DF re touched V,S r buckler tc V,S,DF e/level, no t V,S,F od skull V,S V,S V,S V,S V,S V,S V,S V,	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Caster Level: 9 Evocation [Sonic] Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191 SC: p.194 SC: p.196
As resist energy, except that it affects all targeted creatures companies as resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Companies and the supernatural ability. Companies affect: Deals 1d6+1 per caster level [max+10] points of damage to be	17 Allows 17 o all add 17 ee text. max 1 17 amage 17 17 17 17 17 nat req 17 nat req	[harmless] one retry on a failed N/A djacent squares. DR dc 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] N/A guires concentration to Will negates	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous divulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] 1 minute/level [D]	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: You Target: You Touch Target: Vou Touch Target: Undead creature than 30 ft. apart	rt V,S,DF pi/level, no t rt V,S,M V,S,M V,S,DF re touched V,S rr buckler tc V,S,DF a/level, no t V,S,F od skull V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Necromancy Caster Level: 9 Necromancy Caster Level: 9 Necromancy	SC: p.177 SC: p.179 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
As resist energy, except that it affects all targeted creatures all largeted creatures. Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. As supernatural ability. Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage to be	17 Allows 17 o all add 17 ee text. max 1 17 amage 17 17 17 17 17 nat req 17 nat req	[harmless] one retry on a failed N/A 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] N/A quires concentration to Will negates e as if it weren't undeade	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous divulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] 1 minute/level [D]	more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: You Target: You Touch Target: Vou Touch Target: Undead creature than 30 ft. apart	rt V,S,DF pi/level, no t rt V,S,M V,S,M V,S,DF re touched V,S rr buckler to V,S,DF od skull V,S V,S,F od skull V,S V,S,S V,S,F v,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A Yes	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Sonic) Caster Level: 9 Necromancy Caster Level: 9	SC: p.177 SC: p.179 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
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ad 17 e text. max 1 17 +1 per 17 17 qual d: 17 17 nat req 17	[harmless] one retry on a failed N/A djacent squares. DR de None or Will negates [harmless] None 10066] against undead; Fortitude negates [coliect, harmless] or drain. Will negates [object, harmless] r five caster levels [max Will negates [harmless] N/A guires concentration to Will negates as if it weren't undead Will negates; see text	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action 1 of standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] maintained for you. 1 round/level 1 minute/level 1 minute/level 1 minute/level [D] maintained for you. 1 round/level 1 minute/level	more than 30 ft. apa Close (45 ft.) Target: One creature rronce than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanie Medium (190 ft.) Target: Ray Close (45 ft.) Target: Pone creature than 30 ft. apart Touch Target: One humanie Medium (190 ft.) Target: You Touch Target: You Touch Target: You Touch Target: You Touch Target: Undead creat 10 ft. Target: One dead cr	rt V,S,DF e/level, no t V,S,M V,S,Ched V,S ched V,S V,S,DF are touched V,S r buckler tc V,S,DF e/level, no t V,S,F buckler tc V,S,DF e/level, no t V,S,S ture touched V,S ture touched V,S V,S,DF e/level, no t V,S,F buckler tc V,S,DF e/level, no t V,S,F buckler tc V,S,DF e/level, no t V,S,DF e/level, no t V,S buckler tc V,S buckler tc V,S,DF e/level, no t V,S buckler tc V,S,DF e/level, no t V,S,DF e/level, n	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A Yes ed No	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration (Good) Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Necromancy Caster Level: 9	SC: p.177 SC: p.179 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 dent]
As resist energy, except that it affects all targeted creatures	17 Allows 17 o all ad 17 e text. max 1 17 +1 per 17 17 qual d: 17 17 nat req 17	[harmless] one retry on a failed N/A 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] N/A quires concentration to Will negates e as if it weren't undeade	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action 1 of standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous divulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] 1 minute/level [D]	more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray or Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Target: You Touch Target: Undead creat 10 ft. Target: One dead cr	rt V,S,DF s/level, no t v,S,M V,S,M V,S,Ched V,S,DF re touched V,S r buckler tc V,S,DF s/level, no t V,S,F od skull V,S V,S ture touched V,S v,S,F solvel, no t V,S v,S v,S v,S v,S v,S v,S v,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A Yes ed No	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Necromancy Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Recromancy Caster Level: 9 Necromancy Caster Level: 9 Transmutation	SC: p.177 SC: p.179 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
As resist energy, except that it affects all targeted creatures Comparison of Blades Effect: Subject gains immunity to fatigue, exhaustion, and ability day Subject gains immunity to fatigue, exhaustion, and ability day Shelt do f Warding Effect: Subject gains immunity to fatigue, exhaustion, and ability day Shelt do f Warding Effect: Affect creatures sink 100 ft./round; see text. Comparison of the short of the	17 Allows 17 o all ac 17 ee text. max 1 17 amage 17 17 17 17 17 17 hat req 17 herable 17	[harmless] one retry on a failed N/A djacent squares. DR do None or Will negates [harmless] None lod6] against undead; Fortitude negates [harmless] or drain. Will negates [object,harmless] r five caster levels [max Will negates [harmless] See text None amage. Will negates [harmless] N/A quires concentration to low Will negates as if it weren't undeac Will negates; see text None	action save again 1 standard action ses apply to 1 standard action 9 to undea 1 standard action	st an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level linstantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent linstantaneous 1 hour/level [D] maintained for you. 1 round/level 1 minute/level 1 minute/level 1 minute/level [D] maintained for you. 1 round/level 1 minute/level	more than 30 ft. apa Close (45 ft.) Target: One creature rronce than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanie Medium (190 ft.) Target: Ray Close (45 ft.) Target: Pone creature than 30 ft. apart Touch Target: One humanie Medium (190 ft.) Target: You Touch Target: You Touch Target: You Touch Target: You Touch Target: Undead creat 10 ft. Target: One dead cr	rt V,S,DF s/level, no t v,S,M V,S,M V,S,Ched V,S,DF re touched V,S r buckler tc V,S,DF s/level, no t V,S,F od skull V,S V,S ture touched V,S v,S,F solvel, no t V,S v,S v,S v,S v,S v,S v,S v,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes Yes [harmless] wo of which are more N/A Yes ed No	Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration (Good) Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Necromancy Caster Level: 9	SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191 SC: p.196 SC: p.196 PHB: p.281 dent]

				Cleric Spells					
Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No ouched, up to 10 cu. ft.	Transmutation [Earth]	PHB: p.284
Sculpts stone into any shape.					+1 cu. ft./level			Caster Level. 9	
Summon Monster III		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		d creatures, no two of apart	Caster Level: 9	
□□□□□ Suppress Glyph	17	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect:			dollori		Target: 100-ftradi	us emanatio	n centered on you	Caster Level: 9	
Gain enhanced awareness of magical writing such as a g	jiypn oi 17	See text	1 standard	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect:			action		Target: 40-ftradiu	e enroad		Caster Level: 9	
Disrupts concentration; see text.					-				
UUUU Vigor	17	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	ability f	or the duration of the so	ell at 2 hp au	tomatically healed per round.	Target: Living creat	ture touched	I	Caster Level: 9	
UUUUVigor, Mass Lesser	17	Will negates	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration	SC: p.229
Effect:		[harmless]	action		Target: One creatu	re/2 levels,	no two of which can be	(Healing) Caster Level: 9	
Same as lesser vigor except it grants all targets fast heal UDDDVisage of the Deity, Lesser	ing abil	ity for the duration of the N/A		p automatically healed per round. 1 round/level	more than 30 ft. ap Personal	art V,S,DF	N/A	Transmutation	SC: p.231
•			action			1,-,-			
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 9	
□□□□ Wall of Light		None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled.	You ca	an see through the wall:	see text.		Target: A straight v square/level or hen		rea is up to one 10-ft.	Caster Level: 9	
□□□□ Water Breathing	17	Will negates (harmless)		2 hours/level; see text	Touch		Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.		(Halfilless)	ACTION		Target: Living creat	tures touche	ed	Caster Level: 9	
□□□□ Water Walk	17	Will negates	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.		(harmless)	ACTION		Target: One touche	ed creature/l	evel	Caster Level: 9	
Weapon of Energy	17	Fortitude negates		1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.236
Effect:		[harmless,object]	action		Target: One weapo	on		[See text] Caster Level: 9	
Adds additional damage; see text.	17	Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect:		[harmless,object]	action			,-		Caster Level: 9	
Double threat range of weapon.					Target: One bludge projectiles [all of when the control of the con	hich must be	touching]		
□□□□□Weapon of the Deity	17	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 enha	ncemer	nts and abilities. See tev	t		Target: Weapon to	uched		Caster Level: 9	
Wind Wall	17	None; see text	Standard	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.			Action		Target: Wall up to	10 ft./level lo	ong and 5 ft./level high	Caster Level: 9	
				LEVEL 4					
Name	DC	Saving Throw	Time	Duration .	Range	Comp.	Spell Resistance	School	Source

				LEVEL 4					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Air Walk		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Ai	PHB: p.196
Effect: Subject treads on air as if solid [climb at 45-degree angle]					Target: Creature [C	Bargantuan	or smaller] touched	Caster Level: 9	
□□□□Assay Spell Resistance	18	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: p.17
Effect: Gives a +10 bonus on caster level to overcome spell resis	stance	of one specific creature			Target: You			Caster Level: 9	
□□□□ Astral Hospice	18	N/A	1 standard action	24 hours/level	Close (45 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: p.17
Effect: On the Astral Plane this spell opens a portal to a demiplar	ne whe	are natural healing can d	occur.		Target: See text			Caster Level: 9	
Blessing of the Righteous	18	Will negates		1 1 round/level	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: p.104
Effect:		(harmless)	action		Target: All allies in		us burst centered on	Caster Level: 9	
You and your allies melee and ranged attacks deal an ext					you				
Blindsight, Greater	18	Will negates [harmless]	1 standard action	I 1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.					Target: Creature to			Caster Level: 9	
□□□□ Briartangle	18	Reflex half	Standard Action	9 minutes [D]	Long (760 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
Effect: Each entangled creature takes 1d8+4 in each subsequen	t round	t it attempts to break fre	e or move it	takes a like amount of damage	Target: Plants in a	40-ftradius	spread	Caster Level: 9	
Castigate Castigate	18	Fortitude half		I Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: p.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radiu	s burst cent	ered on you	Caster Level: 9	
Channeled Divine Health	18	Will negates (harmless)	See text	Instantaneous	See text	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: p.106
Effect: Ranged healing; See text.					Target: One creatu	re		Caster Level: 9	
□□□□□ Contingent Energy Resistance	18	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: p.52
Effect: Same as Contigency, except it is more limited.					Target: You			Caster Level: 9	
Control Water	18	None; see text	Standard Action	10 minutes/level [D]	Long (760 ft.)	V,S,M/DF	No	Transmutation [Water]	PHB: p.214
Effect: Raises or lowers bodies of water.					Target: Water in a level [S]	volume of 1	0-ft. by 10-ft. by 2-ft. pe	r Caster Level: 9	
Cure Critical Wounds	18	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect: Cures 4d8 +1/level [max +20] damage.					Target: Creature to	uched		Caster Level: 9	
Death Ward	18	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: p.217
Effect: Grants immunity to death spells and negative energy effects	cts.	,			Target: Living crea	ture touched	1	Caster Level: 9	
Delay Death	18	Will negates [harmless]	1 immediate action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: p.63
Effect: Target cannot die from hit point damage during the duration	on of th	he snell			Target: One creatu	re		Caster Level: 9	
Dimensional Anchor	on or t	None		1 minute/level	Medium (190 ft.)	V,S	Yes (object)	Abjuration	PHB: p.221
Effect:			Action		Target: Ray			Caster Level: 9	
Bars extradimensional movement.				* =Domain/Speciality Spell					
				-Dunaniyopedanty open					

⁼Domain/Speciality Spell

				Cleric Spells					
Discern Lies	18	Will negates		Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	No	Divination	PHB: p.221
Effect:			Action		Target: 1 creature/le	vel, no two	of which can be more	Caster Level: 9	
Reveals deliberate falsehoods.	18	Will negates; see text	Standard	Instantaneous	than 30 ft. apart Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: p.222
Effect:	10	will riegates, see text	Action	instantaneous	Target: One extrapla			Caster Level: 9	Γ110. μ.222
Forces a creature to return to native plane.					,				
Divination Effect:		None	10 minutes	Instantaneous	Personal Target: You	V,S,M	No	Divination Caster Level: 9	PHB: p.224
Provides useful advice for specific proposed actions.		None	Standard	1 round/level	Personal	V,S, DF	No	Evocation	PHB: p.224
Divine Power		None	Action	T Tourist CvCi		v,o, Di	110		1116. p.224
Effect: You gain attack bonus, +6 to Str, and 1 hp/level.					Target: You			Caster Level: 9	
□□□□□ Freedom of Movement	18	Will negates (harmless)	Standard Action	10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
Effect: Subject moves normally despite impediments.					Target: You or create	ure touched	I	Caster Level: 9	
Giant Vermin		None	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
Effect:			Action		Target: Up to three v		wo of which can be	Caster Level: 9	
Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb		None	1 standard	Permanent	more than 30 ft. apar Touch		No	Evocation [Light]	SC: p.106
Effect:			action		Target: Magical, con	trollable ligi	nt source	Caster Level: 9	
Makes a light source in a globe; see text	18	Fortitude negates	1 minute	1 hour/level			Yes	Abjuration [See	SC: p.109
Hand of the Faithful Effect:	.0	Tormado nogaros		111041/10101				text]	СС. р. 100
Immobile zone of warding that is permeable to those of y	our reli	gion, all creature must	wear the sai	me holy symbol or be of the same faith t		emanation	centered on a point in	Caster Level. 9	
enter or exit. DDDDDHealing Spirit	18	Will half (harmless)	1 standard	1 round/2 levels	Close (45 ft.)	V,S	Yes (harmless)	Conjuration	PHB II: p.114
Effect:			action		Target: One conjured	d healing sr	pirit	(Healing) Caster Level: 9	
Create a spirit that heals with positive energy 1d8 [undead	d are de	ealt damage] Flies at 30 N/A		1 round/level [D]	• •		N/A	Transmutation	SC: p.116
Holy Transformation Effect:			action			, , ,		[Good] Caster Level: 9	
Change to good lawful outsider, size medium, gain abilitie	es and	appearance of a hound	archon [mn	n pg.16]. +4 Str & Con, Darkvision 60', +	Target: You 4			Caster Level: 9	
Sacred Bonus to Saves, DR:5/evil; see text DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	18	N/A		1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: p.116
Effect:			action		Target: You			[Good] Caster Level: 9	
Change to good outsider, gain abilities of protectar [minat	ures po	i.66]. Fortitude partial	1 standard	Instantaneous	-	V,S	Yes		SC: p.118
Hypothermia Effect:		. Imago partia	action						2.27 p.1.10
Deals 1d6 per caster level [max 10d6] and becomes fatig					Target: One creature			Caster Level: 9	
□□□□□ Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: p.243
Effect: Transfer spells to subject.					Target: Creature tou	ched; see to	ext	Caster Level: 9	
Inflict Critical Wounds	18	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature tou	ched		Caster Level: 9	
Touch attack, 4d8 +1/level [max +20] damage	18	Will negates		1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.125
Effect:		[harmless]	action		Target: Corporeal ur	ndead creat	ure touched	Caster Level: 9	
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18			1 minute/level					SC: p.131
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18	[harmless] Will negates		1 minute/level	Touch	V,S,DF	ure touched Yes	Abjuration	SC: p.131
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect: Subject becomes immune to the effects of positive energy	/; See t	Will negates	1 standard action		Touch Target: Creature tou	V,S,DF ched	Yes	Abjuration Caster Level: 9	·
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect:		Will negates	1 standard action	1 minute/level 1 hour/level	Touch Target: Creature tou Close (45 ft.)	V,S,DF ched V,S,M/DF	Yes Yes (harmless, object)	Abjuration Caster Level: 9 Transmutation	SC: p.131 PHB: p.251
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect: Subject becomes immune to the effects of positive energy	/; See t	Will negates ext. Will negates	1 standard action		Touch Target: Creature tou	V,S,DF ched V,S,M/DF or fifty proj	Yes Yes (harmless, object)	Abjuration Caster Level: 9	·
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus.	/; See t	Will negates ext. Will negates (harmless, object)	1 standard action Standard Action		Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting)	V,S,DF ched V,S,M/DF or fifty proj ith each oth	Yes Yes (harmless, object)	Abjuration Caster Level: 9 Transmutation	РНВ: р.251
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus.	/; See t 18	Will negates ext. Will negates	1 standard action Standard Action	1 hour/level	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.)	V,S,DF ched V,S,M/DF or fifty proj ith each oth V,S,M	Yes (harmless, object) ectiles [all of which her at the time of	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation	·
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Make Manifest Effect: Cause one creature on a coexistant plane to appear on years.	r; See t 18 18	Will negates ext. Will negates (harmless, object) Will negates	1 standard action Standard Action 1 standard action	1 hour/level 1 round/level	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature	V,S,DF ched V,S,M/DF or fifty proj rith each oth V,S,M	Yes (harmless, object) ectiles [all of which her at the time of Yes	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB: p.251 SC: p.137
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Make Manifest Effect: Cause one creature on a coexistant plane to appear on years.	r; See t 18	Will negates ext. Will negates (harmless, object) Will negates	1 standard action Standard Action 1 standard action	1 hour/level	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.)	V,S,DF ched V,S,M/DF or fifty projith each oth V,S,M	Yes (harmless, object) Yes (harmless, object) ectiles [all of which her at the time of Yes Yes	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation	РНВ: р.251
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	7; See t 18 18 18 our plar 18	will negates ext. Will negates (harmless, object) Will negates we; see text. Fortitude half[living] Will negates[undead]	1 standard action Standard Action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text.	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th	V,S,DF ched V,S,M/DF or fifty proj ith each oth V,S,M e V,S undead cre talt are <15	Yes (harmless, object) Yes (harmless, object) ectiles [all of which her at the time of Yes Yes seature, or two living or	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. CID Lifebolt Effect: Subject becomes immune to the effects of positive energy CID Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. CID Make Manifest Effect: Cause one creature on a coexistant plane to appear on years. Cause one CID Moon Bolt Effect:	7; See t 18 18 18 our plar 18	will negates ext. Will negates (harmless, object) Will negates we; see text. Fortitude half[living] Will negates[undead]	1 standard action Standard Action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th	V,S,DF ched V,S,M/DF or fifty projith each oth V,S,M	Yes (harmless, object) Yes (harmless, object) ectiles [all of which her at the time of Yes Yes seature, or two living or	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation	PHB: p.251 SC: p.137
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Make Manifest Effect: Cause one creature on a coexistant plane to appear on years. Moon Bolt Effect: Bolt unerringly strikes dealing 1d4 Str damage per three of the plane in the	7; See t 18 18 18 our plar 18	will negates ext. Will negates (harmless, object) Will negates we; see text. Fortitude half[living] Will negates[undead]	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text.	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal	V,S,DF ched V,S,M/DF or fifty proj ith each oth V,S,M e V,S undead cre talt are <15	Yes (harmless, object) Yes (harmless, object) ectiles [all of which her at the time of Yes Yes seature, or two living or	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration	PHB: p.251 SC: p.137 SC: p.143
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 Dur plar 18 caster le	will negates ext. Will negates (harmless, object) Will negates ne; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead oostile spell. You gain Sp	1 standard action Standard Action 1 standard action 1 standard action d instead fall 1 immediate action pell Resistar	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal	V,S,DF ched V,S,M/DF or fifty proj tith each oth V,S,M e V,S undead creat are <15 V,DF	Yes (harmless, object) Yes (harmless, object) ectiles [all of which her at the time of Yes Yes asture, or two living or tt. apart	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Clifebolt Effect: Subject becomes immune to the effects of positive energy Clifect: Weapon gains +1/4 levels [max +5] bonus. Clifect: Weapon gains +1/4 levels [max +5] bonus. Clifect: Cause one creature on a coexistant plane to appear on year of the	18 18 18 Dur plar 18 caster le	will negates ext. Will negates (harmless, object) Will negates he; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead	1 standard action Standard Action 1 standard action 1 standard action 1 standard action d instead fall inste	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch	V,S,DF ched V,S,M/DF or fifty projith each out V,S,M e V,S undead creat are <15 V,DF	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Yes sature, or two living or ft. apart	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light]	PHB: p.251 SC: p.137 SC: p.143
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Effect: Cause one creature on a coexistant plane to appear on year of the coexistant plane to appear on y	18 18 18 18 accepted to the second of th	Will negates ext. Will negates (harmless, object) Will negates we; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead ostile spell. You gain \$1	Standard Action Standard Action 1 standard action 1 standard action d instead fall immediate action standard action Action Standard Action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch Target: Magical, con	V,S,DF ched V,S,M/DF or fifty projection or f	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Seature, or two living or ft. apart No	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light] Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGtF: p.107
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Weapon gains +1/4 levels [max +5] bonus. Effect: Weapon gains +1/4 levels [max +5] bonus. Effect: Cause one creature on a coexistant plane to appear on yeapon and whom Bolt Effect: Bolt unerringly strikes dealing 1d4 Str damage per three company of the strict	18 18 18 Dur plar 18 caster le	will negates ext. Will negates (harmless, object) Will negates ne; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead oostile spell. You gain Sp	Standard Action Standard Action 1 standard action 1 standard action d instead fall immediate action standard action Action Standard Action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch Target: Magical, con Personal	V,S,DF ched V,S,M/DF or fifty projetth each oth V,S,M 3 V,S undead creatat are <15 V,DF V,S,F trollable light	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Yes sature, or two living or ft. apart	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light] Caster Level: 9 Necromancy	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Subject becomes immune to the effects of positive energy Magic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Effect: Cause one creature on a coexistant plane to appear on year of the coexistant plane to appear on y	18 18 18 18 18 18 18 18 18 18	will negates ext. Will negates (harmless, object) Will negates weight negates weight negates will negates will negates will negates[undead] will negates[undead] words [max 5d4]. Undead oostile spell. You gain Si	standard action Standard Action 1 standard action 1 standard action d instead fall immediate action pell Resistar Standard Action 1 standard Action 1 standard Action 1 standard Action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch Target: Magical, con	V,S,DF ched V,S,M/DF or fifty projetth each oth V,S,M 3 V,S undead creatat are <15 V,DF V,S,F trollable light	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Seature, or two living or ft. apart No	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light] Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGtF: p.107
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates we; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead ostile spell. You gain St None N/A n round. Will negates	Standard action Standard Action 1 standard action 1 standard action 1 standard action d instead fall immediate action Standard Action 1 standard action Standard Standard Action Standard Standard	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch Target: Magical, con Personal	V,S,DF ched V,S,M/DF or fifty projith each off V,S,M V,S V,S V,S V,S V,S V,DF V,S,F trollable light	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Seature, or two living or ft. apart No	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Necromancy Caster Level: 9 Conjuration	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGtF: p.107
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Subject becomes immune to the effects of positive energy Agic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Effect: Cause one creature on a coexistant plane to appear on years on the coexistant plane to appear on years on years on the coexistant plane to appear on years on ye	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates he; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead oostile spell. You gain Sp None N/A h round. Will negates (harmless, object)	standard action Standard Action 1 standard action 1 standard action d instead fall immediate action bell Resistar Standard Action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous I	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of	V,S,DF ched V,S,M/DF or fifty proj ith each oth V,S,M V,S,M V,S,S V,S V,SF trollable light V,S emanation V,S,M/DF	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object)	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Necromancy Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead ostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject. Will half [harmless];	Standard action Standard Action 1 standard action 1 standard action 1 standard action d instead fall immediate action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous I	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: 10-ftradius Touch Target: Creature or of touched	V,S,DF ched V,S,M/DF or fifty proj ith each oth V,S,M V,S,M V,S,S V,S V,SF trollable light V,S emanation V,S,M/DF	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object)	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Conjuration	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	will negates ext. Will negates (harmless, object) Will negates weis see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead ostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject.	Standard action Standard Action 1 standard action 1 standard action 1 standard action d instead fall 1 immediate action pull Resistant Standard Action 1 standard action Standard Action Standard Action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous I	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: 10-ftradius Touch Target: Creature or of touched	V,S,DF ched V,S,M/DF or fifty projith each oth V,S,M/DF or fifty projith each oth V,S,M V,S undead creat are <15 V,DF V,S,F trollable light V,S emanation V,S,M/DF object of up V,S	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes sature, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level.	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light] Caster Level: 9 Necromancy Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Subject becomes immune to the effects of positive energy Agic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Effect: Cause one creature on a coexistant plane to appear on yeapon and woon Bolt Effect: Bolt unerringly strikes dealing 1d4 Str damage per three of the strict	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead ostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject. Will half [harmless];	1 standard action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Ince 12 + your caster level. Permanent 1 round/level 10 minutes/level Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature or of touched Target: Creature tou	V,S,DF ched V,S,M/DF or fifty projection or fi	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes sature, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level.	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation (Healing) Coster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB: p.251 SC: p.143 PHB II: p.120 PGiF: p.107 SC: p.146 PHB: p.257 SC: p.152
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates weis see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead oostile spell. You gain Sp None N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text	1 standard action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous I	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.)	V,S,DF ched V,S,M/DF or fifty projection or fi	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 9 Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257
Effect: Skeleton changes to Iron; grants +5 to natural armor AC. Clip Lifebolt Effect: Subject becomes immune to the effects of positive energy Agic Weapon, Greater Effect: Weapon gains +1/4 levels [max +5] bonus. Cause one creature on a coexistant plane to appear on yeapon and the property of the	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead sostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text	1 standard action Standard Action 1 standard action Standard Action Standard Action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Ince 12 + your caster level. Permanent 1 round/level 10 minutes/level Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: You Touch Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called e	V,S,DF ched V,S,M/DF or fifty projith each off V,S,M as V,S undead creat are <15 V,DF V,S,F trollable light V,S emanation V,S,M/DF object of up V,S ched V,S,DF, XP	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Yes seature, or two living or ft. apart No ht source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Conjuration Caster Level: 9 Conjuration Conjuration	PHB: p.251 SC: p.143 PHB II: p.120 PGiF: p.107 SC: p.146 PHB: p.257 SC: p.152
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] evels [max 5d4]. Undead sostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard Action 1 ominutes	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Ince 12 + your caster level. Permanent 1 round/level 10 minutes/level Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called e less	V,S,DF ched V,S,M/DF or fifty projith each oth V,S,M/DF or fifty projith each oth V,S,M or v,S undead creat are <15 V,DF V,S,F trollable light V,S emanation V,S,M/DF object of up V,S ched V,S,DF,XP lemental or	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Yes seature, or two living or ft. apart No ht source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Necromancy Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Text] Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration	PHB: p.251 SC: p.143 PHB II: p.120 PGiF: p.107 SC: p.146 PHB: p.257 SC: p.152
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] weils [max 5d4]. Undead ostile spell. You gain Sp None N/A nround. Will negates (harmless, object) ject. Will half [harmless]; see text None	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard Action 1 ominutes	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Ince 12 + your caster level. Permanent 1 round/level 10 minutes/level Instantaneous Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called e less	V,S,DF ched V,S,M/DF or fifty projection or fifty projection of the projection of th	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Seature, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Galling) [See Text] Caster Level: 9	PHB: p.251 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] weils [max 5d4]. Undead ostile spell. You gain Sp None N/A nround. Will negates (harmless, object) ject. Will half [harmless]; see text None	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard Action 1 ominutes	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Ince 12 + your caster level. Permanent 1 round/level 10 minutes/level Instantaneous Instantaneous	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called eless 0 ft. Target: One called c	V,S,DF ched V,S,M/DF or fifty project v,S,M/DF or fifty project v,S,M v,S,M v,S,M v,S,M v,S,F trollable light v,S,M/DF object of up v,S,M/DF object of up v,S,M/DF ched v,S,DF, XP	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Seature, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9	PHB: p.251 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates (harmless, object) Will negates Will negates (undead) wels [max 5d4]. Undead ostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject. Will half [harmless]: see text None	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard Action 1 ominutes	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D]	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called eless 0 ft. Target: One called c	V,S,DF ched V,S,M/DF or fifty project v,S,M/DF or fifty project v,S,M v,S,M v,S,M v,S,M v,S,F trollable light v,S,M/DF object of up v,S,M/DF object of up v,S,M/DF ched v,S,DF, XP	Yes (harmless, object) ectiles [all of which her at the time of Yes Yes Yes Area Yes Sature, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or No	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261 SC: p.159
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates he; see text. Fortitude half[living] Will negates[nax 5d4]. Undead evels [max 5d4]. Undead ostile spell. You gain Si None N/A In round. Will negates (harmless, object) ject. Will half [harmless]; see text None De of 6 HD or less. None	1 standard action Standard Action 1 standard action 1 standard action 1 standard action d instead fall immediate action Standard Action Standard Action Standard Action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D]	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting] Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called eless 0 ft. Target: One called c	V,S,DF ched V,S,M/DF or fifty proj ith each oth V,S,M/DF or fifty proj ith each oth V,S,M V,S undead creatat are <15 V,DF V,S,F trollable light V,S emanation V,S,M/DF object of up V,S ched V,S,DF, XP lemental or V,S,DF reature V	Yes (harmless, object) ectiles [all of which er at the time of Yes Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or No Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261 SC: p.159
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates he; see text. Fortitude half[living] Will negates(undead) evels [max 5d4]. Undead ostile spell. You gain St None N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text None None Portitude negates; see Fortitude negates; see	1 standard action Standard Action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D]	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called e less 0 ft. Target: One called c 20 ft. Target: One called c 20 ft.	V,S,DF ched V,S,M/DF or fifty projection or fi	Yes (harmless, object) ectiles [all of which er at the time of Yes Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or No Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration (Calling) Caster Level: 9 Abjuration	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261 SC: p.159
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates wei; see text. Fortitude half[living] Will negates[undead] sevels [max 5d4]. Undead ostile spell. You gain Si None N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text None None None	1 standard action Standard Action 1 standard action 1 standard action 1 standard action d instead fall immediate action Standard Action 1 round 1 round	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous Instantaneous 1 round/level Instantaneous Instantaneous Instantaneous 1 round/level [D] 1 hour/level	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: One living or undead creatures, th Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called e less 0 ft. Target: One called c 20 ft. Target: One called c 20 ft.	V,S,DF ched V,S,M/DF or fifty projith each off V,S,M/DF or fifty projith each off V,S,M or V,S,M or V,S,M or V,S,W or V,S,F trollable light V,S emanation V,S,M/DF object of up V,S ched V,S,DF, XP lemental or V,S,DF reature V a/level in a 2 V,S,DF	Yes (harmless, object) ectiles [all of which er at the time of Yes Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or No Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration (Calling) Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261 SC: p.159 SC: p.159
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.	18 18 18 18 18 18 18 18 18 18	Will negates ext. Will negates (harmless, object) Will negates he; see text. Fortitude half[living] Will negates(undead) evels [max 5d4]. Undead ostile spell. You gain St None N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text None None Portitude negates; see Fortitude negates; see	1 standard action Standard Action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action	1 hour/level 1 round/level Instantaneous I helpless for 1d4 rounds; see text. Instantaneous Instantaneous Instantaneous 1 round/level Instantaneous Instantaneous Instantaneous 1 round/level [D] 1 hour/level	Touch Target: Creature tou Close (45 ft.) Target: One weapon must be in contact w casting) Close (45 ft.) Target: One creature Long (760 ft.) Target: Magical, con Personal Target: Magical, con Personal Target: 10-ftradius Touch Target: Creature or of touched Touch Target: Creature tou Close (45 ft.) Target: One called e less Oft. Target: One called c 20 ft. Target: One creature Target: One called c	V,S,DF ched V,S,M/DF or fifty projith each off V,S,M/DF or fifty projith each off V,S,M or V,S,M or V,S,M or V,S,W or V,S,F trollable light V,S emanation V,S,M/DF object of up V,S ched V,S,DF, XP lemental or V,S,DF reature V a/level in a 2 V,S,DF	Yes (harmless, object) ectiles [all of which er at the time of Yes Yes Yes auture, or two living or ft. apart No nt source N/A Yes (harmless, object) to 1 cu. ft./level. Yes [harmless] No outsider of 6 HD or No Yes [harmless]	Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Light] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Calling) [See Text] Caster Level: 9 Conjuration (Calling) Caster Level: 9 Abjuration Caster Level: 9 Conjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration	PHB: p.251 SC: p.137 SC: p.143 PHB II: p.120 PGIF: p.107 SC: p.146 PHB: p.257 SC: p.152 PHB: p.261 SC: p.159 SC: p.159

				Cleric Spells					
DDDD Positive Energy Aura		None	action	1 round/level	Personal Target: 10-ftradius	V,S emanation	No centered on you	Conjuration (Healing) Caster Level: 9	SC: p.161
Each round all living creatures within 10 ft. gain 1 hp per in the perine Recitation Effect: Allies gain +2 [or +3 for worshipers] on attacks and saves		None		ouble the amount in damage. 1 round/level		V,S,DF	Yes n a 60 ftradius burst	Conjuration (Creation) Caster Level: 9	SC: p.170
Renewed Vigor	18	Fortitude negates (harmless)	action	Instantaneous; see text	30 ft. Target: 30-ftradius-	V,S · burst cent	Yes (harmless) ered on you	Transmutation Caster Level: 9	PHB II: p.123
Remove the fatigued condition from all creatures in area, caster level.				·					
□□□□□ Repel Vermin	18	None or Will negates; see text	Standard Action	10 minutes/level [D]	10 ft. Target: 10 ft. radius	V,S, DF	Yes	Abjuration Caster Level: 9	PHB: p.271
Insects, spiders, and other vermin stay 10 ft. away.	18	Will negates	1 standard	24 hours	-		Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 9	
As resistance, except you grant the subject +3 resistance Restoration Effect:	18	Will negates (harmless)	3 rounds	Instantaneous	Touch Target: Creature tou	V,S,M ched	Yes (harmless)	Conjuration (Healing) Caster Level: 9	PHB: p.272
Restores level and ability score drains. Revenance Effect:	18	None; see text	1 standard action	1 minute/level	Touch Target: Dead ally tou	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: p.175
Brings an ally back to life for duration of spell; see text. Graph Sending Effect:		None	10 minutes	1 round/level; see text	See text Target: One creature	V,S,M/DF	No	Evocation Caster Level: 9	PHB: p.275
Delivers short message anywhere, instantly. Shadowblast	18	Fort negates	1 standard action	Insta	,	V,S,M	Yes	Evocation [Light]	SC: p.186
Effect: Creatures stunned for 1d6 rounds; natives of shadow vuli					Target: 20-ftradius			Caster Level: 9	
Shield of Faith, Mass	18	Will negates [harmless]	1 standard action	1 minute/level	` '	V,S,M e/level. no t	Yes [harmless]	Abjuration Caster Level: 9	SC: p.188
As shield of faith, except it affects multiple creatures.	18	Fortitude half	1 standard	Instantaneous	than 30 ft. apart	V,S	Yes	Evocation [Sonic]	SC: n 196
Sound Lance Effect:			action		Target: One creature			Caster Level: 9	
Deals 1d8 per caster level [max 10d8]. Dulu Spell Immunity	18	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
Effect: Subject is immune to 2 spells, up to 4th-level spells.		(namiess)	Action		Target: Creature tou	ched		Caster Level: 9	
□□□□□ Spell Vulnerability ###################################	18	Fortitude negates		1 minute/level	Close (45 ft.) Target: One creature	V,S	No	Transmutation Caster Level: 9	SC: p.200
Reduces subject's spell resistance by 1 per caster level [i	nax red 18	luction 15]. Reduction of See text	an't reduce l 1 immediate action	below 0. Instantaneous	Close (45 ft.)	V	Yes	Abjuration	PHB II: p.126
Effect: You cast this spell to distract another creature. Target mu	st mak	e a concentration check	DC 14 + yo	our key ability + the level of the spell bein	Target: One creature g	e casting a	spell	Caster Level: 9	
ast.		None	1 round	Concentration, up to 1 round/level + 1 round		V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SC: p.214
Summons a hound archon [MM 16]; see text		None	1 round	1 round/level [D]	Target: One summor	ned archor		Caster Level: 9 Conjuration	PHB: p.286
Summon Monster IV		None	riouna	Troundrever [2]	Target: One or more	summone	d creatures, no two of	(Summoning) Caster Level: 9	Γ11Β. μ.200
Calls extraplanar creature to fight for you. Thorn Spray	18	Fortitude partial	Standard Action	Instantaneous	which can be more to Close (45 ft.)	han 30 ft. a V,S	yes Yes	Transmutation	PGtF: p.115
Effect: MALAR:Make a touch attack, the attack causes 9d6 to be	spread	d amoung those you cho	oose to attac	ck.	Target: 9 creatures			Caster Level: 9	
Tongues Teffect:	18	Will negates (harmless)		10 minutes/level	Touch Target: Creature tou	V, M/DF ched	No	Divination Caster Level: 9	PHB: p.294
Speak any language. Undead Bane Weapon	18	Will negates [harmless,object]	1 standard action	1 hour/level		V,S,DF	Yes [harmless,object]		SC: p.226
Effect: Give weapon touched undead bane special ability; add +:	2 enhar	ncement bonus and dea		onus damage. 10 minutes/level	must be touching at			h Caster Level: 9 Abjuration [Good]	SC: n 233
□□□□□ Wall of Good Effect: +2 to AC and saves, counter mind control, hedge out €			action		Target: A straight wa	all whose a	rea is up to one 10-ft.		_ 0. p.200
ostile side.	18	See text		10 minutes/level		V,S,M/DF		Abjuration [Law]	SC: p.234
Effect: +2 to AC and saves, counter mind control, hedge out e ostile side.			action		Target: A straight wa	all whose a	rea is up to one 10-ft.		
□□□□□ Wall of Sand		None	1 standard action	Concentration +1 round/level	Target: A straight wa	V,S,M/DF		Conjuration (Creation) [Earth] Caster Level: 9	SC: p.235
Creates a churning wall of sand.				LEVEL 5	square/level [S]				
Name	DC	Saving Throw	Time	Duration		Comp.	Spell Resistance	School	Source
Atonement Steet:		None	1 hour	Instantaneous		DF, XP	Yes	Abjuration Caster Level: 9	PHB: p.201
Removes burden of misdeeds from subject.		No		1 minute/level		V,S,M,DF		Abjuration Abjuration	SC: p.18
Effect: You and all creatures within the area gain evasion but or	nly agai	nst breath weapons, the	action ose who hav	ve evasion or improved evasion gain a +	Target: 10-ft. radius	emanation	centered on you	Caster Level: 9	
o Reflex saves against breath weapons. DDDDDBlistering Radiance	19	None and Fortitude partial; see text	1 standard action	1 round/level	,	V,S,M	Yes	Evocation [Fire, Light]	SC: p.33
Effect: All sighted creatures in area are dazzled [no save], and to	ike 2d6 19	fire damage each roun See text		Instantaneous	Target: 50-ftradius Close (45 ft.)	spread V,S	No	Caster Level: 9 Abjuration	PHB: p.207
Effect: Frees subjects from enchantments, alterations, curses, a	nd petri	fication.			Target: Up to 1 creat other	ture/level, a	all within 30 ft. of each	Caster Level: 9	
□□□□□ Call Zelekhut Effect: You recieve the aid of a Zelekhut inevitable in performing	one to	None		Instantaneous	Close (45 ft.) Target: One called z	V,S,DF,XF elekhut	^o No	Conjuration (Calling) [Lawful] Caster Level: 9	SC: p.42
. 55 . 56/676 the aid of a Zelekhut mevitable in performing	JIT Ids	arat carriot exceed 1	· ioul ·						

Close (45 ft.) V Yes

PHB: p.211

Enchantment (Compulsion)

				Cleffic Spells					
Effect:					T		-fbi-b b	[Language-Depend Mind-Affecting]	lent,
As command, but affects 1 subject/level.		None	10 minutes	1 round/level	than 30 ft. apart	vei, no two V,S,M, DF,		Caster Level: 9 Divination	PHB: p.211
⊒□□□□ Commune Effect:		None	TO IIIIIIdics	Troundrever		XP	140	Caster Level: 9	1110. p.211
Deity answers one yes-or-no question/level.	19		1 standard	1 round	Close (45 ft.)	V	Yes	Abjuration	PHB II: p.107
Effect: Stun target outsider for one round and reduce spell resistar	nce hv		action		Target: One outside	r		Caster Level: 9	
			1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: p.55
Effect: Tentacles surround you but don't interfere with movemen								Caster Level: 9	
ompetence bonus to Grapple, Climb and Escape Artist chamage.		If you are attack the te Will half (harmless) or				V,S	Yes (harmless) or Yes	Casimatian	PHB: p.216
Cure Light Wounds, Mass			Action	Instantaneous			see text of which can be more	(Healing)	PПВ. p.210
Cures 1d8 +1/level [max +25] damage for many creatures.	19	Will negates	1 standard	1 minute/level	than 30 ft. apart		Yes		SC: p.56
iffect:		-	action		Target: Enemies in a		us burst	Caster Level: 9	
Cause -3 penalty on attack rolls, saving throws, ability chec		None		es. 1 hour/level or until you are killed	Personal Target: You	V,S	No	Necromancy [Force] Caster Level: 9	SC: p.60
If you are killed, your body is destroyed by an explosion that Dispel Chaos		See text	Standard	1 round/level or until discharged,	-	V,S, DF	See text	Abjuration [Lawful]	PHB: p.222
ffect: +4 bonus against attacks.			Action	whichever comes first		u and an er	chantment or chaotic	Caster Level: 9	
Dispel Evil	19			1 round/level or until discharged,	spell on a touched c Touch	reature or o V,S, DF		Abjuration [Good]	PHB: p.222
: :ffect: +4 bonus against attacks.			Action	whichever comes first	Target: You and a to plane; or you and ar touched creature or	enchantme	creature from another ent or evil spell on a	Caster Level: 9	
Disrupting Weapon		Will negates (harmless, object); see		1 round/level		V,S	Yes (harmless, object)) Transmutation	PHB: p.223
ffect:		text			Target: One melee v	veapon		Caster Level: 9	
Melee weapon destroys undead. Divine Agility			1 standard action	1 round/level	Touch	V,S	No	Transmutation	SC: p.69
ffect: Grants +10 enhancement to Dex.		[narmiess]	action		Target: Living creatu	re touched		Caster Level: 9	
	19		1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: p.70
ffect: Creatures must save or be dazed for 1 round. Mist obscure							ding straight from you		
□□□□□ Dragonbreath	19		1 standard action	1 round/level		V,S,M/DF	No	Evocation	SC: p.72
Gain a true dragons breath weapon attack; see text	19	Reflex partial	1 standard	Instantaneous	Target: You Medium (190 ft.)	V,S	Yes	Caster Level: 9 Transmutation	SC: p.75
☐☐☐☐ Earth Reaver	19		action	instantaneous	Target: 20-ftradius		res	[Fire] Caster Level: 9	50: p.75
Deals 4d6 from impact and 3d6 fire [no save], must make a			1 swift	1 round	-	V,S	Yes		PHB II: p.113
ffect:			action		Target: One willing of	reature		Caster Level: 9	
Subject becomes ethereal until the end of it's next turn. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	19		Standard Action	Instantaneous	Medium (190 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
ffect: Smite foes with divine fire for 1d6/level [max 15d6] damage	<u>.</u>		Action		Target: Cylinder 10			Caster Level: 9	
Hallow		See text	24 hours	Instantaneous		V,S,M, DF emanating	See text from the touched point	Evocation [Good] Caster Level: 9	PHB: p.238
Designates location as holy. Durates location as holy. Durates location as holy.	19			Instantaneous	Medium (190 ft.)	V,S	Yes	Necromancy	SC: p.121
iffect: The spell destroys 1d4/caster level [max 20d4] HD worth of	f creat		action		Target: 50-ftradius	burst		[Death] Caster Level: 9	
Inflict Light Wounds, Mass		Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: p.244
ffect: Deals 1d8 +1/level damage to many creatures.					Target: 1 creature/le than 30 ft. apart	vel, no two	of which can be more	Caster Level: 9	
Insect Plague		None	1 round	1 minute/level	Long (760 ft.) Target: One swarm		No r 3 levels, each of	Conjuration (Summoning) Caster Level: 9	PHB: p.244
Locust swarms attack creatures.				Instantaneous; see text	which must be adjac	ent to at lea	st one other swarm Yes (harmless); see	Conjuration	PHB II: p.115
Effect:			action	falled account of the top of the	Target: Creature tou	ched	text	(Healing) Caster Level: 9	
Living creature healed 5d4 +1 per two caster levels [max +	12] and					V,S,DF	Vas [harmloss]	Abjuration	SC: p 131
f damage from a weapon that overcomes DR/good.	10				i Judii	v,U,UL	Yes [harmless]	Abjuration Caster Level: 9	SC: p.131
f damage from a weapon that overcomes DR/good.			1 standard action	1 minute/level		re touched			
f damage from a weapon that overcomes DR/good.	h effect	[harmless] ts, energy drain, and an	action ny negative e		Target: Living creatu	re touched V,S,M	No	Conjuration	PHB II: p.118
f damage from a weapon that overcomes DR/good.	h effect	[harmless] ts, energy drain, and an None	ny negative e 1 standard action	energy effects; see text 1 round/level	Target: Living creatu	V,S,M		Conjuration (Healing) Caster Level: 9	PHB II: p.118
if damage from a weapon that overcomes DR/good.	h effect	[harmless] ts, energy drain, and an None area of this spell, you he None	ny negative e 1 standard action eal 1 hit poin 1 standard	energy effects; see text 1 round/level	Target: Living creatu 20 ft. Target: 20-ftradius	V,S,M		(Healing)	PHB II: p.118
damage from a weapon that overcomes DR/good. """ Life's Grace ffect: Subjects become immune to all death spells, magical death """ Magic Convalescence ffect: Whenever a creature, including you casts a spell cast within """ Mana Flux ffect:	h effect	[harmless] ts, energy drain, and an None area of this spell, you he None	action ny negative of 1 standard action eal 1 hit poin 1 standard action	energy effects; see text 1 round/level st per level of the spell cast. 1 round/level	Target: Living creatu 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius	V,S,M emanation V,S	centered on you	(Healing) Caster Level: 9 Abjuration	
If damage from a weapon that overcomes DR/good.	n the a	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a	action ny negative of 1 standard action eal 1 hit poin 1 standard action a supernature	energy effects; see text 1 round/level st per level of the spell cast. 1 round/level	Target: Living creatu 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius sspace	V,S,M emanation V,S	centered on you	(Healing) Caster Level: 9 Abjuration	
f damage from a weapon that overcomes DR/good.	n the a	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a	action ny negative of 1 standard action eal 1 hit poin 1 standard action a supernature	energy effects; see text 1 round/level at per level of the spell cast. 1 round/level ral ability or manifest a psionic power, as	Target: Living creatu 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius sspace	V,S,M emanation V,S emanation V,S, DF	centered on you No centered on a point in	(Heáling) Caster Level: 9 Abjuration Caster Level: 9	PHB II: p.119
I damage from a weapon that overcomes DR/good.	in the a	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a None None	action ny negative o 1 standard action eal 1 hit poin 1 standard action a supernatur 10 minutes	energy effects; see text 1 round/level It per level of the spell cast. 1 round/level ral ability or manifest a psionic power, as Permanent;see text	Target: Living creat. 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius sspace Touch Target: Creature tou 0 ft.	V,S,M emanation V,S emanation V,S, DF ched V,S	centered on you No centered on a point in Yes See text	(Healing) Caster Level: 9 Abjuration Caster Level: 9 Necromancy Caster Level: 9 Transmutation [Fire]	PHB II: p.119
I damage from a weapon that overcomes DR/good.	in the are a special	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a None None None or Reflex half; see text	action ny negative (1 standard action seal 1 hit poin 1 standard action 1 standard action a supernatur 10 minutes 1 swift action	energy effects; see text 1 round/level at per level of the spell cast. 1 round/level ral ability or manifest a psionic power, at Permanent;see text 1 round or until dischared	Target: Living creatu 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius space Touch Target: Creature tou 0 ft. Target: Your melee	V,S,M emanation V,S emanation V,S, DF ched V,S	centered on you No centered on a point in Yes See text	(Healing) Caster Level: 9 Abjuration Caster Level: 9 Necromancy Caster Level: 9 Transmutation	PHB II: p.119 PHB: p.252
f damage from a weapon that overcomes DR/good.	in the ase a special s	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a None None or Reflex half; see text s fire damage; all adjac Will negates	action ny negative of 1 standard action all 1 hit poin 1 standard action as supernatur 10 minutes 1 swift action cent creature Standard	energy effects; see text 1 round/level at per level of the spell cast. 1 round/level ral ability or manifest a psionic power, at Permanent;see text 1 round or until dischared	Target: Living creature 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius space Touch Target: Creature tou 0 ft. Target: Your melee	V,S,M emanation V,S emanation V,S, DF ched V,S	centered on you No centered on a point in Yes See text	(Healing) Caster Level: 9 Abjuration Caster Level: 9 Necromancy Caster Level: 9 Transmutation [Fire] Caster Level: 9 Conjuration	PHB II: p.119 PHB: p.252
damage from a weapon that overcomes DR/good.	in the ase a special s	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a None None or Reflex half; see text s fire damage; all adjac Will negates	action ny negative of 1 standard action 1 standard action 1 standard action 1 standard action a supernatur 10 minutes 1 swift action cent creature	energy effects; see text 1 round/level at per level of the spell cast. 1 round/level ral ability or manifest a psionic power, at Permanent; see text 1 round or until dischared es take half the damage [SR applies and	Target: Living creature 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius space Touch Target: Creature tou 0 ft. Target: Your melee	V,S,M emanation V,S emanation V,S,DF ched V,S weapon V,S,F ched, or up	centered on you No centered on a point in Yes See text	(Healing) Caster Level: 9 Abjuration Caster Level: 9 Necromancy Caster Level: 9 Transmutation [Fire] Caster Level: 9	PHB II: p.119 PHB: p.252 PHB II: p.120
f damage from a weapon that overcomes DR/good.	in the a e a special s	[harmless] ts, energy drain, and an None area of this spell, you he None ell-like ability, activate a None None None or Reflex half; see text using dramage; all adjac Will negates None	action ny negative of 1 standard action a standard action 1 standard action a supernatur 10 minutes 1 swift action cent creatur Standard Action	energy effects; see text 1 round/level at per level of the spell cast. 1 round/level ral ability or manifest a psionic power, at Permanent; see text 1 round or until dischared es take half the damage [SR applies and	Target: Living creature 20 ft. Target: 20-ftradius Medium (190 ft.) Target: 20-ftradius space Touch Target: Creature tou 0 ft. Target: Your melee	V,S,M emanation V,S emanation V,S,DF ched V,S weapon V,S,F ched, or upids	centered on you No centered on a point in Yes See text	(Healing) Caster Level: 9 Abjuration Caster Level: 9 Necromancy Caster Level: 9 Transmutation [Fire] Caster Level: 9 Conjuration (Teleportation)	PHB II: p.119 PHB: p.252 PHB II: p.120 PHB: p.262

				Cleric Spells					
Raise Dead Effect:	19	None; see text	1 minute	Instantaneous	Touch V,		Yes (harmless)	Conjuration (Healing) Caster Level: 9	PHB: p.268
Restores life to subject who died as long as 1 day/level at Province Revivify Effect:	go. 19	None; see text	1 standard action	Instantaneous	Touch V,		Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: p.176
If cast within one round of death, this spell restores the sure Righteous Might Effect:	ıbject to	o -1 HP. None	Standard Action	1 round/level [D]	Personal V,	S, DF	No	Transmutation Caster Level: 9	PHB: p.273
Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful		None	1 standard action	1 round/level		S,DF	Yes	Enchantment (Compulsion)	SC: p.177
Effect: Allies gain one additional melee attack each round at thei morale bonus to attack and damage.	r highe	st attack bonus [not cur	nulative with	n other effects that grant extra attacks]. +	Target: All allies within 3you	30-ftrad	lius burst centered on	[Mind-Affecting] Caster Level: 9	
Santuary, Mass	19	Will negates [harmless]	1 standard action	1 1 round/level	Close (45 ft.) V, Target: One creature/lethan 30 ft. apart		Yes [harmless] wo of which are more	Abjuration Caster Level: 9	SC: p.179
Opponents can't attack you, and you can't attack; see tex Grying Effect:	19	Will negates	1 hour	1 minute/level		S,M/DF,	Yes	Divination (Scrying) Caster Level: 9	PHB: p.274
Spies on subject from a distance. Slay Living Effect:	19	Fortitude partial	Standard Action	Instantaneous	Touch V,		Yes	Necromancy [Death] Caster Level: 9	PHB: p.280
Touch attack kills subject. Spell Resistance	19	Will negates (harmless)	Standard Action	1 minute/level	Touch V,	S, DF	Yes (harmless)	Abjuration	PHB: p.282
Effect: Subject gains SR 12 +1/level. Stalwart Pact	19	Will negates	10 minutes	Permanent until triggered, then 1	Target: Creature touch Touch V,		Yes [harmless]	Caster Level: 9 Evocation	SC: p.204
Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]		[harmless] R 5/magic and +2 luck be	onus on sav	round/level ving throws.	Target: Willing living cr	eature to	uched	Caster Level: 9	
Stone Shape, Greater Effect: Sculpts stone into any shape.		None	1 standard action	Instantaneous	Touch V, Target: Stone or stone + 10 cu. ft./level	S,M/DF object to		Transmutation [Earth] Caster Level: 9	SC: p.208
Subvert Planar Essence	19	Fortitude negates	action	1 round/level	Medium (190 ft.) V,			Transmutation Caster Level: 9	SC: p.211
Outsiders that fail their save have their damage reduction Summon Monster V Effect:	and sp	pell resistance reduced to None	,	1 round/level [D]	space Close (45 ft.) V,	S,F/DF		Conjuration (Summoning) Caster Level: 9	PHB: p.286
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Symbol of Sleep Effect:	19	Will negates	10 minutes	S See text	which can be more tha	n 30 ft. a		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB: p.291
Triggered rune puts nearby creatures into catatonic sluml Symbol of Spell Loss Effect:	19	Will negates	10 minutes		0 ft.; see text V,	S	No	Universal Caster Level: 9	SC: p.218
Symbol causes spellcasters within 60 ft. to lose their high Tree Healing Effect:	est leve	el each round until the s	ymbol abso Standard Action		Personal and touch V,		No	Conjuration (Healing) Caster Level: 9	PGtF: p.116
NATURE:Hide and be healed inside a large tree Triadspell Effect:	19	N/A	1 standard action	Instantaneous	Personal V,	S	N/A	Transmutation Caster Level: 9	SC: p.224
Cast one 3rd or lower spell an additional two times. True Seeing	19	Will negates (harmless)	Standard Action	1 minute/level	Touch V,	S,M	Yes (harmless)	Divination	PHB: p.296
Effect: Lets you see all things as they really are. \[\] \[\] \[\] \[\] Vigor, Greater	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Target: Creature touch Touch V,		Yes [harmless]	Caster Level: 9 Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing a Vulnerability	bility fo	or the duration of the spe Will negates	1 standard	utomatically healed per round. I 1 round/level	Target: Living creature Touch V,		Yes	Caster Level: 9 Transmutation	SC: p.232
Effect: Lowers subject's damage reduction by 5 [to a minimum 5]].	None	action 1 standard	1 minute/level	Target: Creature touch Close (45 ft.)		No	Caster Level: 9 Abjuration	SC: p.233
Effect:			action		Target: A straight wall square/level			Caster Level: 9	•
Anyone crossing is subject to dispel magic; see text.	19	text		1 round/level [D]	Medium (190 ft.) V, Target: A wall of whirlir	ng limbs ı	Yes up to 20 ft. long/level,	Evocation Caster Level: 9	SC: p.234
A creature attempting to move through the wall takes 5d6 Wall of Stone Effect:	and m 19	ust make Str check or b See text		k in the wall; see text. Instantaneous	or ring with radius up to Medium (190 ft.) V,	5-ft./2 le S,M/DF	evels No	Conjuration (Creation) [Earth] Caster Level: 9	PHB: p.299
Creates a stone wall that can be shaped. Zone of Respite Effect:		None	2 rounds	1 minute/level	square/level [S]	S,M	Yes	Abjuration Caster Level: 9	SC: p.244
Creates a region that is temporarily protected from interpl Zone of Revelation Effect:	anar in	trusion; see text. None	1 standard action	1 minute/level	Close (45 ft.) V,	S,M/DF		Divination	SC: p.244
All creatures and objects with a zone of relevation are ma	de visil	ble; see text.		LEVEL 6	in space	,	Fo		
Name	DC	Saving Throw	Time	Duration 1 round/level		•	Spell Resistance	School Transmutation	Source
Animate Objects Effect: Objects attack your foes.		None	Standard Action	1 round/level	Medium (190 ft.) V, Target: One Small obje		No see text	Transmutation Caster Level: 9	PHB: p.199
Antilife Shell Effect: 10-ft. field hedges out living creatures.		None	1 round	10 minutes/level [D]	Target: 10-ftradius en	nanation,	Yes centered on you	Abjuration Caster Level: 9	PHB: p.199
Banishment Effect: Banishes 2 HD/level of extraplanar creatures.	20	Will negates	Standard Action	Instantaneous	Close (45 ft.) V, Target: One or more ex which can be more tha	xtraplana		Abjuration Caster Level: 9	PHB: p.203
Bear's Endurance, Mass	20	Will negates (harmless)	Standard Action	1 minute/level	Close (45 ft.) V,	S, DF	Yes	Transmutation Caster Level: 9	PHB: p.203
As bear's endurance, affects 1 subject/level.				* =Domain/Speciality Spell	than 30 ft. apart				

Standard 1 minute/level [D] Medium (190 ft.) V.S Evocation [Force] PHB: p.205 □□□□□ Blade Barrier Reflex half or Reflex Yes negates; see text Action Target: Wall of whirling blades up to 20 ft./level long, or Caster Level: 9 a ringed wall of whirling blades with a radius of up to 22 ft; either form 20 ft. high Close (45 ft.) V,S,M/DF Yes (harmless) Transmutation Effect:
Wall of blades deals 1d6/level [max 15d6] damage Standard 1 minute/level Action Will negates 20 Transmutation □□□□□ Bull's Strength, Mass Close (45 ft.) As bull's strength, affects one subject/ level. Will negates (harmless, object) V, S, M Yes (harmless, object) Transmutation 1 standard 1 day/2 levels action □□□□□ Chain Loop Target: One melee weapon Caster Level: 9 When cast on a weapon, the weapon immediate sprouts a small ring off the handle, hilt, or quard. A single Keychain may be attached to this ring, providing all powers of the Keychain to that weapon. Chain Loop cannot be cast on natural weapons including a monk's unarmed strikes. However it can be cast on a glove designed to be used as a weapon. The material component of chain loop is a small ring of steel and platinum 1 standard 1 minute/level VSM Yes (harmless) □□□□□ Chasing Perfection Will negates (harmless) Touch Transmutation PHR II: n 106 Effect:
Subject improves in all ways, +4 enhancement bonus to all ability score:
None Target: Creature touched Caster Level: 9 Cold Snap 1 minute 2d4 hours 1 mile V.S No Transmutation SC: p.50 [Cold] Target: 1-mile-radius circle centered on you Caster Level: 9 ffect:
Lowers temperature by 5 degrees per level [Max 50 degrees] 1 standard Instantaneous Medium (190 ft.) V,S,DF No Conjuration (Creation) SC: p.50 Cometfall Target: 400-pound ball of rock and ice Caster Level: 9 Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text Will half (harmless) or Standard Will half; see text Action Close (45 ft.) Yes (harmless) or Yes;Conjuration see text (Healing) 20 V,S PHB: p.216 □□□□□ Cure Moderate Wounds, Mass Target: 1 creature/level, no two of which can be more Caster Level: 9 Cures 2d8 +1/level [max +30] damage for many creatures. Medium (190 ft.) V,S Nο □□□□□ Dispel Magic, Greater None Standard Instantaneous Abjuration PHR: n 223 Effect:
As dispel magic, but +20 on check. Target: One spellcaster, creature, or object; or 20-ft.-radius burst Caster Level: 9 Close (45 ft.) V,S,M/DF Yes □□□□□ Eagle's Splendor, Mass Will negates (harmless) Standard 1 minute/level Transmutation PHB: p.225 Target: 1 creature/level, no two of which can be more Caster Level: 9 than 30 ft. apart
Touch V,S Yes [harmless] Abjuration eagle's splendor, affects 1 subject/level 1 standard 24 hours □□□□□ Energy Immunity Effect:
Become immune to one energy type. Target: Creature touched Caster Level: 9 None or Will negates □□□□□ Find the Path 3 rounds 10 minutes/level Personal or touch V.S.F No or Yes (harmless) Divination PHB: p.230 Target: You or creature touched Shows most direct way to a location Medium (190 ft.) V,S,M, DF Yes Abjuration 6 rounds Permanent PHB: p.232 □□□□□ Forbiddance 20 See text Effect:

Blocks planar travel, damages creatures of different alignment. Target: 60-ft. cubes/level [S] Caster Level: 9 PHB: p.234 10 minutes 1 day/level or until discharged [D] Close (45 ft.) None Enchantment □□□□□Geas/Quest (Compulsion) [Language-Depe Mind-Affecting] Target: One living creature Caster Level: 9 As lesser geas, plus it affects any creature. □□□□□Ghost Trap 1 standard 1 minute/level [D] 5 ft./level V.S Abiuration SC: p.103 Target: 5 ft./level-radius emanation centered on you Caster Level: 9 Effect: Field of energy negates incorporealness within a 5 ft./caster level radius Glyph of Warding, Greater See text 10 minutes Permanent until discharged [D] Touch V,S,M No (object) and Yes; Abjuration PHB: p.237 Target: Object touched or up to 5 sq. ft/level As glyph of warding, but up to 10d8 damage or 6th-level spell Will half; see text V,S □□□□□ Harm Standard Instantaneous Touch Necromancy PHB: p.239 Effect:
Deals 10 points damage/level to target. Target: Creature touched Caster Level: 9 Will negates V.S PHB: p.239 □□□□□ Heal Standard Instantaneous Yes (harmless) Conjuration Effect: Target: Creature touched Caster Level: 9 Cures 10 points of damage/level [max 150], all diseases and mental conditions Conjuration (Creation) [Creation] □□□□□ Heroes' Feast 10 minutes 1 hour plus 12 hours; see text Close (45 ft.) V,S, DF PHB: p.240 Target: Feast for 1 creature/level Effect:
Food for 1 creature/level cures and grants combat bonuses. Caster Level: 9 □□□□□ Hide the Path None 10 minutes 24 hours [D] Anywhere in the V,S,F area to be warded Nο Abjuration SC: p.114 Target: Up to 200 sq.ft./level [S] Caster Level: 9 rotects area against divinations; see text Transmutation [Cold] 20 Reflex half Long (760 ft.) V,S 1 standard Instantaneous SC: p.119 lce Flowers Target: 20-ft.-radius burst Caster Level: 9 reates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or Standard Instantaneous Action Close (45 ft.) PHB: p.244 □□□□□ Inflict Moderate Wounds, Mass Target: 1 creature/level, no two of which can be more Caster Level: 9 Deals 2d8 +1/level [max +30] damage to many creatures. than 30 ft. apart V.S.F 1 standard Instantaneous Close (45 ft.) Yes; see text Transmutation SC: p.134 Lucent Lance Effect:
Ranged touch attack blinds creature for 1 round; see text. Target: Ray □□□□□ Make Manifest, Mass 20 N/A 1 standard 1 round/level Close (45 ft.) V.S.M N/A Transmutation SC: p.137 t: make manifest, except all creatures and unattended object appear. Target: 25-ft.-radius emanation centered on a point is Caster Level: 9 space Touch 1 standard 1 hour/level V.S.M Transmutation SC: p.138 □□□□□ Mantle of the Icy Soul [Cold] Caster Level: 9 Target: Creature touched Grants Cold Subtype to target. 20 Will partial; see text V,S,DF Necromancy [Death, Good] Caster Level: 9 SC: p.150 □□□□□ Opalescent Glare Target: You Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear Standard 1 minute/level Close (45 ft.) V,S,M/DF Yes Will negate (harmless) Transmutation PHB: p.259 Owl's Wisdom, Mass 20 Target: 1 creature/level, no two of which can be more Caster Level: 9 than 30 ft. apart Effect:
As owl's wisdom, affects one subject/ level. □□□□□ Planar Ally None 10 minutes Instantaneous Close (45 ft.) V,S, DF, No Conjuration PHB: p.261 (Calling) [See Textl Target: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear Caster Level: 9 As lesser planar ally, but up to 12 HD.

* =Domain/Speciality Spell

Planar Exchange		None	1 round	1 round/level [D]	0 ft. Target: One called o	V,S,DF	No	Conjuration (Calling) Caster Level: 9	SC: p.159
Call a celestial creature see list; see text	20	Fortitude negates	1 standard	I Instantaneous	<u> </u>	V,S	Yes	Abjuration	SC: p.172
Effect:	20	Torridae riegales	action	instantaneous	Target: Cone-shape		163	Caster Level: 9	30. p.172
Creatures in the area must save or be pushed away from	n you to	a distance of 5 ft. per c Will negates	aster level. 1 standard	1.24 hours	· ·		Yes [harmless]	Abjuration	SC: p.174
Resistance, Superior	20	[harmless]	action	1 24 Hours	Target: Creature tou		res [namiess]	Caster Level: 9	30. p.174
As resistance, except you grant the subject +6 resistance	e bonus 20	None; see text	1 minute	Instantaneous	-		Yes [harmless]	Conjuration	SC: p.175
LILL Revive Outsider	20	None; see text	i minute	instantaneous		V,S,MI,DF	res [narmiess]	(Healing)	SC: p.175
Effect: As raise dead, except it affects an outsider.					Target: Touch			Caster Level: 9	
□□□□□ Sarcophagus of Stone	20	Reflex negates	1 standard action	I 1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SC: p.180
Effect: Airtight coffin; see text.					Target: Creature tou	iched?		Caster Level: 9	
□□□□□ Spider Plague		None	1 round	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Summoning) [See	SC: p.201
Effect:					Target: Five summo	ned spider	5	text] Caster Level: 9	
Summon five celestial or fiendish Large monstrous spide	ers [MM 20	289]; see text. N/A	1 standard	I 1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.207
Effect:			action		Target: You			Caster Level: 9	
Body becomes stone with DR 10/adamantine and a +4 e	enhance	ement to Strength, but ta None		alty to Dexterity; see text 1 round/level [D]	-	V,S,F/DF	No	Conjuration	PHB: p.287
Effect:		110110	riouna	110011010101[2]	, ,		d creatures, no two of	(Summoning) Caster Level: 9	. 115. p.201
Calls extraplanar creature to fight for you.	20	Will pagatos	10 minutes	2 Con tout	which can be more to	than 30 ft. a		Necromancy [Fear	DUD: 5 200
Symbol of Fear	20	Will negates	10 minutes	S See lexi		V,S,M	res	Mind-Affecting]	,-пь. р.290
Effect: Triggered rune panics nearby creatures.	00	MGII · · · · ·	40	- 0 44	Target: One symbol		V	Caster Level: 9	DUD: - OCC
Symbol of Persuasion	20	Will negates	10 minutes	s See text	0 ft.; see text	V,S,M	Yes	Enchantment (Charm)	PHB: p.290
Effect:					Target: One symbol			[Mind-Affecting] Caster Level: 9	
Triggered rune charms nearby creatures. Undeath to Death	20	Will negates	Standard	Instantaneous	Medium (190 ft.)	V,S,M/DF	Yes	Necromancy	PHB: p.297
Effect:			Action		Target: Several und	ead creatur	es within a 40-ftradius	[Death] Caster Level: 9	
Destroys 1d4 [max 20d4] HD of undead.	20	Will negates	1 standard	I 10 rounds + 1 round/level [max 40]	burst 20 ft.	V,S	Yes [harmless]	Conjuration	SC: p.229
Effect:		[harmless]	action				no two of which can be	(Healing)	
Same as mass lesser vigor except it grants all targets fas	st healii 20	ng ability for the duration N/A		I at 3 hp automatically healed per round. I 1 round/level	more than 30 ft. apa Personal	rt V,S,DF	N/A	Transmutation	SC: p.230
UUUUVisage of the Deity Effect:	20	1973	action	T TOURIUMOVOI	Target: You	۷,٥,٥١	14/7	Caster Level: 9	GO. p.200
Your form becomes more like your deity's, take on celest				A hours (D), and tout	-	V.C. DE	No and Van		JDI ID 202
□□□□□Wind Walk	20	No and Will negates (harmless)	Action	1 hour/level [D]; see text		V,S, DF	No and Yes (harmless)	Transmutation [Air	јень: р.302
You and your allies turn vaporous and travel fast.					Target: You and On			Caster Level: 9	BUB 444
□□□□□ Word of Recall	20	None or Will negates (harmless, object)	Standard Action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: p.303
Effect:									
Teleports you back to designated place.					Target: You and tou creatures			Caster Level: 9	
Teleports you back to designated place.	20	Will negates [harmless]	10 minutes	s Permanent until triggered, then 1 round/level	Touch	V,S,DF,XF	Yes [harmless]	Evocation	SC: p.244
Teleports you back to designated place.		[harmless]		round/level	creatures	V,S,DF,XF	Yes [harmless]		SC: p.244
Teleports you back to designated place. Zealot Pact Effect:		[harmless]		round/level successful hit; see text.	Touch	V,S,DF,XF	Yes [harmless]	Evocation	SC: p.244
Teleports you back to designated place. Zealot Pact Effect:		[harmless]		round/level	Touch	V,S,DF,XF	Yes [harmless]	Evocation	SC: p.244
Teleports you back to designated place. Calculate Pact Effect: Gain +4 bonus and deal double damage against opposite	e alignn	[harmless] nent once spell is activa	ted by first s	round/level successful hit; see text. LEVEL 7	creatures Touch Target: Willing living	V,S,DF,XF	Yes [harmless] puched	Evocation Caster Level: 9	
Teleports you back to designated place. Calculate Pact Effect: Gain +4 bonus and deal double damage against opposite	e alignn DC 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless]	ted by first s Time 1 standard	round/level successful hit; see text. LEVEL 7 Duration	creatures Touch Target: Willing living	V,S,DF,XF g creature to Comp. V,S,M	Yes [harmless] buched Spell Resistance	Evocation Caster Level: 9 School	Source
Teleports you back to designated place.	e alignn DC 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless]	Time 1 standard action	round/level successful hit; see text. LEVEL 7 Duration	creatures Touch Target: Willing living Range Touch	V,S,DF,XF g creature to Comp. V,S,M	Yes [harmless] buched Spell Resistance	Evocation Caster Level: 9 School Transmutation	Source
Teleports you back to designated place.	DC 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n.	Time 1 standard action 1 standard	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou	V,S,DF,XF g creature to Comp. V,S,M uched V,S	Yes [harmless] ouched Spell Resistance Yes [harmless]	Evocation Caster Level: 9 School Transmutation Caster Level: 9	Source PHB II: p.101
Teleports you back to designated place. """ Zealot Pact Effect: Gain +4 bonus and deal double damage against opposite Name """ Animalistic Power, Mass Effect: Subject is imbued with +2 to Strength, Dexterity and Con	DC 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n.	Time 1 standard action 1 standard action 1 standard action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou	V,S,DF,XF g creature to Comp. V,S,M uched V,S	Yes [harmless] ouched Spell Resistance Yes [harmless]	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy	Source PHB II: p.101
Teleports you back to designated place.	DC 21 astitution 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates	Time 1 standard action 1 standard action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy (Water)	Source PHB II: p.101 SC: p.27
Teleports you back to designated place.	DC 21 astitution 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates	Time 1 standard action 1 standard action 1 standard action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.)	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes es, no two of which are	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Necromancy (Water) Caster Level: 9 Divination	Source PHB II: p.101 SC: p.27
Teleports you back to designated place.	DC 21 astitution 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half	Time 1 standard action 1 standard action 1 standard action	round/level successful hit; see text. LEVEL 7 Duration 1 1 minute/level I Permanent I Instantaneous	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creature tr V,S,M,DF	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes yes yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy [Water] Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33
Teleports you back to designated place.	DC 21 astitution 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action	round/level successful hit; see text. LEVEL 7 Duration 1 1 minute/level I Permanent I Instantaneous	Creatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creature tr V,S,M,DF	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes yes yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] (Water] Divination [Mind-Affecting] Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33
Teleports you back to designated place. Gain +4 bonus and deal double damage against opposite Name Animalistic Power, Mass Effect: Subject is imbued with +2 to Strength, Dexterity and Con Bestow Curse, Greater Effect: See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Fifect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect:	DC 21 astitution 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates	Time 1 standard action 1 standard action 1 standard action 1 round	round/level successful hit; see text. LEVEL 7 Duration 11 minute/level I Permanent I Instantaneous	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee e	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creature tr V,S,M,DF	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes es, no two of which are Yes tres within range. Yes [harmless,object]	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] (Water] Divination [Mind-Affecting] Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38
Teleports you back to designated place.	DC 21 astitution 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action	round/level successful hit; see text. LEVEL 7 Duration 11 minute/level I Permanent I Instantaneous	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee or	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creature tr V,S,M,DF	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy [Water] Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Conjuration	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38
Teleports you back to designated place.	DC 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless, object] None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level	Creatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creature it V,S,M,DF iving creature V,S or thrown w V,S,DF,XF	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	School Transmutation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] Caster Level: 9 Divination (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40
Teleports you back to designated place.	DC 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless, object] None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called k	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creature it V,S,M,DF iving creature V,S or thrown w V,S,DF,XF	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Vater] Caster Level: 9 Necromancy [Water] Caster Level: 9 Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful]	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40
Teleports you back to designated place.	DC 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes hour.	round/level successful hit; see text. LEVEL 7 Duration 1.1 minute/level I Permanent I Instantaneous 1 minute/level I 1 minute/level	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called k	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creatur it V,S,M,DF iving creatur V,S,DF,XF xolyarut	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes es, no two of which are Yes res within range. Yes [harmless,object] eapon, or fifty	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy [Water] Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42
Teleports you back to designated place.	DC 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 1 minutes	round/level successful hit; see text. LEVEL 7 Duration 1.1 minute/level I Permanent I Instantaneous 1 minute/level I 1 minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ining creature ivt,S,M,DF iving creature V,S, which is the company to	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes es, no two of which are Yes res within range. Yes [harmless,object] eapon, or fifty	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Vater) Caster Level: 9 Divination (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9 Transmutation (Calling) [Lawful] Caster Level: 9 Transmutation	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42
Teleports you back to designated place.	DC 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 minutes 10 minutes; see text Standard	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ining creature ivt,S,M,DF iving creature V,S, which is the company to	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes (harmless, object) eapon, or fifty No No No htered on you; see text Yes (harmless) or Yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Necromancy (Water] Caster Level: 9 Divination (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Conjuration Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42
Teleports you back to designated place.	DC 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 ominutes hour. 10 minutes; see text	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee or projectiles Close (45 ft.) Target: One called k 2 miles Target: 2-mile-radiu: Close (45 ft.) Target: 1 creature/le	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S uched V,S,M,DF iving creature it V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes s, no two of which are Yes arres within range. Yes [harmless,object] eapon, or fifty No No	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Conjuration Coster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 PHB: p.214
Teleports you back to designated place.	DC 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 ominutes hour. 10 minutes; see text Standard Action Standard	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee or projectiles Close (45 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/let than 30 ft. apart	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S uched V,S,M,DF iving creature it V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy (Water] Caster Level: 9 Divination (Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Transmutation	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 PHB: p.214
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes; see text Standard Action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level 1 1 minute/level 1 s Instantaneous 4d12 hours; see text Instantaneous	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/let than 30 ft. apart	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creaturit V,S,M,DF iving creaturit V,S,M,DF iving creaturit V,S,S,F,XF kolyarut V,S s circle, cer V,S sevel, no two	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Ses, no two of which are Yes Yes [harmless, object] eapon, or fifty No No No No netered on you; see text Yes (harmless) or Yes see text Of which can be more	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] Caster Level: 9 Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Conjuration Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates:	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes Standard Action Standard Standard Standard Standard	round/level successful hit; see text. LEVEL 7 Duration I minute/level I Permanent I Instantaneous I minute/level	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee or projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S ing creaturit V,S,M,DF iving creaturit V,S,M,DF iving creaturit V,S,S,F,XF kolyarut V,S s circle, cer V,S sevel, no two	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Ses, no two of which are Yes Yes [harmless, object] eapon, or fifty No No No No netered on you; see text Yes (harmless) or Yes see text Of which can be more	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Necromancy (Water] Caster Level: 9 Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy [Death] Caster Level: 9 Necromancy [Death] Caster Level: 9 Evocation [Lawful]	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text	Time 1 standard action 1 minutes 10 minutes; see text Standard Action Standard Action	round/level successful hit; see text. LEVEL 7 Duration I minute/level I Permanent I Instantaneous I minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.)	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S pring creature to V,S,M,DF iving creature to V,S,DF,XF colyarut V,S,DF,XF colyarut V,S evel, no two V,S,F e e V	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes es, no two of which are Yes [res within range. Yes [harmless,object] eapon, or fifty No No No ntered on you; see text Yes (harmless) or Yes see text of which can be more Yes	School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Necromancy (Water] Caster Level: 9 Divination (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Recromancy (Death) Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218
Teleports you back to designated place. Telect: Gain +4 bonus and deal double damage against opposite Name Animalistic Power, Mass Effect: Subject is imbued with +2 to Strength, Dexterity and Con Bestow Curse, Greater Effect: See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Telect: Deals 2d6 Con damage to subject. Save halves damage Fifect: Deals 2d6 Con damage to subject. Save halves damage Fifect: Deals 2d6 Con damage to subject. Save halves damage Ciffect: Deals 2d6 Con damage to subject. Save halves damage Ciffect: Deals 2d6 Con damage to subject. Save halves damage Ciffect: Deals 2d6 Con damage to subject. Save halves damage Ciffect: Deals 2d6 Con damage to subject. Save halves damage Ciffect: Cavesdrop on thoughts of up to eight other creatures. Call Kolyarut Effect: Course Call Kolyarut Effect: Changes weather in local area. Changes weather in local area. Cures 3d8 +1/level [max +35] damage for many creature Destruction Effect: Kills subject and destroys remains. Dictum	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates:	Time 1 standard action 1 minutes 10 minutes 10 minutes; see text Standard Action Standard Action Standard Standard Action Standard Standard Standard	round/level successful hit; see text. LEVEL 7 Duration I minute/level I Permanent I Instantaneous I minute/level	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.)	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S pring creature to V,S,M,DF iving creature to V,S,DF,XF colyarut V,S,DF,XF colyarut V,S evel, no two V,S,F e e V	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes es, no two of which are Yes (harmless,object) eapon, or fifty No No No hotered on you; see text Yes (harmless) or Yes see text of which can be more Yes	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Vater] Caster Level: 9 Divination (Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Recromancy (Death) Caster Level: 9 Necromancy (Death) Caster Level: 9 Evocation [Lawful, Sonic]	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	Time 1 standard action 1 ominutes hour. 10 minutes; see text Standard Action Standard Action Standard Action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.)	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S uched V,S uched V,S,M,DF iving creatur it V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes es, no two of which are Yes res within range. Yes [harmless,object] eapon, or fifty No No ntered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes a 40-ft-radius spread	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] Divination [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation (Healing) Caster Level: 9 Evocation [Lawful, Sonic] Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218 PHB: p.220
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes; see text Standard Action Standard Action Standard Action Standard Action Standard Action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous	Range Touch Target: Willing living Range Touch Target: Creature tou Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 40 ft. Target: Nonlawful createred on you Personal Target: You	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S uched V,S uched V,S,M,DF iving creatur it V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes es, no two of which are Yes res within range. Yes [harmless,object] eapon, or fifty No No ntered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes a 40-ft-radius spread	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Necromancy (Death) Caster Level: 9 Evocation (Lawful, Sonic) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Conjuration	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218 PHB: p.220
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes; see text Standard Action Standard Action Standard Action Standard Action Standard Action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level	reatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: One melee or projectiles Close (45 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (45 ft.) Target: One called k 1 miles Target: 2-mile-radius Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: You Target: You Touch	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S uched V,S ing creature V,S,M,DF iving creature V,S,M,DF,XF iving creature V,S,S,Cor thrown w V,S,DF,XF iving creature V,S or thrown w V,S,SF e V	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes es, no two of which are Yes [res within range. Yes [harmless,object] eapon, or fifty No No No No No No Attered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes A 40-ftradius spread No Yes [harmless]	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy (Water] Caster Level: 9 Divination (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Caling) (Lawful) Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration Caster Level: 9 Evocation (Lawful) Sonic Evocation (Lawful) Sonic Evocation (Lawful) Sonic Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218 PHB: p.220 PHB: p.227
Teleports you back to designated place.	DC 21 21 21 21 21 21 21 21 21 21 21 21	[harmless] nent once spell is activa Saving Throw Will negates [harmless] n. Will negates Fortitude half Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes; see text Standard Action Standard Action Standard Action Standard Action Standard Action	round/level successful hit; see text. LEVEL 7 Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five liv more than 30 ft. apa Long (760 ft.) Target: Up to eight I Close (45 ft.) Target: One melee of projectiles Close (45 ft.) Target: One called le 2 miles Target: 2-mile-radius Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: 1 creature/le than 30 ft. apart Close (45 ft.) Target: One creature/le than 30 ft. apart Close (45 ft.) Target: Nonlawful createred on you Personal Target: You	V,S,DF,XF g creature to Comp. V,S,M uched V,S uched V,S uched V,S ing creature V,S,M,DF iving creature V,S,M,DF,XF iving creature V,S,S,Cor thrown w V,S,DF,XF iving creature V,S or thrown w V,S,SF e V	Yes [harmless] ouched Spell Resistance Yes [harmless] Yes Yes Yes es, no two of which are Yes [res within range. Yes [harmless,object] eapon, or fifty No No No No No No Attered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes A 40-ftradius spread No Yes [harmless]	Evocation Caster Level: 9 School Transmutation Caster Level: 9 Necromancy Necromancy (Water] Caster Level: 9 Necromancy (Water] Caster Level: 9 Divination (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9 Econjuration (Healing) Caster Level: 9 Evocation [Lawful, Sonic] Caster Level: 9 Transmutation Caster Level: 9	Source PHB II: p.101 SC: p.27 SC: p.33 SC: p.38 SC: p.40 SC: p.42 PHB: p.214 PHB: p.216 PHB: p.218 PHB: p.220 PHB: p.227

				Cieric Spells					
□□□□□ Holy Star	21	N/A		3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: p.115
Effect:			action		Target: Protective sta	ar of energy	y	Caster Level: 9	
Creates light and has three functions; see text	21	None or Will negates;	Standard	Instantaneous	40 ft.	V	Yes	Evocation [Good,	PHR: n 242
Holy Word	21	see text	Action	Instantaneous				Sonic]	111b. p.242
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.					Target: Nongood cre centered on you	atures in a	40-ftradius spread	Caster Level: 9	
□□□□□ Inflict Serious Wounds, Mass	21	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: p.244
Effect:			Action			vel, no two	of which can be more	Caster Level: 9	
Deals 3d8 +1/level [max +35] damage to many creatures	s. 21	Will negates	1 standard	10 minutes/level	than 30 ft. apart	V S M/DF	No; see text	Abjuration	SC: p.158
□□□□□ Planar Bubble	21	[harmless]	action	To minute s/level				•	30. p. 130
Effect: Area around creature emulates it's native plane [gravity,	tempera	ature, magic, etcl.			Target: 10-ftradius	emanation	from touched creature	Caster Level: 9	
□□□□ Radiant Assault	21	Will partial		Instantaneous	Long (760 ft.)	V,S,F	Yes	Evocation [Light]	SC: p.164
Effect:			action		Target: 20-ftradius	burst		Caster Level: 9	
Deals 1d6 damage per caster level [max 15d6] and daze	es creatu	ires. None	Standard	Permanent until discharged	Touch	V,S,M	No	Conjuration	PHB: p.269
Refuge		None	Action	r emanent until discharged			140	(Teleportation)	F 11b. p.209
Effect: Alters item to transport its possessor to you.					Target: Object touch	ed		Caster Level: 9	
□□□□□ Regenerate	21	Fortitude negates	3 full	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration	PHB: p.270
Effect:		(harmless)	rounds		Target: Living creatu	re touched		(Healing) Caster Level: 9	
Subject's severed limbs grow back, cures 4d8+ +1/level [5]. Will negates	10	D	Tauch	V C DE	Van [hannlann]	Carinastian	00 470
Renewal Pact	21	[harmless]	10 minutes	Permanent until triggered			Yes [harmless]	Conjuration (Healing)	SC: p.173
Effect: Reverses certain effects when contracted.					Target: Willing living	creature to	uched	Caster Level: 9	
□□□□ Repulsion	21	Will negates		1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: p.271
Effect:			Action		Target: 10 ft. radius/l	level emana	ation centered on you	Caster Level: 9	
Creatures can't approach you.	21	Will negates	10 minutes	Instantaneous			Yes (harmless)	Conjuration	PHB: p.272
Restoration, Greater	21	(harmless)	ro minutes	modificus			ros (namiless)	(Healing)	. πο. p.272
Effect: As restoration, plus restores all levels and ability scores.					Target: Creature tou	ched		Caster Level: 9	
Restoration, Mass	21	Will negates	1 round	Instantaneous	Close (45 ft.)	V,S,M	Yes [harmless]	Conjuration	SC: p.174
Effect:		[harmless]			Target: One creature	e/level, no t	wo of which can be	(Healing) Caster Level: 9	
Restores level and ability score drains to each creature.	24	None: see text	10	Instantaneous	more than 30 ft. apar	rt			DUD: p 070
Resurrection	21	None; see text	10 minutes	Instantaneous			Yes (harmless)	Conjuration (Healing)	PHB: p.272
Effect: Fully restore dead subject.					Target: Dead creatur	re touched		Caster Level: 9	
□□□□□ Righteous Burst	21	None or Will half; see		Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: p.123
Effect:		text	action		Target: 30-ftradius-	burst cente	ered on you	Caster Level: 9	
Heals all allies 1d8 +1/caster level [max +35], each enem					-				DUD . 075
Scrying, Greater	21	Will negates	Action	1 hour/level	See text	V,S	Yes	Divination (Scrying)	PHB: p.275
Effect: As scrying, but faster and longer.					Target: Magical sens	sor		Caster Level: 9	
Slime Wave	21	Reflex negates		1 round/level	Close (45 ft.)	V,S,M	No	Conjuration	SC: p.192
			action					(Summoning)	
			dollori		Target: 15 ftradius :	spread			
Effect: Green slime covers everything in area, dealing damage t				4 10 1	Target: 15 ftradius		V. B	Caster Level: 9	00 - 100
Effect:	to every 21	thing; see text. Will negates [harmless]		1 round/level		spread V,S,DF	Yes [harmless]		SC: p.199
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t		Will negates	1 standard	1 round/level	Close (45 ft.) Target: Up to One cr	V,S,DF eature/leve	Yes [harmless]	Caster Level: 9 Abjuration	SC: p.199
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime slime covers everything in area, dealing damage t Green slime slime covers everything in area, dealing damage t Green slime		Will negates	1 standard action	1 round/level 1 round/level [D]	Close (45 ft.) Target: Up to One cr be more than 30 ft. a	V,S,DF eature/leve	el, no two of which can	Caster Level: 9 Abjuration Caster Level: 9 Conjuration	SC: p.199 PHB: p.287
Effect: Green slime covers everything in area, dealing damage t Green slime covers eve		Will negates [harmless]	1 standard action		Close (45 ft.) Target: Up to One cr be more than 30 ft. a Close (45 ft.)	V,S,DF eature/leve part V,S,F/DF	el, no two of which can	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning)	
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Greet: Each target gains Spell Resistance 12 + caster level. Greet: Each target gains Spell Resistance 12 + caster level. Greet: Calls extraplanar creature to fight for you.	21	Will negates [harmless]	1 standard action	1 round/level [D]	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 30 ft. a close (45 ft.)	V,S,DF eature/leve apart V,S,F/DF summoned han 30 ft. a	el, no two of which can No d creatures, no two of part	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9	PHB: p.287
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green Slime Spell Resistance, Mass Effect: Summon Monster VII Effect:		Will negates [harmless]	1 standard action	1 round/level [D]	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 30 ft. a close (45 ft.)	V,S,DF eature/leve apart V,S,F/DF summoned han 30 ft. a	el, no two of which can No d creatures, no two of	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning)	
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green Spell Resistance, Mass Effect: Each target gains Spell Resistance 12 + caster level. Green Summon Monster VII Effect: Calls extraplanar creature to fight for you. Green Symbol of Stunning	21	Will negates [harmless]	1 standard action	1 round/level [D]	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 0 ft.; see text	V,S,DF eature/leve apart V,S,F/DF summoned han 30 ft. a	el, no two of which can No d creatures, no two of part	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting)	PHB: p.287
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green: Each target gains Spell Resistance 12 + caster level. Green: Each target gains Spell Resistance 12 + caster level. Green: Each target gains Spell Resistance 12 + caster level. Calls extraplanar creature to fight for you.	21	Will negates [harmless] None Will negates	1 standard action 1 round 10 minutes	1 round/level [D] See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 30 ft.; see text	V,S,DF reature/leve apart V,S,F/DF summoned han 30 ft. a V,S,M	el, no two of which can No d creatures, no two of part Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB: p.287 PHB: p.291
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Effect: Each target gains Spell Resistance 12 + caster level. Green Summon Monster VII Effect: Calls extraplanar creature to fight for you. Green Symbol of Stunning Effect:	21	Will negates [harmless]	1 standard action	1 round/level [D] See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 30 ft.; see text	V,S,DF eature/leve apart V,S,F/DF summoned han 30 ft. a	el, no two of which can No d creatures, no two of part Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting)	PHB: p.287
Effect: Green slime covers everything in area, dealing damage to some sources of the standard	21	Will negates [harmless] None Will negates	1 standard action 1 round 10 minutes	1 round/level [D] See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 30 ft.; see text	V,S,DF reature/leve apart V,S,F/DF summoned han 30 ft. a V,S,M	el, no two of which can No d creatures, no two of part Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy	PHB: p.287 PHB: p.291
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Effect: Each target gains Spell Resistance 12 + caster level. Green Summon Monster VII Effect: Calls extraplanar creature to fight for you. Green Symbol of Stunning Effect: Triggered rune stuns nearby creatures. Green Symbol of Weakness Effect: Triggered rune weakens nearby creatures.	21	Will negates [harmless] None Will negates	1 standard action 1 round 10 minutes	1 round/level [D] See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more tho of ft.; see text Target: One symbol Off.; see text	V,S,DF reature/leve apart V,S,F/DF summoned han 30 ft. a V,S,M	el, no two of which can No d creatures, no two of part Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy [Death] Caster Level: 9 Enchantment	PHB: p.287 PHB: p.291
Effect: Green slime covers everything in area, dealing damage to some sources of the standard	21 21 21	Will negates [harmless] None Will negates Fortitude negates	1 standard action 1 round 10 minutes	1 round/level [D] See text See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more tho of ft.; see text Target: One symbol Off.; see text	V,S,DF eature/leve/part V,S,F/DF summoned han 30 ft. a V,S,M	el, no two of which can No d creatures, no two of part Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy (Death) Caster Level: 9 Enchantment (Compulsion)	PHB: p.291 PHB: p.291
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Effect: Calls extraplanar creature to fight for you. Green slime straplanar creature to fight for you. Green slime straplanar creature to fight for you. Green slime straplanar creature to fight for you. Green slime symbol of Stunning Effect: Triggered rune stuns nearby creatures. Green slime covers everything in area, dealing damage t	21 21 21	Will negates [harmless] None Will negates Fortitude negates	1 standard action 1 round 10 minutes 1 standard	1 round/level [D] See text See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more tho of ft.; see text Target: One symbol Off.; see text	V,S,DF eature/leve upart V,S,F/DF summoned han 30 ft. a V,S,M	el, no two of which can No d creatures, no two of part Yes Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy [Death] Caster Level: 9 Enchantment	PHB: p.291 PHB: p.291
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Effect: Each target gains Spell Resistance 12 + caster level. Green Summon Monster VII Effect: Calls extraplanar creature to fight for you. Green Symbol of Stunning Effect: Triggered rune stuns nearby creatures. Green Symbol of Weakness Effect: Triggered rune weakens nearby creatures. Green Symbol of Weakness Effect: Causes creature not to be able to rest; see text.	21 21 21	Will negates [harmless] None Will negates Fortitude negates	1 standard action 1 round 10 minutes 10 minutes 1 standard action	1 round/level [D] See text See text 24 hours/level [D]	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more thought of ft.; see text Target: One symbol Touch; see text Target: Living creature	V,S,DF eature/leve upart V,S,F/DF summoned han 30 ft. a V,S,M	el, no two of which can No d creatures, no two of part Yes Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy [Death] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.291 PHB: p.291
Effect: Green slime covers everything in area, dealing damage to some slime covers everything in area, dealing damage to some slime covers everything in area, dealing damage to some slime slim	21 21 21	Will negates [harmless] None Will negates Fortitude negates Will negates	1 standard action 1 round 10 minutes 10 minutes 1 standard action	1 round/level [D] See text See text	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more thought of the can be more thought of the can be more than 30 ft.; see text Target: One symbol Touch; see text Target: Living creaturouch	V,S,DF eature/leve/part V,S,F/DF summonechan 30 ft. a V,S,M V,S,M V,S,F re touched	el, no two of which can No d creatures, no two of part Yes Yes yes see text	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy (Death) (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218
Effect: Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Green slime covers everything in area, dealing damage t Effect: Each target gains Spell Resistance 12 + caster level. Green Summon Monster VII Effect: Calls extraplanar creature to fight for you. Green Symbol of Stunning Effect: Triggered rune stuns nearby creatures. Green Symbol of Weakness Effect: Triggered rune weakens nearby creatures. Green Symbol of Weakness Effect: Causes creature not to be able to rest; see text.	21 21 21 21	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard	1 round/level [D] See text See text 24 hours/level [D]	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more thought of ft.; see text Target: One symbol Touch; see text Target: Living creature	V,S,DF eature/leve/part V,S,F/DF summonechan 30 ft. a V,S,M V,S,M V,S,F re touched	el, no two of which can No d creatures, no two of part Yes Yes yes see text	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy (Death) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218
Effect: Green slime covers everything in area, dealing damage to provide the covers of	21 21 21 21	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard	1 round/level [D] See text See text 24 hours/level [D] Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more thought of the can be more thought of the can be more than 30 ft.; see text Target: One symbol Touch; see text Target: Living creaturouch	V,S,DF eature/leve/part V,S,F/DF summonechan 30 ft. a V,S,M V,S,M V,S,F re touched	el, no two of which can No d creatures, no two of part Yes Yes yes see text	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy (Death) (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218
Effect: Green slime covers everything in area, dealing damage to provide the covers of	21 21 21 21 21 stitution	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates per two caster levels.	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more thought of the can be more than the can	V,S,DF eature/leve part V,S,F/DF summoner an 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched	el, no two of which can No d creatures, no two of part Yes Yes Yes Yes See text	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy (Death) (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy Caster Level: 9 Necromancy Caster Level: 9	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218 SC: p.241
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything everythin	21 21 21 21 21 stitution	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more the office of the ore office	V,S,DF eature/leve part V,S,F/DF summoner an 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched	el, no two of which can No Id creatures, no two of part Yes Yes Yes Spell Resistance	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy (Death) (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything everything in area, dealing damage to green slime covers everything	21 21 21 21 21 stitution	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Saving Throw	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Range 10 ft.	V,S,DF eature/level part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched Comp. V,S,M/DF	el, no two of which can No Id creatures, no two of part Yes Yes Yes Spell Resistance See text	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy [Death] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Abjuration	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything everything to green slime covers everything everythin	21 21 21 21 21 21 DC	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Saving Throw None	1 standard action 1 round 10 minutes 1 standard action 1 standard action Time Standard Action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D]	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more the office of the orest to office o	V,S,DF eature/leve part V,S,F/DF summoner and 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched V,S,M/DF emanation,	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text centered on you	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 School Abjuration Caster Level: 9	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200
Effect: Green slime covers everything in area, dealing damage to provide the covers of	21 21 21 21 21 stitution	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Saving Throw	1 standard action 1 round 10 minutes 1 standard action 1 standard action Time Standard Action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more the office of the orest to office o	V,S,DF eature/level part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched Comp. V,S,M/DF	el, no two of which can No Id creatures, no two of part Yes Yes Yes Spell Resistance See text	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy [Death] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Abjuration	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241
Effect: Green slime covers everything in area, dealing damage to green slip covers everything in area, deali	21 21 21 21 21 DC 22	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Portitude negates Fortitude negates Will negates per two caster levels. Saving Throw None Will negates [harmless]	1 standard action 1 round 10 minutes 10 minutes 1 standard action Time Standard Action 1 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Range 10 ft. Target: 10-ftradius Close (45 ft.) Target: Weapons cai	V,S,DF eature/leve part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched Comp. V,S,M/DF emanation, V,S	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes centered on you Yes [harmless] e creature/2 levels, no	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Indeath Caster Level: 9 Enchantment (Compulsion) (Indeath Caster Level: 9 Necromancy Caster Level: 9 School Abjuration Caster Level: 9 Transmutation	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200
Effect: Green slime covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything everything everything. Effect: Triggered rune stuns nearby creatures. Greet everything everything everything everything everything everything. Effect: Triggered rune weakens nearby creatures. Greet everything everything everything everything everything everything. Effect: Causes creature not to be able to rest; see text. Greet everything everything everything everything. Withering Palm Effect: Your touch deals 1 pt of damage to both Strength & Constitution. Name Greet everything everything everything everything everything. Name Greet everything everything everything everything everything everything.	21 21 21 21 21 DC 22	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Portitude negates Fortitude negates Will negates per two caster levels. Saving Throw None Will negates [harmless]	1 standard action 1 round 10 minutes 10 minutes 1 standard action Time Standard Action 1 standard action 1 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Of ft.; see text Target: Living creature Touch Touch; see text Target: Living creature Touch Target: Living creature Touch Target: Living creature Touch Target: 10-ftradius Close (45 ft.) Target: Weapons catwo of which are more	V,S,DF eature/leve part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched Comp. V,S,M/DF emanation, V,S	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes See text yes larmless] e creature/2 levels, no t. apart	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Indeath Caster Level: 9 Enchantment (Compulsion) (Indeath Caster Level: 9 Necromancy Caster Level: 9 School Abjuration Caster Level: 9 Transmutation	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200
Effect: Green slime covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything in area, dealing damage to provide the covers everything every	21 21 21 21 21 DC 22	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Saving Throw None Will negates [harmless] s gain brilliant energy sg	1 standard action 1 round 1 round 10 minutes 10 minutes 1 standard action 1 standard action Time Standard Action 1 standard action 1 standard action cocial ability	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Of ft.; see text Target: Living creatu Touch; see text Target: Living creatu Touch Target: Living creatu Touch Target: Living creatu Touch Target: 10-ftradius Close (45 ft.) Target: Weapons cat two of which are mor Close (45 ft.)	V,S,DF eature/levelepart V,S,F/DF summonechan 30 ft. a V,S,M V,S,M V,S,M V,S,F re touched V,S re touched Comp. V,S,M/DF emanation, V,S rried by once than 30 ft V,S,M/DF	II, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Centered on you Yes [harmless] e creature/2 levels, no t, apart No	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy [Death] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 School Abjuration Caster Level: 9 Transmutation Caster Level: 9 Abjuration	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything every	21 21 21 21 21 21 21 22 21 22 22 weapon	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Portitude negates Fortitude negates Portitude negates Portitude negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy sp. None aster level added to che aster level added to che aster level added to che where the control of th	1 standard action 1 round 10 minutes 10 minutes 1 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more the office of the order of the order office	V,S,DF eature/leve part V,S,F/DF summoner an 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched Comp. V,S,M/DF emanation, V,S rried by one te than 30 f V,S,M/DF creatures, rt	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Spell Resistance See text centered on you Yes [harmless] e creature/2 levels, no t. apart No no two of which can be	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [And Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything to green slime covers everything to green slime covers everything everything everything everything everything everything everything everything everything. Effect: Causes creature not to be able to rest; see text. Gauses creature not to be able to rest; see text. Withering Palm Effect: Your touch deals 1 pt of damage to both Strength & Constitution of the constitution of the covers everything ever	21 21 21 21 21 21 22 22 weeapon	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Portitude negates Fortitude negates Fortitude negates Saving Throw None Will negates [harmless] Sa gain brilliant energy sand prilliant en	1 standard action 1 round 10 minutes 10 minutes 1 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more than 30 ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Touch Target: Living creatu Close (45 ft.) Target: Weapons cat two of which are more than 30 ft. apan	V,S,DF eature/leve part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,F re touched V,S,M/DF emanation, V,S,M/DF emanation, V,S,M/DF creatures, creatures,	II, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Centered on you Yes [harmless] e creature/2 levels, no t, apart No	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [And Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39
Effect: Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything even slime covers even slim	21 21 21 21 21 21 21 21 21 21 21 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Fortitude negates Will negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy st None aster level added to che Will half (harmless) or	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard action Time 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 4 standard action 5 standard action 5 standard action 6 standard action 6 standard action 6 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more than 60 ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Touch Target: 10-ftradius: Close (45 ft.) Target: Weapons cat wo of which are mor Close (45 ft.) Target: One or more more more than 30 ft. apat Close (45 ft.) Target: 1 creature/let Target: 1 creature/let	V,S,DF eature/leve part V,S,F/DF summonec han 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched V,S,M/DF emanation, V,S rried by once than 30 f V,S,M/C creatures, rt V,S,M/DF creatures, rt V,S	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Spell Resistance See text centered on you Yes [harmless] e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Tensmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Conjuration Caster Level: 9	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything to green slipe covers everything to gree	21 21 21 21 21 21 21 21 21 21 21 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Fortitude negates Will negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy st None aster level added to che Will half (harmless) or	1 standard action 10 minutes 10 minutes 1 standard action 1 standard action Time Standard Action 1 standard action 1 standard action 2 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Close (45 ft.) Target: Weapons cat wo of which are more close (45 ft.) Target: One or more more more than 30 ft. apart Close (45 ft.) Target: 1 creature/let than 30 ft. apart 1 creature/let than 30 f	V,S,DF eature/leve part V,S,F/DF summonec han 30 ft. a V,S,M V,S,M V,S,F re touched V,S re touched V,S,M/DF emanation, V,S rried by once than 30 f V,S,M/C creatures, rt V,S,M/DF creatures, rt V,S	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes See text centered on you Yes [harmless] e a creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Tensmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Conjuration Caster Level: 9	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105
Effect: Green slime covers everything in area, dealing damage to provide the covers of	21 21 21 21 21 21 21 21 21 21 21 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Portitude negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy spone Will half (harmless) or Will half; see text	1 standard action 10 minutes 10 minutes 1 standard action 1 standard action Time Standard Action 1 standard action 1 standard action 2 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more than 30 ft. as the control of the control	V,S,DF eature/leve part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,M V,S,M Comp. V,S,M/DF emanation, V,S rried by onre ethan 30 f V,S,M/DF creatures, rt V,S vel, no two	el, no two of which can No d creatures, no two of part Yes Yes Yes Yes Spell Resistance See text Yes See text centered on you Yes [harmless] e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 School Abjuration Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Conjuration Caster Level: 9	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything even slime covers even slime cover	21 21 21 21 21 21 22 21 22 22 22 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Fortitude negates Portitude negates Fortitude negates Portitude negates Portitude negates Portitude negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy sp None will half (harmless) or Will half; see text None	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard action Time Standard Action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 opecial ability 1 standard action 1 standard action 1 opecial ability 1 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous Instantaneous Permanent until triggered	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Off.; see text Target: One symbol Touch; see text Target: Living creature Touch Target: Living creature Touch Target: Uning creature Touch Target: Weapons cat wo of which are more close (45 ft.) Target: One or more more than 30 ft. apart Close (45 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: Uning living Target: Uning creature/let than 30 ft. apart Touch Target: Uning living living	V,S,DF eature/leve part V,S,F/DF summone han 30 ft. a V,S,M V,S,M V,S,F re touched V,S,M/DF emanation, V,S,M/DF creatures, rt V,S,M/DF creatures, rt V,S,M/DF creature to V,S,M/DF creature to	el, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes See text Yes [harmless] e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text No	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Necromancy	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105 PHB: p.215 SC: p.60
Effect: Green slime covers everything in area, dealing damage to provide the covers of	21 21 21 21 21 21 21 21 21 21 21 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Portitude negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy spone Will half (harmless) or Will half; see text	1 standard action 1 round 10 minutes 10 minutes 1 standard action 1 standard action Time Standard Action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 opecial ability 1 standard action 1 standard action 1 opecial ability 1 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Off.; see text Target: One symbol Touch; see text Target: Living creature Touch Target: Living creature Touch Target: Uning creature Touch Target: Weapons cat wo of which are more close (45 ft.) Target: One or more more than 30 ft. apart Close (45 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: Uning living Target: Uning creature/let than 30 ft. apart Touch Target: Uning living living	V,S,DF eature/leve part V,S,F/DF summone han 30 ft. a V,S,M V,S,M V,S,F re touched V,S,M/DF emanation, V,S,M/DF creatures, rt V,S,M/DF creatures, rt V,S,M/DF creature to V,S,M/DF creature to	el, no two of which can No d creatures, no two of part Yes Yes Yes Yes Spell Resistance See text Yes See text centered on you Yes [harmless] e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Tensamony Caster Level: 9 School Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy	PHB: p.287 PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105 PHB: p.215
Effect: Green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything in area, dealing damage to green slime covers everything to green slime c	21 21 21 21 21 21 21 21 21 21 22 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Portitude negates Fortitude negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy st None will half (harmless) or Will half; see text None Will negates [harmless]	1 standard action 1 round 10 minutes 10 minutes 11 standard action 1 standard action 2 standard action 2 standard action 3 standard action 10 minutes	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous Instantaneous Permanent until triggered	Close (45 ft.) Target: Up to One or be more than 30 ft. a. Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creature. Touch Target: Living creature. Range 10 ft. Target: Weapons can two of which are more close (45 ft.) Target: 1 creature. Target: 1 creature. Target: Villing living Close (45 ft.) Target: Willing living Close (45 ft.) Target: Willing living Close (45 ft.) Target: Uning creature.	V,S,DF eature/level part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,M V,S,F re touched V,S,M/DF emanation, V,S,M/DF creatures, rt V,S,M/DF creature to V,S,M/DF creature to V,S,DF g/level, no two V,S,DF g/level, no two	sl, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Spell Resistance See text Yes centered on you Yes [harmless] e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No uuched Yes [harmless]	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Necromancy	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105 PHB: p.215 SC: p.60
Effect: Green slime covers everything in area, dealing damage to provide the covers of	21 21 21 21 21 21 21 21 21 21 22 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Fortitude negates Portitude negates Fortitude negates per two caster levels. Saving Throw None Will negates [harmless] s gain brilliant energy st None will half (harmless) or Will half; see text None Will negates [harmless]	1 standard action 1 round 10 minutes 10 minutes 11 standard action 1 standard action	1 round/level [D] See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous Instantaneous Permanent until triggered	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more it of ft.; see text Target: One symbol Of ft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Touch Target: Living creatu Touch Target: 10-ftradius Close (45 ft.) Target: One or more more than 30 ft. apart Touch Target: 1 creature/let than 30 ft. apart Touch Target: Willing living Close (45 ft.) Target: Willing living Close (45 ft.)	V,S,DF eature/level part V,S,F/DF summoner han 30 ft. a V,S,M V,S,M V,S,M V,S,F re touched V,S,M/DF emanation, V,S,M/DF creatures, rt V,S,M/DF creature to V,S,M/DF creature to V,S,DF g/level, no two V,S,DF g/level, no two	sl, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Spell Resistance See text Yes centered on you Yes [harmless] e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No uuched Yes [harmless]	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy Caster Level: 9 Necromancy Caster Level: 9 Necromancy	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105 PHB: p.215 SC: p.60
Effect: Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything t	21 21 21 21 21 21 21 21 21 21 22 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Will negates Portitude negates Fortitude negates per two caster levels. Saving Throw None Will negates [harmless] as gain brilliant energy spans None Will half (harmless) or Will half (see text None Will negates [harmless] argeted creatures.	1 standard action 1 round 1 round 1 minutes 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous Instantaneous Permanent until triggered 1 minute/level	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more the of ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Touch Target: Living creatu Touch Target: 10-ftradius Close (45 ft.) Target: One or more more than 30 ft. apart Touch Target: 1 creature/let than 30 ft. apart Touch Target: Willing living Close (45 ft.)	V,S,DF eature/leve ipart V,S,F/DF summone han 30 ft. a V,S,M V,S,M V,S,M V,S,M V,S,M/DF emanation, V,S,M/DF creatures, t, V,S,M/DF creatures, t, V,S,M/DF creatures, t, V,S,DF s/level, no tv V,S,DF	sl, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Spell Resistance See text centered on you Yes [harmless] e creature/2 levels, no ft. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No nuched Yes [harmless] wo of which can be Yes [harmless]	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [And Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy Caster Level: 9 Abjuration	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105 PHB: p.215 SC: p.60 SC: p.61
Effect: Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything in area, dealing damage to Green slime covers everything t	21 21 21 21 21 21 21 21 22 22 22 22 22 2	Will negates [harmless] None Will negates Fortitude negates Will negates Fortitude negates Will negates Portitude negates Fortitude negates per two caster levels. Saving Throw None Will negates [harmless] as gain brilliant energy spans None Will half (harmless) or Will half (see text None Will negates [harmless] argeted creatures.	1 standard action 1 round 10 minutes 10 minutes 11 standard action 1 standard action	1 round/level [D] See text See text 24 hours/level [D] Instantaneous LEVEL 8 Duration 10 minutes/level [D] 1 round/level Instantaneous Instantaneous Permanent until triggered 1 minute/level	Close (45 ft.) Target: Up to One or be more than 30 ft. a Close (45 ft.) Target: One or more which can be more the of ft.; see text Target: One symbol Oft.; see text Target: One symbol Touch; see text Target: Living creatu Touch Target: Living creatu Touch Target: Living creatu Touch Target: 10-ftradius Close (45 ft.) Target: One or more more than 30 ft. apart Touch Target: 1 creature/let than 30 ft. apart Touch Target: Willing living Close (45 ft.)	V,S,DF eature/leve ipart V,S,F/DF summone han 30 ft. a V,S,M V,S,M V,S,M V,S,M V,S,M/DF emanation, V,S,M/DF creatures, t, V,S,M/DF creatures, t, V,S,M/DF creatures, t, V,S,DF s/level, no tv V,S,DF	sl, no two of which can No d creatures, no two of part Yes Yes Yes Spell Resistance See text Yes Spell Resistance See text Yes (centered on you Yes [harmless] e creature/2 levels, no it. apart No no two of which can be Yes (harmless) or Yes see text No uched Yes [harmless] wo of which can be	Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [And Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy Caster Level: 9 Abjuration	PHB: p.291 PHB: p.291 SC: p.218 SC: p.241 Source PHB: p.200 SC: p.39 PHB II: p.105 PHB: p.215 SC: p.60 SC: p.61

				Claria Spalla					
				Cleric Spells				5	BUB
Effect: Reveals exact location of creature or object.		None	10 minutes	Instantaneous	Unlimited Target: One creature		No	Divination Caster Level: 9	PHB: p.222
□□□□□ Earthquake	22	See text	Standard	1 round	Long (760 ft.)	V,S, DF	No	Evocation [Earth]	PHB: p.225
Effect: Intense tremor shakes 80-ftradius.			Action		Target: 80-ftradius	spread [S]		Caster Level: 9	
interior shakes on it. radius.	22	Reflex half	1 round	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.231
Effect:					Target: 2 10-ft. cubes	s/level [S]		Caster Level: 9	
Deals 1d6/level [max 20d6] fire damage.	22	Fortitude negates	1 standard	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold	ISC: p.112
			action						, p
Effect: Deals 1d6/caster level [max 20d6] cold damage, for every	/ living o	creature affected you ga		ary HP. 1 round/level [D]	Target: 20-ftradius I	v,S,F	•	Caster Level: 9 Abjuration [Good]	DUD: n 244
Holy Aura	22	See text	Action	i roundriever [b]	Target: 1 creature/lev			Caster Level: 9	FND. p.241
+4 to AC, +4 resistance, and SR 25 against evil spells.					centered on you				
□□□□□Inflict Critical Wounds, Mass	22	Will half	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: p.244
Effect: Deals 4d8 +1/level [max +40] damage to many creatures					Target: 1 creature/lev than 30 ft. apart	vel, no two	of which can be more	Caster Level: 9	
Lion's Roar	22		1 standard	Instantaneous or 1 minute/level		V,S,DF	Yes or Yes [harmless];	Evocation [Sonic]	SC: p.133
Effect:		negates [harmless]	action		Target: 120-ftradius	burst cen	see text tered on you	Caster Level: 9	
Deals 1d8/caster level [max 10d8] sonic damage to enem	nies; alli				-				DUD
□□□□□ Planar Ally, Greater		None	10 minutes	Instantaneous		V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: p.261
Effect: As lesser planar ally, but up to 18 HD.					Target: Up to three c		entals or outsiders, two of which can be	Caster Level: 9	
					more than 30 ft. apar	t when the	y appear.		
□□□□□ Planar Exchange, Greater		None	1 round	1 round/level [D]			No	Conjuration (Calling)	SC: p.159
Effect: Call a celestial creature see list; see text					Target: One called cr	eature		Caster Level: 9	
□□□□□ Plane Shift, Greater	22	Will negates		Instantaneous	Touch	V,S,F	Yes	Conjuration	SC: p.159
Effect:			action		Target: Creature touc	ched, or up	to eight willing	(Teleportation) Caster Level: 9	
As many as eight subjects travel to another plane.	22	Contout	Ctandard	4 4/1 [D]	creatures joining han	ds		Abirmatica (Laufull	DI ID 270
Shield of Law	22	See text	Action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Lawful]	РПВ: р.278
Effect: +4 to AC, +4 resistance, and SR 25 against chaotic spell:	S.				Target: 1 creature/lev centered on you	vel in a 20-	ftradius burst	Caster Level: 9	
□□□□□ Spell Immunity, Greater	22	Will negates		10 minutes/level		V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
Effect: Subject is immune to 2 spells, up to 8th-level spells.		(harmless)	Action		Target: Creature touc	ched		Caster Level: 9	
Stormrage	22	N/A		1 minute/level [D]	Personal	V,S,DF	N/A		SC: p.210
Effect: Launch lightning bolts 1d6 per level; see text.			action		Target: You			[Electricity] Caster Level: 9	
Summon Monster VIII		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration	PHB: p.287
Effect:					Target: One or more	summone	d creatures, no two of	(Summoning) Caster Level: 9	
Calls extraplanar creature to fight for you.		=		•	which can be more th	nan 30 ft. a	part		BUB
Symbol of Death	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: p.289
Effect: Triggered rune slays nearby creatures.					Target: One symbol			Caster Level: 9	
Symbol of Insanity	22	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment	PHB: p.290
,								(Compulsion) [Mind-Affecting]	
Effect: Triggered rune renders nearby creatures insane.					Target: One symbol			Caster Level: 9	
□□□□□ Visions of the Future			10 minutes	1 hour/level or until discharged	Personal	V,S		Divination	PHB II: p.128
Effect: Gain +2 sacred bonus on all saving throws and +2 dodge	honer	to Armor Class: diash-	ging encll ca	ants higger honus for a round	Target: You			Caster Level: 9	
Gain +2 sacred bonus on all saving throws and +2 dodge Wall of Greater Dispel Magic	อบกนร	to Armor Class; dischar None	1 standard	ants bigger bonus for a round. 1 minute/level	Close (45 ft.)	V,S,DF	No	Abjuration	SC: p.234
Effect:			action		Target: A straight wa	II whose a	rea is up to one 10-ft.	Caster Level: 9	
As wall of dispel magic, but is like great dispel magic.					square/level	500 a			
				LEVEL 9					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Astral Projection		None	30 minutes			V,S,M	Yes	Necromancy	PHB: p.201
					Target: You plus one	additional	willing creature/2	Caster Level: 9	
			8 hours	Instantaneous	levels touched Touch	V,S,M,XP	Yes [harmless]	Transmutation	SC: p.21
Effect: Projects you and companions onto Astral Plane.	23	Will negates							
Projects you and companions onto Astral Plane. Awaken Construct	23	Will negates [harmless]			Target: One construct	·+		Caster Level: 0	
Projects you and companions onto Astral Plane.		[harmless]			Target: One construc			Caster Level: 9	
Projects you and companions onto Astral Plane. Awaken Construct Effect:		[harmless]	ha].	Instantaneous	-	ct V,S,DF,XP	No	Conjuration	SC: p.42
Projects you and companions onto Astral Plane.	sentien	[harmless] ce. [3d6 for Int, Wis & C None	ha]. 10 minutes	Instantaneous	-	V,S,DF,XP	¹ No		SC: p.42
Projects you and companions onto Astral Plane. ———————————————————————————————————	sentien	[harmless] ce. [3d6 for Int, Wis & C None	ha]. 10 minutes ur.		Close (45 ft.) Target: One called m	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: p.42 PHB: p.226
Projects you and companions onto Astral Plane.	sentien	[harmless] ce. [3d6 for Int, Wis & C None hat cannot exceed 1 ho	ha]. 10 minutes ur.		Close (45 ft.) Target: One called m Close (45 ft.)	V,S,DF,XP earut V,S		Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy	
Projects you and companions onto Astral Plane. Graph Awaken Construct Effect: You awaken a humaniod-shaped construct to humanlike Graph Call Marut Effect: You recieve the aid of a Marut inevitable in performing or	sentien	[harmless] ce. [3d6 for Int, Wis & C None hat cannot exceed 1 ho Fortitude partial; see text for enervation	ha]. 10 minutes ur. Standard Action	Instantaneous	Close (45 ft.) Target: One called m Close (45 ft.) Target: Ray of negati	v,S,DF,XP earut v,S ive energy	Yes	Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy	PHB: p.226
Projects you and companions onto Astral Plane. Graph Awaken Construct Effect: You awaken a humaniod-shaped construct to humanlike Graph Call Marut Effect: You recieve the aid of a Marut inevitable in performing or Graph Energy Drain Effect:	sentien	[harmless] ce. [3d6 for Int, Wis & C None hat cannot exceed 1 ho Fortitude partial; see	ha]. 10 minutes ur. Standard Action		Close (45 ft.) Target: One called m Close (45 ft.) Target: Ray of negati	V,S,DF,XP earut V,S		Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy	
Projects you and companions onto Astral Plane.	sentien	[harmless] ce. [3d6 for Int, Wis & C None hat cannot exceed 1 ho Fortitude partial; see text for enervation	ha]. 10 minutes ur. Standard Action	Instantaneous	Close (45 ft.) Target: One called m Close (45 ft.) Target: Ray of negati Touch; see text	V,S,DF,XP earut V,S ive energy V,S	Yes Yes	Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy	PHB: p.226

				LEVEL 9					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Astral Projection		None	30 minutes	s See text	Touch	V,S,M	Yes	Necromancy	PHB: p.201
Effect: Projects you and companions onto Astral Plane.					Target: You plus or levels touched			Caster Level: 9	
Awaken Construct	23	Will negates [harmless]	8 hours	Instantaneous	Touch		Yes [harmless]	Transmutation	SC: p.21
iffect: You awaken a humaniod-shaped construct to humanlike	sentier	nce. [3d6 for Int. Wis & C	Chal.		Target: One constr	uct		Caster Level: 9	
Call Marut		None	•	s Instantaneous	Close (45 ft.)	V,S,DF,XI	^o No	Conjuration (Calling) [Lawful]	SC: p.42
Effect: You recieve the aid of a Marut inevitable in performing o	na task	that cannot exceed 1 ho	our		Target: One called	marut		Caster Level: 9	
Energy Drain	23	Fortitude partial; see text for enervation		Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: p.226
Effect: Subject gains 2d4 negative levels.					Target: Ray of neg	ative energy	′	Caster Level: 9	
DDDD Etherealness		None	Standard Action	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: p.228
Effect: Travel to Ethereal Plane with companions.					Target: You and or	ne other tou	ched creature/3 levels	Caster Level: 9	
Gate		None	Standard Action	Instantaneous or concentration 0; see text	Medium (190 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: p.234
Effect: Connects two planes for travel or summoning.					Target: See text			Caster Level: 9	
□□□□ Heal, Mass	23	Will negates (harmless)	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.239
Effect: As heal, but with several subjects.					Target: One or more than 30 ft. ap		, no two of which can be	e Caster Level: 9	
□□□□ Heavenly Host		None	10 minutes	s 10 minutes/level	Medium (190 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: p.113
Effect: Summons multiple creatures; see text					Target: Two or more which are more that		ed creatures, no two of	Caster Level: 9	
Implosion	23	Fortitude negates	Standard Action	Concentration [up to 4 rounds]	Close (45 ft.)	V,S	Yes	Evocation	PHB: p.243
Effect: Kills one creature/round.					Target: One corpor	eal creature	e/round	Caster Level: 9	
DDDD Miracle	23	See text	Standard Action	See text	See text	V,S, XP; see text	Yes	Evocation	PHB: p.254
Effect: Requests a deity's intercession.					Target: See text			Caster Level: 9	
				* =Domain/Speciality Spell					

□□□□□ Soul Bind	23	Will negates	Standard Action	Permanent	Close (45 ft.)	V,S,F	No	Necromancy	PHB: p.281
Effect: Traps newly dead soul to prevent resurrection.					Target: Corpse			Caster Level: 9	
□□□□□ Storm of Vengeance	23	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (760 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: p.285
Effect: Storm rains acid, lightning, and hail.					Target: 360-ftradii	us storm clo	ud	Caster Level: 9	
Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: p.214
Effect: Summon monolith to do your bidding.					Target: One summe	oned eleme	ntal monolith	Caster Level: 9	
□□□□□ Summon Golem		None	1 round	1 minute/level	Close (45 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: p.126
Effect: Summon a flesh, clay, stone or iron golem. Golem acts of	n your	next turn.			Target: One summe	oned golem		Caster Level: 9	
□□□□□ Summon Monster IX		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls extraplanar creature to fight for you.					Target: One or mor which can be more		d creatures, no two of	Caster Level: 9	
True Resurrection	23	None; see text	10 minutes	s Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.296
Effect: As resurrection, plus remains aren't needed.					Target: Dead creat	ure touched		Caster Level: 9	
□□□□ Undeath's Eternal Foe		None	1 standard	I 1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: p.226
Effect: Grant subjects special abilities against undead; see text					Target: One creatu	re/5 levels		Caster Level: 9	
□□□□□ Visage of the Deity, Greater	23	N/A	1 standard	1 1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's - become half-	celestia	I or half-fiend; see text	40011		Target: You			Caster Level: 9	

^{* =}Domain/Speciality Spell

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

Description:

RESIDENCE
LOCATION
None

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

#ABILITY:Character Points|TYPE:NORMAL|CATEGORY:Special Ability|KEY:Bonus Uses ~ Four|APPLIEDTO:Grant of Aid|TYPE:General.Extras.EclipseAbilityOutput

#ABILITY:Character Points|TYPE:NORMAL|CATEGORY:Special Ability|KEY:Metamagic ~ Streamline|APPLIEDTO:Metamagic 1~ Extension,Metamagic 1~ Triggering|TYPE:EclipseAbilityOutput.Metamagical.Corruptable|DESC:See text.

Biography:

Notes:	
Character Sheet Notes:	