

**EQUIPMENT** ITEM LOCATION QTY WT COST Claw Equipped 0.0 0.0 1 TOTAL WEIGHT CARRIED/VALUE 0 lbs. 0.0 gp

WEIGHT ALLOWANCE

Light 58 Medium 116 Heavy 175 Lift over head 175 Lift off ground 350 Push / Drag 875

### Special Attacks

Channeling ~ Positive

[Eclipse, p.66]

Channel Positive Energy 7/day, [Intensity 1d20+4], Magnitude 2d6+0 with a Range of 60 feet

Natural Weapon (Claw)

[DS, web]

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

Warcraft

[Eclipse, p.10]

+2 BAB

**Special Qualities** 

Weapon Proficiency (All Simple and Martial Weapons)

[Eclipse, p.49]

Grants Proficiency with all simple and martial weapons

+7/+2+7/+2

**Feats** 

Feat Conversion to CP ~ 6 (5x)

[Eclipse, p.9]

Covert regular feat to six Character Points

#### **PROFICIENCIES**

Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

#### **LANGUAGES**

Common, Draconic

### **TEMPLATES**

### Recurring Bonuses

## Duties

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

#### Fast Learner/ Specialized for increased effect (Cleric [Eclipse, p.17]

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

#### **DISADVANTAGES**

### History

[Eclipse, p.19]

[Eclipse, p.17]

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

#### Hunted (Tabarath Cult)

[Eclipse, p.19]

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

#### Obligations (Must Participate in Church Traditions)

[Eclipse, p.19]

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

#### Spell Caster Information

Cleric

[Eclipse, p.11]

Cleric Level 8. Casterlevel is 8

#### **Eclipse Abilities**

#### Adept (Athletics, Heal, Knowledge (Religion), Perception)

[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.

### Deep Sleep

[Eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

### +4 racial bonus on saves against sleep and paralysis

IDS, web1

#### Reflex Training (May take a standard action after casting a Beneficial Spell)

[Eclipse, p.40]

(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round

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	4	4	2	0	0	0	0	0

## LEVEL 0

Comp. Spell Resistance
V,S Yes [object]

School Transmutation Source SC: p.9

 DC
 Saving Throw
 Time
 Duration

 13
 Will negates [object]
 1 standard 10 minute/level action

Amanuesis		vviii negates [object]	action		Close (45 π.) V,S	Yes [object]	Transmutation	
Effect:					Target: Object or objects wi	th writing	Caster Level: 8	
Copies 250 words per minute.  Create Water		None		Instantaneous	Close (45 ft.) V,S	No	Conjuration	PHB: p.215
Effect:			Action		Target: Up to 2 gallons/leve	I of water	(Creation) [Water] Caster Level: 8	
Creates 2 gallons/level of pure water.  Cure Minor Wounds	13	Will half (harmless);	Standard	Instantaneous	Touch V,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:		see text	Action		Target: Creature touched	text	(Healing) Caster Level: 8	,
Cures 1 point of damage.		None	Ctandard	Concentration up to 1 minutes/level [D]	60 ft. V,S	No	Divination	PHB: p.219
Detect Magic  Effect:		None	Action	Concentration, up to 1 minutes/level [D]				РПВ: р.219
Detects spells and magic items within 60 ft.					Target: Cone-shaped eman		Caster Level: 8	
Detect Poison		None	Standard Action	Instantaneous	Close (45 ft.) V,S	No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.					Target: One creature, one c	bject, or a 5-ft. cube	Caster Level: 8	
□□□□ Guidance	13	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch V,S	Yes	Divination	PHB: p.238
Effect:		(Harriless)	Action		Target: Creature touched		Caster Level: 8	
+1 on one attack roll, saving throw, or skill check.	13	Will negates	Standard	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature touched		Caster Level: 8	
Touch attack, 1 point of damage.		Ness	Ctandord	40	-	⊏ N=		DI ID 240
Light		None	Action	10 minutes/level [D]		F No		PHB: p.248
Effect: Object shines like a torch.					Target: Object touched		Caster Level: 8	
□□□□□ Mending	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft. V,S	Yes (harmless, object	) Transmutation	PHB: p.253
Effect: Makes minor repairs on an object.					Target: One object of up to	1 lb.	Caster Level: 8	
Purify Food and Drink	13	Will negates (object)		Instantaneous	10 ft. V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			Action		Target: 1 cu. ft./level. of cor	taminated food and water	Caster Level: 8	
Purifies 1 cu. ft./level of food or water.		None	Standard	10 minutes/level	Personal V,S,F	No	Divination	PHB: p.269
· ·			Action			· · · ·		p.200
Effect: Read scrolls and spellbooks.					Target: You		Caster Level: 8	
Resistance	13	Will negates (harmless)	Standard Action	1 minute		DF Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.					Target: Creature touched		Caster Level: 8	
Caspect gains 11 on saving allows.	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch V,S, DI	Yes (harmless)	Transmutation	PHB: p.298
Effect:		(narmiess)	Action		Target: Creature touched		Caster Level: 8	
Subject gains 1 temporary hp.								
				LEVEL 1				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
□□□□□ Anarchic Water	14	Will negates [object]	1 minute	Instantaneous	Touch V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
Effect:					Target: Flask of water touch	ned	Caster Level: 8	
Effect: Chaos imbued damages lawful outsiders for 2d4 points.	14	Will negates		1 minute/level	Target: Flask of water touch 50 ft. V,S, DI		Enchantment	PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points.	14	Will negates	Standard Action	1 minute/level	-		Enchantment (Compulsion) [Fear,	PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Bane Effect:	14	Will negates		1 minute/level	-	- Yes	Enchantment (Compulsion)	PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	14	Will negates	Action  1 swift	1 minute/level 1 round/level or until discharged	50 ft. V,S, DI	- Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood	14		Action		Target: All enemies within 5 Touch V,S	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8	
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt		None mage the weapon deals	1 swift action	1 round/level or until discharged d6 extra damage.	50 ft. V,S, DI  Target: All enemies within 5  Touch V,S  Target: Weapon touched	Yes  0 ft.	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8	PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood		None	1 swift action	1 round/level or until discharged	Target: All enemies within 5 Touch V,S	Yes  0 ft.	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment (Compulsion)	
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt	ts of dar	None mage the weapon deals	1 swift action a total of 36 Standard	1 round/level or until discharged d6 extra damage.	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, Di	The Yes of the No The Yes (harmless)	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment	PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.	ts of dar	None mage the weapon deals None	1 swift action a total of 3 Standard Action	1 round/level or until discharged d6 extra damage. 1 minute/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster	Yes  Oft.  No  Yes (harmless)  Ilies within a 50-ft. burst,	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	PHB II: p.103 PHB: p.205
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.	ts of dar	None mage the weapon deals	1 swift action a total of 3 Standard Action	1 round/level or until discharged d6 extra damage.	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S	T Yes  Oft.  No  T Yes (harmless)  Ilies within a 50-ft. burst,	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Divination	PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the	ts of dar ar. 14 the spre	None mage the weapon deals None  Will negates [harmless]	1 swift action a total of 3d Standard Action  1 standard action	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, Di Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center	TYes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No  red on you	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Recromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8	PHB II: p.103  PHB: p.205  SC: p.31
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the	ts of dar ar. 14	None mage the weapon deals None  Will negates [harmless]	1 swift action a total of 3d Standard Action  1 standard action	1 round/level or until discharged d6 extra damage. 1 minute/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S	T Yes  Oft.  No  T Yes (harmless)  Ilies within a 50-ft. burst,	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Divination	PHB II: p.103 PHB: p.205
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the content of	ts of dar ar. 14 the spre	None mage the weapon deals None  Will negates [harmless]	1 swift action a total of 3d Standard Action  1 standard action	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, Di Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes  Oft.  No  Yes (harmless)  Steed on you  Yes (object)	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Divination Caster Level: 8 Transmutation	PHB II: p.103  PHB: p.205  SC: p.31
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fea  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the Effect:  Bless Water  Effect: Makes holy water.	ts of dar ar. 14 the spre	None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)  Will negates	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes  Oft.  No  Yes (harmless)  Steed on you  Yes (object)	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8 Necromancy Caster Level: 8 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Divination Caster Level: 8 Transmutation [Good]	PHB II: p.103  PHB: p.205  SC: p.31
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Blessed Aim  Blessed Water  Effect:  Bless Water  Effect: Makes holy water.  Blood Wind  Effect:	ar. 14 the spre 14	None mage the weapon deals None  Will negates [harmless] ad.  Will negates (object)  Will negates [harmless]	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch	The Yes of the Yes (harmless)  For Yes (harmless)  Hies within a 50-ft. burst, No red on you Yes (object)  Hed Yes [harmless]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Necromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Blessed Aim	ar. 14 the spre 14	None mage the weapon deals None  Will negates [harmless] ad.  Will negates (object)  Will negates [harmless]	1 swift action a total of 3a Standard Action  1 standard action  1 minute  1 swift action	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S	The Yes of the Yes (harmless)  For Yes (harmless)  Hies within a 50-ft. burst, No red on you Yes (object)  Hed Yes [harmless]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination  Caster Level: 8  Evocation  Caster Level: 8	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Blessed Aim  Effect: Makes holy water. Bless Water  Effect: Makes holy water. Blood Wind  Effect: Full attack action allows creature to use natural or unarmand. Cause Fear	ar. 14 the spre 14	None mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates [harmless] ck with a 20 ft range inc.	1 swift action a total of 3a Standard Action  1 standard action  1 minute  1 swift action	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, Di Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature with the caster of the cas	Terror Yes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No  red on you  Yes (object)  sed  Yes [harmless]  th Intelligence 4 or higher  Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation Caster Level: 8  Evocation Caster Level: 8	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the blood blood wind  Effect: Bless Water  Effect: Cluster Blood Wind  Effect: Full attack action allows creature to use natural or unarmoderification.  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.	ts of dar ar. 14 the spre 14 14	None mage the weapon deals None  Will negates [harmless] ad.  Will negates (object)  Will negates [harmless] ck with a 20 ft range inc.  Will partial	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action  2 swift action	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	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature with the caster of the cas	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  Hed  Yes [harmless]  th Intelligence 4 or higher  Yes  With 5 or fewer HD	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Recromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation Caster Level: 8  Evocation Caster Level: 8  Necromancy [Feat Mind-Affecting] Caster Level: 8	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blesse  Effect: +2 morale bonus on ranged attacks for your allies within the blood bond blood bloo	ar. 14 the spre 14	None mage the weapon deals None  Will negates [harmless] ad.  Will negates (object)  Will negates [harmless] ck with a 20 ft range inc.  Will partial	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action  2 swift action	1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster Touch V,S, M Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: One living creature Close (45 ft.) V,S Target: One living creature Close (45 ft.) V,S,DF	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes with 5 or fewer HD  Yes [creature]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Recromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation Caster Level: 8  Necromancy [Feam Mind-Affecting] Caster Level: 8  Transmutation [Cood] Caster Level: 8  Transmutation [Cood] Caster Level: 8  Transmutation [Cold] Caster Level: 8	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Blessed Aim  Effect: Makes holy water. Bless Water  Effect: Makes holy water. Full attack action allows creature to use natural or unarmed the concernature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone creature of 5 HD or less flees for 1d4 rounds.	ts of dar ar. 14 the spre 14 14	None  Will negates [harmless] and.  Will negates (object)  Will negates (parmless) and.  Will negates (parmless) and.  Will negates (parmless) and with a 20 ft range inc.  Will partial	1 swift action a total of 3a Standard Action  1 standard action  1 swift action  1 standard Action	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	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature with the caster of the cas	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes with 5 or fewer HD  Yes [creature]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination  Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation  Caster Level: 8  Necromancy [Feamind-Affecting] Caster Level: 8  Transmutation [Good] Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Transmutation	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Makes holy water. Bless Water  Effect: Makes holy water. Call attack action allows creature to use natural or unarmound Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Flames deal cold damage; see text	ts of dar ar. 14 the spre 14 14	None  Will negates [harmless] and.  Will negates (object)  Will negates (parmless) and.  Will negates (parmless) and.  Will negates (parmless) and with a 20 ft range inc.  Will partial	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard action  Standard Action	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: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, Di Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature with the content of the caster of the ca	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes with 5 or fewer HD  Yes [creature]	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination  Caster Level: 8  Evocation  Caster Level: 8  Evocation  Caster Level: 8  Necromancy [Feat Mind-Affecting] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment	PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208
Effect: Chaos imbued damages lawful outsiders for 2d4 points. 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 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Makes holy water. Bless Water  Effect: Makes holy water. Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Flames deal cold damage; see text	tts of dan 14 the spre 14 14 14	None mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action erement; see Standard Action  1 standard action	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: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: One living creature with the caster shall be considered by the constant of the c	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes  with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination  Caster Level: 8  Evocation  Caster Level: 8  Necromancy [Feat Mind-Affecting] Caster Level: 8  Transmutation [Coold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment (Compulsion) Language-Depen	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the blade of the company of	tts of dan 14 the spre 14 14 14	None mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard action  Standard Action	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: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: One living creature with the caster shall be considered by the constant of the c	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes  with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation Caster Level: 8  Evocation Caster Level: 8  Transmutation [Good] Caster Level: 8  Transmutation [Codd] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment (Compulsion)	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the lawful attack rolls and saves against fear.  Blessed Aim  Effect:  Full attack action allows creature to use natural or unarmound attack rolls and saves against fear.  Count attack rolls and saves against fear.  Blessed Aim  Called The lawful attack rolls and saves against fear.  Count attack rolls and saves against fear.  Blessed Aim  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls and saves against fear.  Called The lawful attack rolls an	tts of dan 14 the spre 14 14 14	None mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard action  Standard Action  Standard Action	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: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: One living creature with the caster Close (45 ft.) V,S,DF Target: One fire source [up creature; see text Close (45 ft.) V,S Target: One living creature	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No  red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes  with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one  Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation  Caster Level: 8  Evocation  Caster Level: 8  Transmutation [Good] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment (Compulsion) [Language-Depen Mind-Affecting]	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the latter of the same search of the same search one or readure of 5 HD or less flees for 1d4 rounds.  Cold Fire  Effect: Flames deal cold damage; see text  Cone subject obeys selected command for 1 round.  Comprehend Languages	tts of dan 14 the spre 14 14 14	None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)  Will negates [harmless] ck with a 20 ft range inc.  Will partial  No [fire] or Fortitude half  Will negates	1 swift action a total of 3t Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard action  Standard Action  Standard Action	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] 1 round	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster Touch V,S, M Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature wire Close (45 ft.) V,S,DF Target: One living creature Close (45 ft.) V,S,DF Target: One fire source [up creature; see text Close (45 ft.) V Target: One living creature Personal V,S,M/	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes  with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Recromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation Caster Level: 8  Evocation Caster Level: 8  Transmutation [Good] Caster Level: 8  Transmutation [Coold] Caster Level: 8  Recromancy [Feamind-Affecting] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 8  Divination	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  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:  Bless Water  Effect: Full attack action allows creature to use natural or unarmed attacks for your allies within the saves against fear.  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Company Cold Fire  Effect: Cone creature of 5 HD or less flees for 1d4 rounds.  Company Command  Effect: One subject obeys selected command for 1 round.  Comprehend Languages  Effect: You understand all spoken and written languages.	ts of dar 14 14 14 14 14	None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc. Will partial  No [fire] or Fortitude half  Will negates	1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard Action  Standard Action  Standard Action	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] 1 round 10 minutes/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster Touch V,S, Target: 50 ft. Spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature wi Close (45 ft.) V,S Target: One living creature Close (45 ft.) V,S,DF Target: One fire source [up creature; see text Close (45 ft.) V Target: One living creature	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one  Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Recromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation Caster Level: 8  Evocation Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation Caster Level: 8  Recromancy [Fea Mind-Affecting] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 8  Divination Caster Level: 8	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the same beautiful and the same beautiful a	tts of dan 14 the spre 14 14 14	None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)  Will negates [harmless] ck with a 20 ft range inc.  Will partial  No [fire] or Fortitude half  Will negates	1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard Action  Standard Action  Standard Action	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] 1 round	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature wire Close (45 ft.) V,S Target: One living creature Close (45 ft.) V,S,DF Target: One fire source [up creature; see text Close (45 ft.) V Target: One living creature	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No  red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes  with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one  Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation  Caster Level: 8  Necromancy [Feamind-Affecting] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Divination  Caster Level: 8  Divination Caster Level: 8  Divination Caster Level: 8  Divination	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the lambda attacks holy water.  Bless Water  Effect: Full attack action allows creature to use natural or unarmound attack action allows creature to use natural or unarmound attack action allows creature to use natural or unarmound action action allows creature to use natural or unarmound action allows creature to use natural or unarmound action allows creature to use natural or unarmound action.  Effect: Cone subject obeys selected command for 1 round.  Comprehend Languages  Effect: One subject obeys selected command for 1 round.  Comprehend Languages.  Conviction	tts of dar 14 the spre 14 14 14 14	None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc.  Will partial  No [fire] or Fortitude half  Will negates  Will negates  Will negates  None	1 swift action a total of 3t Standard Action  1 standard action  1 swift action  1 minute  1 swift action  1 standard action  1 standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action	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] 1 round 10 minutes/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster Touch V,S, Target: 50 ft. Spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature wi Close (45 ft.) V,S Target: One living creature Close (45 ft.) V,S,DF Target: One fire source [up creature; see text Close (45 ft.) V Target: One living creature	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one  Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Recromancy Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Divination Caster Level: 8  Evocation Caster Level: 8  Evocation Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation Caster Level: 8  Recromancy [Fea Mind-Affecting] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 8  Divination Caster Level: 8	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: Chaos imbued damages lawful outsiders for 2d4 points.  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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the same provided by the	tts of dar 14 the spre 14 14 14 14	None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc.  Will partial  No [fire] or Fortitude half  Will negates  Will negates  Will negates  None	1 swift action a total of 3t Standard Action  1 standard action  1 swift action  1 minute  1 swift action  1 standard action  1 standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action	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] 1 round 10 minutes/level	Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DI Target: The caster and all a centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (45 ft.) V,S Target: A single creature wire Close (45 ft.) V,S Target: One living creature Close (45 ft.) V,S,DF Target: One fire source [up creature; see text Close (45 ft.) V Target: One living creature	Tyes  Oft.  No  Yes (harmless)  Illies within a 50-ft. burst,  No red on you  Yes (object)  red  Yes [harmless]  th Intelligence 4 or higher  Yes with 5 or fewer HD  Yes [creature]  to a 20-ft. cube] or one  Yes	Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [Good] Caster Level: 8  Evocation  Caster Level: 8  Necromancy [Feamind-Affecting] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Transmutation [Cold] Caster Level: 8  Divination  Caster Level: 8  Divination Caster Level: 8  Divination Caster Level: 8  Divination	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

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				Cleric Spells				
Cure Light Wounds  Effect: Cures 1d8 +1/level [max +5] damage.	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S  Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 8	PHB: p.215
Delay Disease  Effect: Halts any nonmagical disease for the duration of the spei	14	Will negates [harmless]	1 standard action	24 hours	Touch V,S,DF  Target: Creature touched	Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: p.63
Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DF		Divination  Caster Level: 8	PHB: p.218
Reveals creatures, spells, or objects of selected alignment Detect Evil	nt.	None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DF	· No	Divination	PHB: p.218
Effect: Reveals creatures, spells, or objects of selected alignment Detect Good	nt.	None	Standard Action	Concentration, up to 10 minutes/level [D	Target: Cone-shaped eman ]60 ft. V,S, DF		Caster Level: 8 Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignment	nt.				Target: Cone-shaped eman		Caster Level: 8	
Effect:		None	Standard Action	Concentration, up to 10 minutes/level [D	J60 ft. V,S, DF  Target: Cone-shaped eman		Divination  Caster Level: 8	PHB: p.219
Reveals creatures, spells, or objects of selected alignment Detect Undead  Effect:	nt.	None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft. V,S,M/I		Divination  Caster Level: 8	PHB: p.220
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (180 ft.) V,S	No	Abjuration	SC: p.67
Effect: Functions like dispel magic; see text			action		Target: One warded object		Caster Level: 8	
Divine Favor		None	Standard Action	1 minute	Personal V,S, DF	No	Evocation	PHB: p.224
Effect: You gain +1 on attack and damage rolls. [Every three cases and damage rolls.]					Target: You		Caster Level: 8	
Effect:	14	Will negates	Standard Action	1 minute/level	Medium (180 ft.) V,S, DF  Target: One living creature	Yes	Necromancy [Fea Mind-Affecting] Caster Level: 8	r,PHB: p.225
One subject takes -2 on attack rolls, damage rolls, saves  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	, and ci	None	1 standard action	10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect: See normally in darkness both magical and natural.			action		Target: Creature touched		Caster Level: 8	
Effect:	14	Will negates (harmless)	Standard Action	24 hours	Touch V,S  Target: Creature touched	Yes (harmless)	Abjuration  Caster Level: 8	PHB: p.226
Exist comfortably in hot or cold environments.		None		1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Effect: Ranged attacks against you have 20% miss chance.			Action		Target: You		Caster Level: 8	
Faith Healing	14	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S  Target: Living creature touch	Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: p.87
Heal 8 + caster level [max +5] hit points.		None		1 round/level	Close (45 ft.) V,M	Yes [harmless]	Transmutation	SC: p.99
Effect:	. 0	ortend Honor	action		Target: One creature/level,	no two of which are more	[Earth] Caster Level: 8	
As long as subjects don't move they gain +2 AC and +4 t	14	N/A	1 swift action	1 round	than 30 ft. apart Personal V,DF	N/A	Divination [Good]	SC: p.107
Effect: Allows you to make sneak attacks against undead if you	have th				Target: You		Caster Level: 8	
Guiding Light  Effect:		None	1 standard action	1 minute/level [D]	Long (720 ft.) V,S  Target: Creatures in a 5-ftr	Yes adius burst	Evocation  Caster Level: 8	SC: p.108
+2 on ranged attacks	14	Will negates	10 minutes	24 hours	Close (45 ft.) V,S	Yes [harmless]	Conjuration	SC: p.111
Effect: Doubles the natural healing rate.		[harmless]			Target: One creature/level, more than 30 feet apart		(Healing) Caster Level: 8	
□□□□□ Hide from Undead	14	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch V,S, DF		Abjuration	PHB: p.241
Effect: Undead can't perceive 1 subject/level.					Target: One touched creatu		Caster Level: 8	
□□□□□ Ice Gauntlet  Effect:	14	N/A	action	1 minute/level [D]	Personal V,DF  Target: You	N/A	Evocation [Cold]  Caster Level: 8	SC: p.119
Attack as if wearing a +1 spiked guantlet. Deals normal c	lamage 14	for your size + 1d4 cold Will negates	1 swift	1 minute/level	Close (45 ft.) V,S	Yes	Enchantment (Compulsion)	SC: p.121
Effect: Forces creature to act, it cannot delay or ready an action			action		Target: Creatures in a 10-ft.	burst	[Mind-Affecting] Caster Level: 8	
Inflict Light Wounds	14	Will half	Standard Action	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect: Touch deals 1d8 +1/level [max +5] damage.			Action		Target: Creature touched		Caster Level: 8	
Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (180 ft.) V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
Effect: Subject is forced to delay; see text.  Invest Light Protection	14	Will half (harmless);	1 standard	Instantaneous; see text	Target: One creature  Touch V,S	Yes (harmless); see	Caster Level: 8 Conjuration	PHB II: p.115
Effect: Living creature healed 1d4 +1 per two caster levels [max		see text	action		Target: Creature touched	text	(Healing) Caster Level: 8	
of damage from a weapon that overcomes DR/good.	14	Will negates		10 minutes/level	Touch V,S,M	Yes	Abjuration	SC: p.126
Effect: Target gains +5 alchemical bonus on Fort saves against	all pois	ons.			Target: Creature touched		Caster Level: 8	
Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (180 ft.) V,S  Target: You and up to two ra	Yes; see text	Evocation [Good, Light] Caster Level: 8	SC: p.132
Light radiating 30-ft. and 20-ft further of dim light, next routsiders]; see text	ound yo	ou can use the light as			d			
□□□□ Magic Stone  Effect:	14	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch V,S, DF  Target: Up to three pebbles		) Transmutation  Caster Level: 8	PHB: p.251
Three stones gain +1 on attack rolls, deal 1d6+1 damage	9. 14	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V,S, DF		) Transmutation	PHB: p.251
Effect: Weapon gains +1 bonus.					Target: Weapon touched		Caster Level: 8	
				* =Domain/Speciality Spell				

<sup>\* =</sup>Domain/Speciality Spell

Claric Spalls

				Cleric Spells				
□□□□ Moon Lust	14	Will negates [harmless]	1 standard	1 round/level	Medium (180 ft.) V,S	,F Yes	Illsion (Pattern) [Mind-Affecting]	SC: p.143
Effect: Creature becomes fascinated for the duration of the spe		[namicss]	action		Target: Creature touched	d	Caster Level: 8	
Dightshield  Effect:	14	N/A	1 standard action	1 minute/level [D]	Personal V,S  Target: You	N/A	Abjuration  Caster Level: 8	SC: p.148
+1 resistance on Saving throws, increases to +2 at cast	er level 6 14	6th and +3 at caster leve N/A		es magic missiles. 1 minute/level or until discharged [D]	Personal V,S	,DF N/A	Evocation [Light]	SC: p.148
Effect:			action		Target: You	,	Caster Level: 8	
Creates light 30' Can use as ranged touch attack 30' for	1d8 plu	s 1 point per round that' None		nce casting to max of [1d8 + caster level] 1 minute/level		No	Conjuration	PHB: p.258
□□□□□ Obscuring Mist  Effect:		110.10	Action	11111100,10101		n 20-ft. radius from you, 20 ft.	(Creation)	1115. p.200
Fog surrounds you.	14	N/A	1 round	Instantaneous	high Personal V,F		Divination	SC: p.149
□□□□□□Omen of Peril  Effect:					Target: You	IVA	Caster Level: 8	30. p. 149
Brief supplication gives you a vision that hints at how da	ngerous	the immediate future is None		see text. 1 hour/level	Close (45 ft.) V,S	No	Transmutation	SC: p.161
Effect:			action		Target: One interplanar	gate or portal	Caster Level: 8	
Up to six creatures can be chosen to recieve mental bea	acon. 14	Will negates	Standard	1 minute/level [D]		,M/DF No; see text	Abjuration [Good]	PHB: p.266
Effect:		(harmless)	Action		Target: Creature touched		Caster Level: 8	•
+2 to AC and saves, counter mind control, hedge out ele	ementals 14	s and outsiders. Will negates	Standard	1 minute/level [D]	-	,M/DF No; see text	Abjuration	PHB: p.266
Effect:	1-7	(harmless)	Action	Timilato/icver[2]	Target: Creature touched		[Chaotic] Caster Level: 8	111b. p.200
+2 to AC and saves, counter mind control, hedge out ele	ementals	s and outsiders. Will negates	Standard	10 minutes; see text	Close (45 ft.) V,S		Abjuration	PHB: p.271
□□□□□ Remove Fear  Effect:	14	(harmless)	Action	To minutes, see text		evels, no two of which can be	-	111b. p.271
Suppresses fear or gives +4 on saves against fear for o	ne subje 14	ect/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. apart Touch V,S.			SC: p.174
Resist Planar Alignment	14	[harmless]	action	i Tourid/lever			Abjuration	30. p.174
Effect: Grants limited protection from a plane's alignment traits;					Target: Creature touched		Caster Level: 8	
□□□□□ Resurgence	14	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S		Abjuration	SC: p.174
Effect: Allows one retry on a failed save against an ongoing spe					Target: Creature touched		Caster Level: 8	
□□□□ Sanctuary	14	Will negates	Standard Action	1 round/level		, DF No	Abjuration	PHB: p.274
Effect: Opponents can't attack you, and you can't attack.					Target: Creature touched	d	Caster Level: 8	
□□□□□ Scholar's Touch		None	Standard Action	Concentration, up to 8 rounds	Personal V,S	,M,F No	Divination	Race Des: p.167
Effect: Absorb the contents of an entire book as if you had read	I it once.	. Not perfect recall and r	nust be able	to read the language.	Target: One book/round		Caster Level: 8	
□□□□ Shield of Faith	14	Will negates (harmless)	Standard Action	1 minute/level	Touch V,S	,M Yes (harmless)	Abjuration	PHB: p.278
Effect: Aura grants +3 deflection bonus.					Target: Creature touched	d	Caster Level: 8	
□□□□□ Sign	14	N/A	1 standard action	10 minutes/level or until discharged	Personal V,S	,M N/A	Enchantment (Compulsion)	SC: p.189
Effect:					Target: You		[Mind-Affecting] Caster Level: 8	
+4 bonus on your next initiative check.	14	Will negates	1 standard	1 hour/level [D]	Touch V,S	Yes [harmless]	Transmutation	SC: p.194
Effect:		[harmless]	action		Target: Creature touched		Caster Level: 8	
Speed increases by 10 ft. and no Balance checks or Re	flex requ			4	•			SC: p.198
DDDDD Spoll Flower	14	N/A	1 standard		Personal V.S.	N/A	Transmutation	
Spell Flower	14	N/A	1 standard action	i round/level	Personal V,S	N/A	Transmutation  Caster Level: 8	30. p.130
Effect: Hold the charge of one touch spell per arm; see text.	14		action		Target: You		Caster Level: 8	
Effect: Hold the charge of one touch spell per arm; see text.	14	N/A None	action	1 round/level [D]	Target: You Close (45 ft.) V,S	,F/DF No	Caster Level: 8  Conjuration (Summoning)	PHB: p.285
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Calls extraplanar creature to fight for you.		None	action 1 round	1 round/level [D]	Target: You  Close (45 ft.) V,S.  Target: One summoned	,F/DF No creature	Caster Level: 8 Conjuration (Summoning) Caster Level: 8	PHB: p.285
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Calls extraplanar creature to fight for you.	14		action 1 round		Target: You  Close (45 ft.) V,S.  Target: One summoned  Personal V,S	,F/DF No creature	Caster Level: 8  Conjuration (Summoning) Caster Level: 8  Conjuration (Creation) [Air]	
Effect: 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 bac	14 k to the	None N/A ground.	1 round 1 swift action	1 round/level [D] Instantaneous	Target: You  Close (45 ft.) V,S.  Target: One summoned  Personal V,S.  Target: You	,F/DF No creature ,M N/A	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8	PHB: p.285 SC: p.228
Effect: 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 bac	14	None N/A	1 round 1 swift action	1 round/level [D]	Target: You         V,S           Close (45 ft.)         V,S           Target: One summoned         Personal           Personal         V,S           Target: You         V,S	,F/DF No creature ,M N/A Yes [harmless]	Caster Level: 8  Conjuration (Summoning) Caster Level: 8  Conjuration (Creation) [Air] Caster Level: 8  Conjuration (Healing)	PHB: p.285
Effect: 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 bac.  Vigor, Lesser  Effect: Grants target fast healing ability for the duration of the see	14 k to the 14	N/A ground. Will negates [harmless] als 1 hp automatically pe	1 round 1 swift action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15]	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to	,F/DF No creature ,M N/A  Yes [harmless]	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229
Effect: 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 bac.  Ffect: Grants target fast healing ability for the duration of the summer of the s	14 k to the 14	N/A ground. Will negates [harmless]	1 round 1 swift action 1 standard action	1 round/level [D] Instantaneous	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to  Touch V,S	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination	PHB: p.285 SC: p.228
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Calls extraplanar creature to fight for you.  July Updraft  Effect: Gain 10 ft. per level of altitude, and then gently float bac.  July Vigor, Lesser  Effect: Grants target fast healing ability for the duration of the s  July Vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw (target)	14 k to the 14 pell. Hea	N/A ground. Will negates [harmless] als 1 hp automatically pe None	1 round 1 swift action 1 standard 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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to touch  Touch V,S  Target: Creature toucher	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d	Caster Level: 8  Conjuration (Summoning) Caster Level: 8  Conjuration (Creation) [Air] Caster Level: 8  Conjuration (Healing) Caster Level: 8  Divination Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Calls extraplanar creature to fight for you.  July Updraft  Effect: Gain 10 ft. per level of altitude, and then gently float bac.  Vigor, Lesser  Effect: Grants target fast healing ability for the duration of the s.  July Vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [targ.].	14 k to the 14 pell. Hea	N/A ground. Will negates [harmless] als 1 hp automatically pa	1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15]	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to  Touch V,S  Target: Creature touched  Touch S,M	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d  Yes [harmless]	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Calls extraplanar creature to fight for you.  July Updraft  Effect: Gain 10 ft. per level of altitude, and then gently float bac.  July Vigor, Lesser  Effect: Grants target fast healing ability for the duration of the s  July Vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw (target)	14 k to the 14 pell. Hea	N/A ground. Will negates [harmless] als 1 hp automatically per None ice]. Fortitude negates	action  1 round  1 swift action  1 standard action  er round. 1 standard action  1 standard action	1 round/level [D]  Instantaneous  10 rounds + 1 round/level [max 15]  1 minute or until discharged	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to touch  Touch V,S  Target: Creature toucher	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d  Yes [harmless]	Caster Level: 8  Conjuration (Summoning) Caster Level: 8  Conjuration (Creation) [Air] Caster Level: 8  Conjuration (Healing) Caster Level: 8  Divination Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Gain 10 ft. per level of altitude, and then gently float bac  Vigor, Lesser  Effect: Grants target fast healing ability for the duration of the s  Vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [targ	14 k to the 14 pell. Hea	N/A ground. Will negates [harmless] als 1 hp automatically per None ice]. Fortitude negates	action  1 round  1 swift action  1 standard action  er round. 1 standard action  1 standard action	1 round/level [D]  Instantaneous  10 rounds + 1 round/level [max 15]  1 minute or until discharged	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to  Touch V,S  Target: Creature touched  Touch S,M	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d  Yes [harmless]	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Gain 10 ft. per level of altitude, and then gently float bac  Siffect: Grants target fast healing ability for the duration of the s  Siffect: Grants a +1 morale bonus to a single saving throw (targ  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.	14 k to the 14 pell. Hea	None  N/A  ground. Will negates [harmless] als 1 hp automatically per None  (ce). Fortitude negates [harmless]	action  1 round  1 swift 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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to  Touch V,S  Target: Creature touched  Touch S,M  Target: Creature touched	,F/DF No creature ,M N/A  Yes [harmless] outched ,DF Yes d I Yes [harmless] d	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Gain 10 ft. per level of altitude, and then gently float bac  Grants target fast healing ability for the duration of the s  Grants a +1 morale bonus to a single saving throw [targ  Wings of the Sea  Effect: Grants a +1 morale bonus to a single saving throw [targ  Hold The Company of the Sea  Effect: Increases creatures swim speed by 30 ft.	14 14 14 pell. Hea et's choi	N/A ground. Will negates [harmless] als 1 hp automatically per None (ce). Fortitude negates [harmless]	action  1 round  1 swift 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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to  Touch V,S  Target: Creature touched  Touch S,M  Target: Creature touched	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d I Yes [harmless]	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion)	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Gain 10 ft. per level of altitude, and then gently float bac  Grants target fast healing ability for the duration of the s  Wiscon of Glory  Effect: Grants a +1 morale bonus to a single saving throw [targ  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.	14 k to the 14 14 DC	N/A ground. Will negates [harmless] als 1 hp automatically per None ce]. Fortitude negates [harmless] Saving Throw None	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  LEVEL 2  Duration	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to  Touch V,S  Target: Creature touched  Touch S,M  Target: Creature touched	,F/DF No creature ,M N/A  Yes [harmless]  ouched ,DF Yes d 1 Yes [harmless] d  mp. Spell Resistance ,DF Yes (harmless)	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240
Effect: 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 bac.  Gian 10 ft. per level of altitude, and then gently float bac.  Gian 10 ft. per level of altitude, and then gently float bac.  Giants target fast healing ability for the duration of the s.  Grants a +1 morale bonus to a single saving throw (targ.)  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.	14 k to the 14 14 DC	None  N/A  ground. Will negates [harmless] als 1 hp automatically particles [harmless]  ce]. Fortitude negates [harmless]  Saving Throw None  orary hp. Will negates	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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to Touch V,S  Target: Creature touched  Range Cor Touch V,S  Target: Living creature touched	,F/DF No creature ,M N/A  Yes [harmless]  ouched ,DF Yes d 1 Yes [harmless] d  mp. Spell Resistance ,DF Yes (harmless)	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240
Effect: 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 bac.  Gian 10 ft. per level of altitude, and then gently float bac.  Gian 10 ft. per level of altitude, and then gently float bac.  Grants target fast healing ability for the duration of the s.  Grants a +1 morale bonus to a single saving throw (targ.)  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name  Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +1]  Align Weapon  Effect:	14 k to the 14 14 DC DC	None  N/A  ground. Will negates [harmless]  als 1 hp automatically per None  ice]. Fortitude negates [harmless]  Saving Throw None	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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to the toucher  Touch S,M  Target: Creature toucher  Touch V,S  Target: Living creature toucher  Touch V,S  Target: Living creature toucher  Touch V,S  Target: Living creature toucher  Touch V,S  Target: Weapon toucher	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d 1 Yes [harmless] d  mp. Spell Resistance , DF Yes (harmless) ouched , DF Yes (harmless, object d or fifty projectiles [all of whice	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 ) Transmutation	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196
Effect: 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 bac.  Gain 10 ft. per level of altitude, and then gently float bac.  Grants target fast healing ability for the duration of the s.  Wision of Glory  Effect: Grants a +1 morale bonus to a single saving throw (targ.)  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name  Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +1]  Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.	14 k to the 14 pell. Heat 14 DC DC	None  N/A  ground. Will negates [harmless]  als 1 hp automatically performation (in the context of the context	action  1 round  1 swift action  1 standard 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  1 minute/level	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to the touch S,M  Target: Creature touched  Range Corrouch V,S  Target: Living creature to the touch V,S  Target: Creature touched  Range Corrouch V,S  Target: Living creature to the touch V,S  Target: Living creature to the casting I was provided t	,F/DF No creature ,M N/A  Yes [harmless]  buched ,DF Yes d  Yes [harmless] d  Mp. Spell Resistance ,DF Yes (harmless)  buched , DF Yes (harmless)	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196  PHB: p.197
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Gain 10 ft. per level of altitude, and then gently float bac.  Gain 10 ft. per level of altitude, and then gently float bac.  Gain 10 ft. per level of altitude, and then gently float bac.  Gain 10 ft. per level of altitude, and then gently float bac.  Grants target fast healing ability for the duration of the s.  Wision of Glory  Effect: Grants a +1 morale bonus to a single saving throw (targ.)  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name  Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +1]  Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.	14 k to the 14 14 DC DC	None  N/A  ground. Will negates [harmless] als 1 hp automatically particles [harmless]  ce]. Fortitude negates [harmless]  Saving Throw None  orary hp. Will negates	action  1 round  1 swift action  1 standard 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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to Touch S,M  Target: Creature touched  Range Cor Touch V,S  Target: Living creature to Touch V,S  Target: One of the control of	,F/DF No creature ,M N/A  Yes [harmless] buched ,DF Yes d Yes [harmless] d  Mp. Spell Resistance , DF Yes (harmless) buched , DF Yes (harmless, object d or fifty projectiles [all of whice each other at the time of ,M Yes [harmless]	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196
Effect: 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 bac  """ Vigor, Lesser  Effect: Grants target fast healing ability for the duration of the s  """ Vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [targ  """ Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name  """ Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +1]  """ Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.  """ Animalistic Power  Effect: Subject is imbued with +2 to Strength, Dexterity and Co	14 k to the 14 14 pell. Head 14 DC DC	None  N/A  ground.  Will negates [harmless]  als 1 hp automatically per None  cce].  Fortitude negates [harmless]  Saving Throw  None  Drary hp.  Will negates (harmless, object)  Will negates [harmless]	action  1 round  1 swift action  1 standard 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	Target: You  Close (45 ft.) V.S  Target: One summoned  Personal V.S  Target: You  Touch V.S  Target: Living creature to Touch S.M  Target: Creature touched  Range Cor Touch V.S  Target: Living creature touched  Range Cor Touch V.S  Target: Living creature touched  Touch V.S  Target: Living creature touched  Touch V.S  Target: Weapon touched must be in contact with casting] Touch V.S  Target: Creature touched	,F/DF No creature ,M N/A  Yes [harmless] ouched ,DF Yes d 1 Yes [harmless] d  mp. Spell Resistance , DF Yes (harmless) ouched d or fifty projectiles [all of whiceach other at the time of ,M Yes [harmless] d	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 ) Transmutation th Caster Level: 8 Transmutation Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196  PHB: p.197
Effect: Hold the charge of one touch spell per arm; see text.  Summon Monster I  Effect: Gain 10 ft. per level of altitude, and then gently float bac.  Fifect: Grants target fast healing ability for the duration of the s.  Wisjon of Glory  Effect: Grants a +1 morale bonus to a single saving throw [targ.]  Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name  Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +1]  Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.  Animalistic Power  Effect: Subject is imbued with +2 to Strength, Dexterity and Co.	14 k to the 14 14 pell. Head 14 DC DC	None  N/A  ground. Will negates (harmless) als 1 hp automatically personate (harmless) als 1 hp automatically personate (harmless)  Saving Throw None  Drary hp. Will negates (harmless, object)  Will negates (harmless)	action  1 round  1 swift action  1 standard 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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to Touch S,M  Target: Creature touched  Range Cor Touch V,S  Target: Living creature touched  Range Cor Touch V,S  Target: Living creature touched  Range Cor Touch V,S  Target: Living creature touched  Touch V,S  Target: Weapon touched with ecasting] Touch V,S  Target: Creature touched  Personal V,S	,F/DF No creature ,M N/A  Yes [harmless] buched ,DF Yes d Yes [harmless] d  Mp. Spell Resistance , DF Yes (harmless) buched , DF Yes (harmless, object d or fifty projectiles [all of whice each other at the time of ,M Yes [harmless]	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 ) Transmutation th Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196  PHB: p.197
Effect: Hold the charge of one touch spell per arm; see text.	14 k to the 14 14 pell. Here 14 14 DC DC 15 temper 15 15 nstitution	None  N/A  ground.  Will negates [harmless]  als 1 hp automatically per None  cel.  Fortitude negates [harmless]  Saving Throw  None  Drary hp.  Will negates (harmless, object)  Will negates [harmless]  None	action  1 round  1 swift action  1 standard 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  1 minute/level  Instantaneous	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature touched  Touch S,M  Target: Creature touched  Range Cor  Touch V,S  Target: Living creature touched  Touch V,S  Target: Living creature touched  Touch V,S  Target: Living creature touched  Touch V,S  Target: Creature touched  Personal V,S  Target: You	"F/DF No creature "M N/A  Yes [harmless] buched "DF Yes d I Yes [harmless] d  mp. Spell Resistance , DF Yes (harmless) buched d or fifty projectiles [all of whice such other at the time of "M Yes [harmless] d , M,F No	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196  PHB: p.197  PHB II: p.101  PHB: p.202
Effect: Hold the charge of one touch spell per arm; see text.	14 k to the 14 14 pell. Head 14 DC DC	None  N/A  ground.  Will negates [harmless]  als 1 hp automatically per None  cce].  Fortitude negates [harmless]  Saving Throw  None  Drary hp.  Will negates (harmless, object)  Will negates [harmless]	action  1 round  1 swift action  1 standard 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	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature to ucher  Touch S,M  Target: Creature toucher  Touch V,S  Target: Living creature to ucher  Touch V,S  Target: Creature toucher  Touch V,S  Target: Living creature to  Touch V,S  Target: Living creature to  Touch V,S  Target: Weapon touched with e casting]  Touch V,S  Target: Creature toucher  Personal V,S  Target: You  Personal V,S	"F/DF No creature "M N/A  Yes [harmless] buched "DF Yes d I Yes [harmless] d  mp. Spell Resistance , DF Yes (harmless) buched d or fifty projectiles [all of whice such other at the time of "M Yes [harmless] d , M,F No	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Abjuration	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196  PHB: p.197
Effect: Hold the charge of one touch spell per arm; see text.	14 k to the 14 14 pell. Heat 14  DC  DC 15 15	None  N/A  ground. Will negates [harmless]  als 1 hp automatically per None  ce]. Fortitude negates [harmless]  Saving Throw  None  Orary hp. Will negates (harmless, object)  Will negates [harmless]  None	action  1 round  1 swift action  1 standard action  1 standard action  1 standard action  Time  Standard Action  Standard 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  1 minute/level  LEVEL 2  Duration 1 minute/level  1 minute/level  1 minute/level  Instantaneous	Target: You  Close (45 ft.) V,S  Target: One summoned  Personal V,S  Target: You  Touch V,S  Target: Living creature touched  Touch S,M  Target: Creature touched  Range Cor  Touch V,S  Target: Living creature touched  Touch V,S  Target: Living creature touched  Touch V,S  Target: Living creature touched  Touch V,S  Target: Creature touched  Personal V,S  Target: You	"F/DF No creature "M N/A  Yes [harmless] buched "DF Yes d I Yes [harmless] d  mp. Spell Resistance , DF Yes (harmless) buched d or fifty projectiles [all of whice such other at the time of "M Yes [harmless] d , M,F No	Caster Level: 8 Conjuration (Summoning) Caster Level: 8 Conjuration (Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8	PHB: p.285  SC: p.228  SC: p.229  SC: p.231  SC: p.240  Source PHB: p.196  PHB: p.197  PHB II: p.101  PHB: p.202

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

Target: One creature/level in a 20-ft. radius burst Caster Level: 8 centered on you

1 1 minute/level immediate action

				Cleric Spells					
□□□□□ Balor Nimbus	15	N/A	1 standard action	1 round/level	Personal \	/,S,M/DF	N/A	Transmutation	SC: p.24
Effect:			action		Target: You			Caster Level: 8	
Any creature grappling you takes 6d6 points of fire damag  Bear's Endurance	e. 15	Will negates		1 minute/level	Touch \	/,S, DF	Yes	Transmutation	PHB: p.203
Effect:		(harmless)	Action		Target: Creature touc	hed		Caster Level: 8	
Subject gains +4 to Con for 1 minutes/level.	15	Will negates	1 etandard	Instantaneous	Close (45 ft.)	/,S	Yes	Enchantment	PHB II: p.103
Black Karma Curse	13	will riegates	action	ii ista ita ieous	Close (45 II.)	,,0	165	(Compulsion)	F 11B 11. p. 103
Effect:					Target: One creature			[Mind-Affecting] Caster Level: 8	
If the target fails it's save, it immediately takes damage as Blade Brothers	if struc	k by it's currently held w Will negates		nost damaging natural attack.  1 minute/level or until discharged	Touch \	/,S	Yes (harmless)	Abjuration	PHB II: p.103
Effect:		(harmless)	action	<b>g</b>	Target: Two willing cr			Caster Level: 8	
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 cr	eatures		Caster Level. 6	
are affected by the spell.  Body Blades	15	N/A		1 minute/level	Personal \	/,S	N/A	Transmutation	SC: p.35
Effect:			action		Target: You			Caster Level: 8	
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	Touch \	/,S,M	No	Transmutation	SC: p.38
Effect:			action						
Small magical thorns/spikes protrude from wooden weapo					Target: Wooden weap			Caster Level: 8	
Bull's Strength	15	Will negates (harmless)	Standard Action	1 minute/level	Touch \	/,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature touc	hed		Caster Level: 8	
Calm Emotions	15	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (180 ft.)	/,S, DF	Yes	Enchantment (Compulsion)	PHB: p.207
			ACTION					[Mind-Affecting]	
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a	a 20-ftrac	lius spread	Caster Level: 8	
Close Wounds	15	Will half [harmless]; see text	1 immediate	Instantaneous	Close (45 ft.)	/	Yes [harmless]	Conjuration (Healing)	SC: p.48
Effect:			action		Target: One creature			Caster Level: 8	
Cure 1d4 +1/level [max +5].			4 -1 - 1 - 1	4	-	/ C L .			DUD II 107
Cloud of Knives			1 standard action	1 round/level		/,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: 8	
Damage 1d6 +1/3 level [max +5] Crit 19-20.	, , ,	None		2 hours/level		/,S,M, DF	No	Evocation [Good]	DHR: n 212
Consecrate		None	Action	2 Hours/level	, ,		NO		FПВ. р.212
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ftradius e			Caster Level: 8	
Cure Moderate Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch \	/,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature touc	hed		Caster Level: 8	
Curse of III Fortune	15	Will negates		1 minute/level	Medium (180 ft.)	/,S,DF	Yes	Necromancy	SC: p.56
Effect:			action		Target: One living cre	ature		Caster Level: 8	
Cause -3 penalty on attack rolls, saving throws, ability che	cks an	d skill checks. None	Standard	10 minutes/level [D]	Touch \	/, M/DF	No	Evocation	PHB: p.216
Effect:			Action		Target: Object touche			[Darkness] Caster Level: 8	,
20-ft. radius of supernatural shadow.							v		
Dark Way		None	1 standard action	1 round/level		/,S,DF		Illusion (Shadow)	SC: p.58
Effect: Create a ribbonlike, weightless, unbreakable bridge.					Target: One bridge of up to 20 ft./level long	force 5 ft.	wide, 1 in. thick, and	Caster Level: 8	
Deific Vegeance	15	Will half	1 standard action	Instantaneous	Close (45 ft.)	/,S,DF	Yes	Conjuration (Summoning)	SC: p.62
Effect:		- d ( 40dC)	dollori		Target: One creature			Caster Level: 8	
Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level i	15	Will half		Instantaneous	Close (45 ft.)	/,S,DF	Yes	Conjuration	cmpdiv: null
Effect:			Action		Target: One creature			(Summoning) Caster Level: 8	
Cause 4d6 or 8d6 if the target is undead.	15	Fortitude negates	Standard	1 hour/level		/,S, DF	Yes (harmless)	Conjuration	PHB: p.217
Delay Poison		(harmless)	Action	T TOURNOVO!			roo (namiooo)	(Healing)	1115. p.211
Effect: Stops poison from harming subject for 1 hour/level.					Target: Creature touc			Caster Level: 8	
Divine Insight	15	N/A	1 standard action	1 hour/level or until discharged [D]	Personal \	/,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: 8	
Divine Interdiction	15	Will negates or None	1 standard	1 round/level	Close (45 ft.)	/	Yes or No [object]; see	Abjuration	SC: p.70
Effect:		[object]; see text	action				text centered on a creature	Caster Level: 8	
Temp loss of turning power & domain powers.	15	Will negates	1 standard	1 minute/level	object, or point in spa Medium (180 ft.)	ce /,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 b	ourst	Caster Level: 8	
Eagle's Splendor	15	Will negates		1 minute/level	Touch \	/,S,M/DF	Yes	Transmutation	PHB: p.225
Effect:		(harmless)	Action		Target: Creature touc	hed		Caster Level: 8	
Subject gains +4 to Cha for 1 minutes/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1 standard	1 round/level	-	/,S,DF	No	Abjuration [See	SC: p.79
Effect:			action			,=-		text]	
Protects against on energy type [fire, cold, electricity, acid					Target: Touch		<b>V</b>	Caster Level: 8	DUD - 000
Enthrall	15	Will negates; see text	1 round	1 nour or less		/,S	Yes	Enchantment (Charm)	PHB: p.227
Effect:					Target: Any number of	of creature	s	Caster Level: 8	
Captivates all within 100 ft. +10 ft./level		N/A	1 standard action	Instantaneous	Personal \	/	N/A	Transmutation	SC: p.86
Captivates all within 100 ft. +10 ft./level	15		autiuil		Target: You			Caster Level: 8	
Effect:	15				rargot. roa				
□□□□□ Extend Tentacles  Effect: Extends your tentacles by 5 ft.	15	None	Standard	1 minute/level		/,S	No	Divination	PHB: p.230
Extend Tentacles  Effect: Extends your tentacles by 5 ft.      Find Traps	15	None	Standard Action	1 minute/level	Personal \	/,S	No		PHB: p.230
Effect: Extends your tentacles by 5 ft. Find Traps  Effect: Notice traps as a rogue does.			Action		Personal \ Target: You			Caster Level: 8	
Effect: Extends your tentacles by 5 ft.  Find Traps  Effect: Notice traps as a rogue does.	15	None Reflex half	Action	1 minute/level	Personal \ Target: You 30 ft. \	/,S,M	No Yes	Caster Level: 8 Evocation [Cold]	PHB: p.230 SC: p.100
Effect: Extends your tentacles by 5 ft. Find Traps  Effect: Notice traps as a rogue does.	15	Reflex half	Action  1 standard action	Instantaneous	Personal \ Target: You	/,S,M		Caster Level: 8	
Extend Tentacles  Effect: Extends your tentacles by 5 ft.      Find Traps  Effect: Notice traps as a rogue does.      Frost Breath  Effect:	15	Reflex half I creatures are also daz Fortitude negates	1 standard action ed if they fa 1 standard	Instantaneous	Personal \ Target: You 30 ft. \ Target: Cone-shaped	/,S,M		Caster Level: 8 Evocation [Cold]	
Extend Tentacles  Effect: Extends your tentacles by 5 ft.  Find Traps  Effect: Notice traps as a rogue does.  Frost Breath  Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5]	15 d4] and 15	Reflex half	Action  1 standard action  ed if they fa	Instantaneous siled the Reflex save.	Personal \\ Target: You \\ 30 ft. \\ Target: Cone-shaped \\ Touch \\ Target: Creature with	/,S,M burst /,S	Yes Yes [harmless]	Caster Level: 8 Evocation [Cold] Caster Level: 8	SC: p.100
Extend Tentacles  Effect: Extends your tentacles by 5 ft.  Find Traps  Effect: Notice traps as a rogue does.  Frost Breath  Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5]	15 d4] and 15	Reflex half I creatures are also daz Fortitude negates	1 standard action ed if they fa 1 standard action	Instantaneous iled the Reflex save. 10 minutes/level	Personal \\ Target: You \\ 30 ft. \\ Target: Cone-shaped \\ Target: Creature with touched	/,S,M burst /,S at least tv	Yes Yes [harmless]	Caster Level: 8 Evocation [Cold] Caster Level: 8 Transmutation	SC: p.100

			Action					
Effect:			Action		Target: Corpse touched		Caster Level: 8	
Preserves one corpse.  Ghost Touch Armor	15			1 minute/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.102
Effect:		[harmless]	action		Target: Armor of creature touc	hed	Caster Level: 8	
Armor gains Ghost Touch property.  —————Hand of Divinity		None	1 minute	1 minute/level	Touch V,S,DF	No	Evocation [See	SC: p.109
Effect:							text] Caster Level: 8	
Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched			
Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal V,S,M	N/A	Divination	SC: p.110
Effect: Allows caster with Heal ranks to remove other ailments when the state of th	hen usi	ng Conjuration [Healing]	] spells. Car	n also heal more; see text.	Target: You		Caster Level: 8	
□□□□□ Hold Person	15	Will negates; see text		1 round/level [D]; see text	Medium (180 ft.) V,S,F/DF	Yes	Enchantment (Compulsion)	PHB: p.241
Effect:			71011011		Torget: One humaneid greatur		[Mind-Affecting] Caster Level: 8	
Paralyzes one humanoid for 1 round/level.					Target: One humanoid creatur			D
Inflict Moderate Wounds	15		Standard Action	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 2d8 +1/level [max +10] damage.					Target: Creature touched		Caster Level: 8	
□□□□□ Inky Cloud			1 standard action	10 minutes/level	30 ft. V,S,M	No	Conjuration (Creation)	SC: p.123
Effect:			401.011		Target: 30-ftradius spread ce	ntered on you	Caster Level: 8	
Inky cloud that works under water.  Inky cloud that works under water.  Inky cloud that works under water.	15			1 minute/level or until discharged	Close (45 ft.) V,S,M	Yes (harmless)	Divination	PHB II: p.115
Effect:		, ,	action		Target: One creature		Caster Level: 8	
Reroll once after making an attack, skill check, saving through a line of Alarm	ow or al			nd take the better result. Instantaneous	Long (720 ft.) V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
ŭ			Action				-	
Effect: Spell alerts all wearers.	45	Mail and the	1 -1 - 1 - 1	4 have(lave) [D]	Target: All wearers of special	-	Caster Level: 8	20 425
Iron Silence	15		1 standard action	1 hour/level [D]	Touch V,S,DF	Yes [harmless,object]		SC: p.125
Effect: Hide and Move Silent check ignore the Armor penalty duri	ing the				Target: One suit of armor touc	hed/3 levels	Caster Level: 8	
Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (180 ft.) V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. u	ndead				Target: You and up to two rays	s; see text	Caster Level: 8	
Living Undeath	15	Fortitude negates		1 minute/level	Touch V,S,DF	Yes [harmless]	Necromancy	SC: p.134
Effect:		[harmless]	action		Target: Creature touched		Caster Level: 8	
Not subject to sneak attacks or criticals; -4 penalty to Cha	score. 15	Will negates	Standard	Instantaneous	Close (45 ft.) V,S	Yes (harmless, object	) Transmutation	PHB: p.252
Effect:			Action		Target: One object of up to 10		Caster Level: 8	
Repairs an object.	45	Will negates	1	1 round/level			Necromancy	DUD II 440
□□□□ Mark of Judgement	15		action	i round/ievei	Medium (180 ft.) V,S,DF	Yes	•	PHB II: p.119
Effect: Whenever a creature succeeds on a melee or ranged atta	ıck agsi		e, that attack	ker heals 2 points of damage.	Target: One creature/3 levels, more than 30 ft. apart	no two of which are	Caster Level: 8	
□□□□□ Mark of the Outcast	15		1 standard action	Permanent	Close (45 ft.) V,S,DF	Yes	Necromancy	SC: p.138
Effect:					Target: One creature		Caster Level: 8	
Creates an indelible mark on the subjects face: see text								
Creates an indelible mark on the subjects face; see text.  Master's Touch (Skillful)	15	Will negates		Instantaneous	Close (45 ft.)	Yes (harmless)	Divination	PHB II: p.119
Master's Touch (Skillful)	15	(harmless)	1 immediate action	Instantaneous		Yes (harmless)		PHB II: p.119
	15	(harmless)	immediate action		Close (45 ft.) V  Target: One creature	Yes (harmless)	Divination  Caster Level: 8	PHB II: p.119
Master's Touch (Skillful)	15 15	(harmless) Will negates	immediate action	Instantaneous  1 minute/level				PHB II: p.119 PHB: p.259
Aster's Touch (Skillful)  Effect: Subject gains +4 insight bonus to one skill check.		(harmless) Will negates	immediate action Standard		Target: One creature		Caster Level: 8	
Master's Touch (Skillful)  Effect: Subject gains +4 insight bonus to one skill check.	15	(harmless)  Will negates (harmless)  Will negates	immediate action Standard Action 1 standard		Target: One creature  Touch V,S,M/DF		Caster Level: 8 Transmutation	
Effect: Subject gains +4 insight bonus to one skill check. Subject gains +4 insight bonus to one skill check. Subject gains +4 to Wisdom Effect: Subject gains +4 to Wis for 1 minutes/level. Subject gains +4 to Wis for 1 minutes/level.	15	(harmless)  Will negates (harmless)  Will negates [harmless]	immediate action Standard Action	1 minute/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched	Yes	Caster Level: 8 Transmutation Caster Level: 8	PHB: p.259
Effect: Subject gains +4 insight bonus to one skill check.  Company on the state of	15 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.	immediate action Standard Action 1 standard action	1 minute/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S	Yes	Caster Level: 8 Transmutation Caster Level: 8 Abjuration	PHB: p.259
Effect: Subject gains +4 insight bonus to one skill check. Subject gains +4 insight bonus to one skill check. Subject gains +4 to Wisdom Effect: Subject gains +4 to Wis for 1 minutes/level. Subject gains +4 to Wis for 1 minutes/level.	15 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates	immediate action Standard Action 1 standard action	1 minute/level 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S	Yes Yes [harmless]	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration	PHB: p.259 SC: p.163
Effect: Subject gains +4 insight bonus to one skill check.  Diploy owl's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Diploy Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subtract 10 hp worth of damage from each positive energy	15 15 gy attac 15	(harmless)  Will negates (harmless)  Will negates [harmless] ck.  Will negates [harmless] k.	immediate action  Standard Action  1 standard action  1 standard action	1 minute/level 10 minutes/level 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched	Yes [harmless] Yes [harmless]	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163
### Master's Touch (Skillful)  Effect: Subject gains +4 insight bonus to one skill check.	15 15 gy attac 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]	immediate action  Standard Action  1 standard action  1 standard	1 minute/level 10 minutes/level 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF	Yes [harmless] Yes [harmless] Yes [harmless]	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation	PHB: p.259 SC: p.163
Effect: Subject gains +4 insight bonus to one skill check.  Diploy owl's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Diploy Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subtract 10 hp worth of damage from each positive energy	15 15 gy attac 15 y attacl	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]	immediate action  Standard Action  1 standard action  1 standard action  1 standard action	1 minute/level 10 minutes/level 10 minutes/level 1 round	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius	Yes [harmless] Yes [harmless] Yes [harmless] burst	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164
### Master's Touch (Skillful)  Effect: Subject gains +4 insight bonus to one skill check.  DON'S Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  DON'S Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subtract 10 hp worth of damage from each positive energy  DON'S WARCH  Effect:  Subtract 10 hp worth of damage from each positive energy  DON'S WARCH  Effect:  Subtract 10 hp worth of damage from each positive energy	15 15 gy attac 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]	immediate action  Standard Action  1 standard action  1 standard action  1 standard action	1 minute/level 10 minutes/level 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF	Yes [harmless] Yes [harmless] Yes [harmless]	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation	PHB: p.259  SC: p.163  SC: p.163
### Master's Touch (Skillful)  Effect: Subject gains +4 insight bonus to one skill check.	15 15 gy attac 15 y attac 15	Will negates (harmless)  Will negates (harmless)  Will negates [harmless] ck.  Will negates [harmless] k.  Will negates [harmless]  Will negates [harmless]	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard action	1 minute/level 10 minutes/level 10 minutes/level 1 round	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, n	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration	PHB: p.259  SC: p.163  SC: p.163  SC: p.164
### Master's Touch (Skillful)  Effect: Subject gains +4 insight bonus to one skill check.	15 15 gy attac 15 y attac 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Fortitude negates	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing)	PHB: p.259  SC: p.163  SC: p.163  SC: p.164
Effect: Subject gains +4 insight bonus to one skill check.  Only's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Only's Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Only Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Press one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.	15 15 15 15 15 15 15 15	(harmless)  Will negates (harmless)  Will negates [harmless] ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ft. radius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart	Yes [harmless] Yes [harmless] Yes [harmless] burst Yes (harmless) o two of which can be	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Effect: Subject gains +4 insight bonus to one skill check.  DOM'S Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  DOM'S Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  DOM'S Wisdom  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  DOM'S Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  DOM'S Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy	15 15 15 15 15 15 15 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard action  Standard Action  Standard Action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, more than 30 ft. apart  Touch V,S, DF	Yes [harmless] Yes [harmless] Yes [harmless] burst Yes (harmless) o two of which can be	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Conjuration	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Effect: Subject gains +4 insight bonus to one skill check.  Only's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Only's Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Only Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Press one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.  Effect: Frees one or more creatures from paralysis or slow effect.	15 15 15 15 15 15 15 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard action  Standard Action  Standard Action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Up to four creatures, now more than 30 ft. apant  Touch V,S, DF  Target: Creature touched  Touch V,S, DF  Target: Creature touched  Touch V,S	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  to two of which can be  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check.  Dispet gains +4 insight bonus to one skill check.  Dispet gains +4 to Wis for 1 minutes/level.  Beffect: Subtract 10 hp worth of damage from each negative energy effect: Subtract 10 hp worth of damage from each positive energy effect: Subjects base land speed increased by 30 feet.  Dispet gains +4 to Wis for 1 minutes/level.  Beffect: Subjects base land speed increased by 30 feet.  Dispet gains +4 to Wis for 1 minutes/level.  Beffect: Subjects base land speed increased by 30 feet.  Dispet gains +4 to Wis for 1 minutes/level.	15 15 15 y attack 15 15 15 15 15 16 17 18 18 19 18 19 19 19 19 19 19 19 19 19 19 19 19 19	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  3 rounds	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration Caster Level: 8 Conjuration Caster Level: 8 Conjuration (Healing) Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check.  Dipict gains +4 insight bonus to one skill check.  Dipict gains +4 to Wis dom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Dipict gains +4 to Wis for 1 minutes/level.  Bubtract 10 hp worth of damage from each negative energy effect: Subtract 10 hp worth of damage from each positive energy effect: Subjects base land speed increased by 30 feet.  Dipict gains +4 to Wis for 1 minutes/level.  Bubtract 10 hp worth of damage from each positive energy effect: Subjects base land speed increased by 30 feet.  Dipict gains +4 to Wis for 1 minutes/level.  Bubtract 10 hp worth of damage from each positive energy effect:  Subjects base land speed increased by 30 feet.  Dipict gains +4 to Wis for 1 minutes/level.  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubtract 10 hp worth of damage from each positive energy effect:  Bubt	15 15 15 15 15 15 15 15 15	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  to two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check. Subject gains +4 insight bonus to one skill check. Subject gains +4 to Wis dom  Effect: Subject gains +4 to Wis for 1 minutes/level. Subject 10 hp worth of damage from each negative energy  Effect: Subject 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Cefect: Subjects base land spe	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  as one has at least 1 rai	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S,DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  to two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check.  Only's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Only's Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  Only's Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Only Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Only Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Share Talents  Effect:	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  as one has at least 1 rar  Will negates (object);  Will negates (object) (will negates (object))	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S,DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  to two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check. Subject gains +4 insight bonus to one skill check. Subject gains +4 to Wis dom  Effect: Subject gains +4 to Wis for 1 minutes/level. Subject 10 hp worth of damage from each negative energy  Effect: Subject 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Ceffect: Subjects base land speed increased by 30 feet.  Cefect: Subjects base land spe	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  as one has at least 1 rar  Will negates (object);	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 round  1 round  1 round	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S,DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  to two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check.  DON'S Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  DON'S Wisdom  Effect: Subject gains +4 to Wis for 1 minutes/level.  DON'S Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Company Protection from Positive Energy  Effect: Subjects base land speed increased by 30 feet.  DON'S Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  DON'S Restoration, Lesser  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  DISPERIENT STATES SHARE THE STATES SHARE THE SHARE	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  as one has at least 1 rar  Will negates (object);  Will negates (object);  Will negates (object);  Vill negates (object);  Vill negates (object);  Vill negates (object);	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 round  1 round  1 round	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched  Close (45 ft.) V,S,M/DF  Target: 5-ftradius spread; or	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched  Yes (object)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check.  Subject gains +4 insight bonus to one skill check.  Subject gains +4 insight bonus to one skill check.  Subject gains +4 to Wis for 1 minutes/level.  Subject gains +4 to Wis for 1 minutes/level.  Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Company Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Company Resist Energy  Effect:  Ignores first 20 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Share Talents  Effect: Creatures get a +2 bonus on any skill checks they make a	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  as one has at least 1 rar  Will negates (object);  Will negates (object) or Fortitude half; see text  Will negates	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski Standard Action  Standard Action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S,DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Two willing creatures touched	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched  Yes (object)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Subject gains +4 insight bonus to one skill check.  Subject gains +4 insight bonus to one skill check.  Subject gains +4 to Wis dorn  Effect: Subject gains +4 to Wis for 1 minutes/level.  Subject gains +4 to Wis for 1 minutes/level.  Subject gains +4 to Wis for 1 minutes/level.  Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Company Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Company Resist Energy  Effect: Spipels magical ability penalty or repairs 1d4 ability damage.  Share Talents  Effect: Creatures get a +2 bonus on any skill checks they make a company of the creatures.  Effect: Sonic vibration damages objects or crystalline creatures.  Shield Other  Effect:	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)  pe.  Will negates (harmless)  Will negates (object);  Will negates (object);  Will negates (object);  Will negates (object);  Vill negates (object);  Vill negates (object);  Vill negates (object) or Fortitude half; see text	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 round  1 round  1 standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, now re than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S,M  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Target: S-ftradius spread; or crystalline creature	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  outhed  Yes (object)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: l: p.124  PHB: p.278
Effect: Subject gains +4 insight bonus to one skill check.  Dipict gains +4 insight bonus to one skill check.  Dipict gains +4 to Wis dorn  Effect: Subject gains +4 to Wis for 1 minutes/level.  Dipict gains +4 to Wis for 1 minutes/level.  Dipict gains +4 to Wis for 1 minutes/level.  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Dipict gains Hardy Bernove Paralysis  Effect: Remove Paralysis or slow effect.  Dipict gains Hardy Bernove Paralysis or slow effect.  Effect: Since Sirst 20 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Effect: Creatures get a +2 bonus on any skill checks they make a point of the state of th	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  Pe.  Will negates (harmless)  Will negates (harmless)  will negates (biect); Will negates (object);	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski Standard Action  Standard Action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nor more than 30 ftapart  Touch V,S, DF  Target: Creature touched  Touch V,S,M  Target: Treature touched  Touch V,S,M  Target: Two willing creatures touched  Close (45 ft.) V,S,M/DF  Target: 5-ftradius spread; or crystalline creature  Close (45 ft.) V,S,F	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  outhed  Yes (object)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278
Effect: Subject gains +4 insight bonus to one skill check.  Subject gains +4 insight bonus to one skill check.  Subject gains +4 to Wis dorn  Effect: Subject gains +4 to Wis for 1 minutes/level.  Diportection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Diportection Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Disperse first 20 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Shatter  Effect: Creatures get a +2 bonus on any skill checks they make a continuous process of the sorie vibration damages objects or crystalline creatures.  Soric vibration damages objects or crystalline creatures.  Ceffect: Soric vibration damages objects or crystalline creatures.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)  Will negates (harmless)  as one has at least 1 rar will negates (object); Will negates (object); Will negates (object) will regates (object) will regates (object) will regates (harmless)	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski Standard Action  Standard Action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Instantaneous 11 minutes/level Ill. Instantaneous	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S DF  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S, M  Target: Two willing creatures touched  Touch V,S,M/DF  Target: 5-ftradius spread; or crystalline creature  Close (45 ft.) V,S,F  Target: One creature  Personal V,S,M	Yes [harmless]  Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched  Yes (object)  one solid object or one  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Abjuration Caster Level: 8 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278
Effect: Subject gains +4 insight bonus to one skill check.  Subject gains +4 insight bonus to one skill check.  Subject gains +4 to Wis dorn  Effect: Subject gains +4 to Wis for 1 minutes/level.  Protection from Negative Energy  Effect: Subtract 10 hp worth of damage from each negative energy  Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Subjects base land speed increased by 30 feet.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Seffect: Sippels magical ability penalty or repairs 1d4 ability damage.  Share Talents  Effect: Sonic vibration damages objects or crystalline creatures.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  Per Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (charmless)  Will negates (charmless)  Will negates (object);  Will negates (object);  Will negates (object);  Will negates (object) or Fortitude half; see text  Will negates (harmless)	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski Standard Action  Standard Action  Standard Action  1 standard action	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Il. Instantaneous 1 hour/level [D]	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Touch V,S,M/DF  Target: One creature  Personal V,S,M  Target: You	Yes [harmless]  Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched  Yes (object)  one solid object or one  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Abjuration Caster Level: 8 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278
Effect: Subject gains +4 insight bonus to one skill check. Subject gains +4 insight bonus to one skill check. Subject gains +4 to Wis for 1 minutes/level. Subject gains +4 to Wis for 1 minutes/level. Subject gains +4 to Wis for 1 minutes/level. Subtract 10 hp worth of damage from each negative energy Effect: Subtract 10 hp worth of damage from each positive energy Ceffect: Subjects base land speed increased by 30 feet. Subjects base land speed	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)  Will negates (object);  Will negates (object);  Will negates (object);  Will negates (object) or Fortitude half; see text  Will negates (harmless)  N/A  undead percieve you a  Will negates; see text	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 round  R in the ski Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Standard Action  Standard	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Instantaneous 11 minutes/level Ill. Instantaneous 11 hour/level [D] 12 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D]	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four creatures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M  Target: Touch V,S,M/DF  Target: One creature  Personal V,S,M  Target: You	Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Ves (harmless)  ouched  Yes (object)  one solid object or one  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Abjuration Caster Level: 8 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278
Effect: Subject gains +4 insight bonus to one skill check.  Diplet gains +4 insight bonus to one skill check.  Diplet gains +4 to Wis for 1 minutes/level.  Diplet gains +4 to Wis for 1 minutes/level.  Diplet gains +4 to Wis for 1 minutes/level.  Effect: Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Diplet gains have parallysis  Effect: Subjects base land speed increased by 30 feet.  Diplet gains have parallysis  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Ignores first 20 points of damage/attack from specified energy  Share Talents  Effect: Creatures get a +2 bonus on any skill checks they make a point of the specified of the s	15 15 15 15 15 15 15 15 15 15 15 15 15 1	(harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)  Will negates (object);  Will negates (object);  Will negates (object);  Will negates (object) or Fortitude half; see text  Will negates (harmless)  N/A  undead percieve you a  Will negates; see text	immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  nk in the ski Standard Action  Standard Action  Standard Action  3 rounds  1 round  s a fellow in	1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Instantaneous 11 minutes/level Ill. Instantaneous 11 hour/level [D] 12 minutes/level [D] 13 minutes/level [D] 14 minutes/level [D] 15 minutes/level [D] 16 minutes/level [D]	Target: One creature  Touch V,S,M/DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S  Target: Creature touched  Medium (180 ft.) V,S,DF  Target: Allies in a 20-ftradius  Close (45 ft.) V,S  Target: Up to four resulures, nore than 30 ft. apart  Touch V,S, DF  Target: Creature touched  Touch V,S,M  Target: Two willing creatures touched  Touch V,S,M/DF  Target: S-ftradius spread; or crystalline creature  Close (45 ft.) V,S,F  Target: One creature  Personal V,S,M  Target: You	Yes [harmless]  Yes [harmless]  Yes [harmless]  Yes [harmless]  burst  Yes (harmless)  o two of which can be  Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched  Yes (object)  one solid object or one  Yes (harmless)	Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Abjuration Caster Level: 8 Evocation [Sonic] Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Illusion (Glamer)	PHB: p.259  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272  PHB: p.278  PHB: p.278  SC: p.189

□□□□□ Sound Burst	15	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: 8	
Deals 1do sonic damage to subjects, may stuff them.	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
Effect: Subject will not rise as spawn if killed by an undead cap	able of c		action		Target: One creature	e/level		Caster Level: 8	
Spell Immunity, Lesser	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
Effect: Protects one creature from a single 1st- or 2nd-level spe	ell: see to		dottori		Target: Creature tou	uched		Caster Level: 8	
□□□□□ Spiritual Weapon	J., 000 t.	None	Standard Action	1 round/level [D]	Medium (180 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
Effect: Magical weapon attacks on its own.					Target: Magic weap	on of force		Caster Level: 8	
Stabilize	15	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
Effect: Spell designed for battle fields, heals all creatures for 1	hp to sta			damage [Will negates].	Target: 50-ftradius	burst cente	ered on you	Caster Level: 8	
□□□□□ Status	15	Will negates (harmless)	Standard 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: 8	
□□□□□ Stay the Hand	15	Will negates	1 immediate	Instantaneous	Medium (180 ft.)	V	Yes	Enchantment (Charm)	PHB II: p.126
Effect:			action		Target: One human	oid		[Mind-Affecting] Caster Level: 8	
Target refrains from attacking you or targetting you with Stone Bones	spells fo	Will negates	1 standard	l. 10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
Effect:		[harmless]	action		Target: Corporeal un	ndead creat	ture touched	Caster Level: 8	
Target gains natural armor AC bonus of +3.  Stone Fist		None		8 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
Effect:			Action		Target: You			Caster Level: 8	
Acts as if armed and your hands become hard inflicting Stretch Weapon	damage 15	Will negates	1 swift	One attack	0 ft.	٧	Yes (harmless, object)	Transmutation	PHB II: p.126
Effect:		(harmless, object)	action		Target: Melee weap	on wielded		Caster Level: 8	
Adds 5 feet of reach for one attack.  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 Elveior	n thrush	(Summoning) [Good] Caster Level: 8	
Summons a Elysian thrush [Planar Handbook 118]; see	text	None	1 round	1 round/level [D]	Close (45 ft.)	V.S.F/DF		Conjuration	PHB: p.286
Effect:		None	riound	r round/level [D]	` ′		d creatures, no two of	(Summoning) Caster Level: 8	F 11Β. μ.200
Calls extraplanar creature to fight for you.	15	Will negates (object)	Standard	24 hours	which can be more t			Abjuration	PHB: p.297
Undetectable Alignment	.0	viii negatee (esjeet)	Action	21110010	Target: One creature		. 55 (55)550)	Caster Level: 8	
Conceals alignment for 24 hours.	15	N/A	1 standard	1 minute/level		V,S	N/A	Evocation	SC: p.228
United States Veil of Shadow  Effect:	10	14/7	action	T THIRITION OF THE PARTY OF THE	Target: You	٧,٥	14/74	[Darkness] Caster Level: 8	GG. p.220
Grants you a 20% miss chance from concealment.	15	Will negates	Standard	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment	PHB: p.303
		· ·	Action		, ,			(Compulsion)	
								[Mind-Affecting]	
Effect: Subjects within range cannot lie.					Target: 20-ftradius	emanation		Caster Level: 8	
				LEVEL 3	Target: 20-ftradius	emanation			
Subjects within range cannot lie.  Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	Caster Level: 8 School	Source
Subjects within range cannot lie.	DC	Saving Throw None					Spell Resistance Yes [harmless]	Caster Level: 8  School Enchantment (Compulsion)	Source SC: p.8
Subjects within range cannot lie.  Name  Aid, Mass  Effect:		None	1 standard action	Duration	Range Close (45 ft.)  Target: One or more	Comp. V,S,DF		Caster Level: 8  School Enchantment	
Subjects within range cannot lie.  Name  Aid, Mass		None ter level [max 15] tempo Will negates	1 standard action rary hp. 1 standard	Duration	Range Close (45 ft.) Target: One or more more than 30 ft. apa	Comp. V,S,DF e creatures,	Yes [harmless]	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting]	
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all creatures gain 1dt Air Breathing  Effect:	3 +1/cas	None ter level [max 15] tempo	1 standard action rary hp.	<b>Duration</b> 1 minute/level	Range Close (45 ft.) Target: One or more more than 30 ft. apa	Comp. V,S,DF e creatures, art S,M/DF	Yes [harmless] no two of which are Yes [harmless]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	SC: p.8
Name  Name  Aid, Mass  Effect:  1 on attack rolls, +1 against fear, all creatures gain 1dt	3 +1/cas	None ter level [max 15] tempo Will negates [harmless] Will negates	1 standard action rary hp. 1 standard action 1 standard	<b>Duration</b> 1 minute/level	Range Close (45 ft.) Target: One or more more than 30 ft. apa Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche	Yes [harmless] no two of which are Yes [harmless]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation	SC: p.8
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all creatures gain 1dt Air Breathing  Effect: Grants creatures the ability to breath air. Align Weapon, Mass  Effect:	3 +1/cas 16	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]	1 standard action  rary hp. 1 standard action  1 standard action	Duration 1 minute/level 2 hours/level; see text	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF	Yes [harmless] no two of which are Yes [harmless] d	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8	SC: p.8
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all creatures gain 1di Air Breathing  Effect: Grants creatures the ability to breath air.	3 +1/cas 16	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]	1 standard action  rary hp. 1 standard action  1 standard action	Duration 1 minute/level 2 hours/level; see text	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)  Target: One weapor	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text]	SC: p.8
Name  Name  Aid, Mass  Effect:  1 on attack rolls, +1 against fear, all creatures gain 1dt  Air Breathing  Effect:  Grants creatures the ability to breath air.  Align Weapon, Mass  Effect:  Functions like align weapon, except it effects multiple w  Alter Fortune	3 +1/cas 16 16	None ter level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant	1 standard action  rary hp. 1 standard action  1 standard action  2e. 1	Duration 1 minute/level 2 hours/level; see text 1 minute/level	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	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF V/x,V	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8	SC: p.8 SC: p.8
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all creatures gain 1dd Air Breathing  Effect: Grants creatures the ability to breath air. Align 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 sec	3 +1/cas 16 16	None ter level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant	1 standard action rary hp. 1 standard action 1 standard action e.e. 1 immediate action 1 standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level	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.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF V/x,V	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation Caster Level: 8  Divination Caster Level: 8  Divination Caster Level: 8  Conjuration	SC: p.8 SC: p.8
Name  Aid, Mass  Effect:  +1 on attack rolls, +1 against fear, all creatures gain 1dd  Air Breathing  Effect:  Grants creatures the ability to breath air.  Align 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 sec	3 +1/cas 16 16	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] or projectiles at a distant None	1 standard action  rary hp. 1 standard action  1 standard action  ce. 1 immediate action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apart Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.	Comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no to V,X e V.S.M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Conjuration (Creation) (Creation) (Chaotic, Water]	SC: p.8  SC: p.9  PHB II: p.101
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all creatures gain 1dd Air Breathing  Effect: Grants creatures the ability to breath air. Align 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 sec	3 +1/cas 16 16 eapons o	None  None  Will negates [harmless]  Will negates [harmless, object]  or projectiles at a distant None  None	1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D]	Range Close (45 ft.)  Target: One or more more than 30 ft. apartouch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high]	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration [Chaotic, Water] Caster Level: 8	SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Name	3 +1/cas 16 16 eapons o	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] or projectiles at a distant None	1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apartouch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless]	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) (Chaotic, Water) Caster Level: 8  Abjuration	SC: p.8  SC: p.9  PHB II: p.101
Name	16 16 16 eapons of cond roll.	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  or projectiles at a distant None  Will negates [harmless]  g dragon, bonus increas	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  2 standard action  1 standard action  2 standard action  2 standard action  4 standard action  2 standard action  2 standard action  4 standard action  2 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level Ir levels above 5th; see text	Range Close (45 ft.)  Target: One or more more than 30 ft. apart Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature	Comp. V.S.DF e creatures, art S.M/DF ures touche V.S.DF n/level, no to V,X e V.S.M,DF -ft. radius, 2 V.S.M,DF e/2 levels, rart	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) [Chaotic, Water] Caster Level: 8  Abjuration  Caster Level: 8	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Name  Name  Aid, Mass  Effect:  1 on attack rolls, +1 against fear, all creatures gain 1dt  Air Breathing  Effect:  Grants creatures the ability to breath air.  Align 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 an archic Storm  Effect: Storm imposes penalties and damages lawful creatures  Antidragon Aura  Effect: All subjects granted +2 luck bonus to AC, saves against	3 +1/cas 16 16 eapons o	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  or projectiles at a distant None  None  Will negates [harmless]	1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate action 1 standard actio	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level Ir levels above 5th; see text	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature 10 ft.  Target: One creature 11 ft.	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, r art V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation Caster Level: 8  Divination Caster Level: 8  Divination Caster Level: 8  Conjuration (Creation) (Creation) (Creation) (Chaotic, Water] Caster Level: 8  Abjuration Caster Level: 8  Transmutation	SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Name	16 16 eapons of the condition of the con	None  ter level [max 15] tempo 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	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  2 +1 per four standard action  3 -1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level Ir levels above 5th; see text 24 hours	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 creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Target: One creature Target: One creature	Comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no to V,X e V.S.M,DF -ft. radius, 2 V.S.M,DF e/2 levels, r art V.S.M/DF e/3 levels	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) (Creation) (Chaotic, Water] Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all creatures gain 1dt Air Breathing  Effect: Grants creatures the ability to breath air. Align Weapon, Mass  Effect: Functions like align weapon, except it effects multiple weapon, except it effects multiple weapon. Alter Fortune  Effect: Target must reroll any die roll it just made taking the second and analyses penalties and damages lawful creatures Anarchic Storm  Effect: Storm imposes penalties and damages lawful creatures All subjects granted +2 luck bonus to AC, saves against Altune Form  Effect: Effect: All subjects granted +2 luck bonus to AC, saves against Altune Form  Effect:	16 16 20 16 16 16 20 20 20 20 20 20 20 20 20 20 20 20 20	None  ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] or projectiles at a distant None  Will negates [harmless]  g dragon, bonus increas	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  2 +1 per four standard action  3 -1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level Ir levels above 5th; see text	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature 10 ft.  Target: One creature 11 ft.	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, r art V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) (Chaotic, Water] Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion)	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Name	16 16 eapons of the condition of the con	None  ter level [max 15] tempo 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	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  2e. 1 standard action  2 standard action  3 standard action  2 standard action  3 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level Ir levels above 5th; see text 24 hours	Range Close (45 ft.)  Target: One or more more than 30 ft. apartouch Target: Living create. Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature. 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature. Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, r, art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No Ves [harmless] no two of which are N/A	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Transmutation [Chaotic, Water] Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14
Name	16 16 eapons of the condition of the con	None  Viil negates [harmless, object]  or projectiles at a distant None  Will negates [harmless, object]  or projectiles at a distant None  Will negates [harmless] g dragon, bonus increas N/A  negating harmful effect Will negates	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  1 standard action  3 standard action  3 standard action  3 standard action  3 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Target: One creature Touch  Target: One creature Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, r, art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No Ves [harmless] no two of which are N/A	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination  Caster Level: 8 Divination  Caster Level: 8 Divination  Caster Level: 8 Transmutation [Creation] [Chaotic, Water] Caster Level: 8 Abjuration  Caster Level: 8 Transmutation  Caster Level: 8 Enchantment (Compulsion) [Fear, Good,	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14
Name	16 16 eapons of the condition of the con	None  Viil negates [harmless, object]  or projectiles at a distant None  Will negates [harmless, object]  or projectiles at a distant None  Will negates [harmless] g dragon, bonus increas N/A  negating harmful effect Will negates	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  1 standard action  3 standard action  3 standard action  3 standard action  3 standard action	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Instantaneous  1 round/level instantaneous  Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Target: One creature Touch  Target: One creature Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no to V,X e V,S,M,DF e/2 levels, r, art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No Ves [harmless] no two of which are N/A	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Transmutation [Chaotic, Water] Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14
Name	16 16 16 16 16 16 16 16 16 16 16 16 16 1	None  ter level [max 15] tempo 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  s of nonlethal damage Will negates	1 standard action rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  2 standard action  1 standard action  2 standard action  3 standard action	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Instantaneous  1 round/level instantaneous  Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apart Colose (45 ft.)  Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Touch  Target: One creature Touch  Target: One creature Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF //level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, r, art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) (Creation) (Chaotic, Water] Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 8	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.17  SC: p.21
Name	16 16 16 16 16 16 16 16 16 16 16 16 16 1	None  ter level [max 15] tempo 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  s of nonlethal damage Will negates	1 standard action  1 standard action  1 standard action  1 standard action  2e. 1 immediate action  1 standard action  action  3 standard action  and is stun  Standard Action  h action.	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Instantaneous  1 round/level instantaneous  Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apart Touch  Target: Living creature. Close (45 ft.)  Target: One weaport than 30 ft. apart Close (45 ft.)  Target: One creature. 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature. Target: One creature. Target: One creature. Touch  Target: One creature. Touch  Target: One evil creature.	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF //level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, r, art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.17  SC: p.21
Name	16 16 16 16 16 16 16 16 16 16 16 16 16 1	None  ter level [max 15] tempo  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  Will negates  Will negates  Will negates	1 standard action rary hp. 1 standard action  3 standard action  and is stur  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Ir levels above 5th; see text 24 hours  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apart close (45 ft.)  Target: Living creature. Close (45 ft.)  Target: One weapor than 30 ft. apart close (45 ft.)  Target: One creature. 20 ft.  Target: One creature. Target: One creature. Target: One creature. Target: One creature. Touch  Target: One evil creature. Touch  Target: Creature tou.	Comp. V.S.DF e creatures, art S.M/DF ures touche V.S.DF n/level, no to V,X e V,S.M,DF e/2 levels, r att V,S.M/DF e/3 levels V,S.DF atture with la V,S.DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes thelligence 3+ Yes	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 8  Necromancy  Caster Level: 8	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.17  SC: p.21  PHB: p.203
Name	16 16 16 16 16 16 16 16 16 16 16 16 16 1	None  ter level [max 15] tempo  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  Will negates  Will negates  Will negates	1 standard action rary hp. 1 standard action  1 standard action  2 times action  1 standard action  1 standard action  1 standard action  2 times action  1 standard action  2 times action  3 times action  4 times action  5 times action  6 times action  1 standard action	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Ir levels above 5th; see text 24 hours  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: Cylinder [20 Touch Target: Cyl	Comp. V.S.DF e creatures, art S.M/DF ures touche V.S.DF n/level, no to V,X e V,S.M,DF e/2 levels, r att V,S.M/DF e/3 levels V,S.DF atture with la V,S.DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes thelligence 3+ Yes	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Divination  Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 8  Necromancy  Caster Level: 8  Evocation	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.17  SC: p.21  PHB: p.203
Name	16 16 16 16 16 16 16 16 16 16 16 16 16 1	None  ter level [max 15] tempo 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  s of nonlethal damage Will negates  Will negates  Will negates  Will negates  Will negates  Will negates	1 standard action rary hp. 1 standard action  2 standard action  3 standard action  and is stur  Standard Action  1 standard action  1 standard action  Standard Action  1 standard action  Standard Action  1 standard action  Standard Action  Standard	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Instantaneous  I revels above 5th; see text 24 hours Instantaneous	Range Close (45 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living creature Close (45 ft.)  Target: One weapor than 30 ft. apart Close (45 ft.)  Target: One creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: Cylinder [20 Touch Target: C	Comp. V,S,DF a creatures, int S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M/DF e/2 levels, r ant V,S,M/DF att V,S,DF sature with lit V,S,DF olumn of gn	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes  Yes Yes ashing teeth	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) [Chaotic, Water] Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Fransmutation  Caster Level: 8  Fransmutation  Caster Level: 8  Fransmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 8  Necromancy  Caster Level: 8  Evocation  Caster Level: 8  Evocation  Caster Level: 8	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17  SC: p.21  PHB: p.203  SC: p.30
Name  Name  Aid, Mass  Effect:  1 on attack rolls, +1 against fear, all creatures gain 1dt  Air Breathing  Effect: Grants creatures the ability to breath air.  Align Weapon, Mass  Effect: Functions like align weapon, except it effects multiple w  Alter Fortune  Effect: Target must reroll any die roll it just made taking the sectory and an achieve storm imposes penalties and damages lawful creatures and damages lawful c	16 16 16 16 16 16 16 16 16 16 16 16 16 1	None  ter level [max 15] tempo 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  s of nonlethal damage Will negates  Will negates  Will negates  Will negates  Will negates  Will negates	1 standard action rary hp. 1 standard action  2 standard action  3 standard action  and is stur  Standard Action  1 standard action  1 standard action  Standard Action  1 standard action  Standard Action  1 standard action  Standard Action  Standard	Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours  Instantaneous	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 creature 20 ft.  Target: Cylinder [20 Close (45 ft.)  Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: One evil creature Touch Target: Cylinder [20 Touch Target: Cylinder [20 Touch Target: One evil creature Touch	Comp. V,S,DF a creatures, int S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M/DF e/2 levels, r ant V,S,M/DF att V,S,DF sature with lit V,S,DF olumn of gn	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes  Yes Yes ashing teeth	Caster Level: 8  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8  Transmutation [See text] Caster Level: 8  Divination  Caster Level: 8  Conjuration (Creation) (Chaotic, Water] Caster Level: 8  Transmutation  Caster Level: 8  Abjuration  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Transmutation  Caster Level: 8  Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 8  Evocation  Caster Level: 8  Evocation  Caster Level: 8  Evocation  Caster Level: 8  Evocation	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17  SC: p.21  PHB: p.203  SC: p.30

				Cleric Spells					
□□□□□ Blindsight	16	Will negates [harmless]	1 standard action	1 minute/level	Touch V,S	S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.					Target: Creature touche	ed		Caster Level: 8	
Chain of Eyes	16	Will negates	1 standard action	1 hour/level	Touch V,S	S	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.			dollon		Target: Living creature	touched		Caster Level: 8	
Channeled Divine Shield			See text	1 round/level	Personal V,S	S		Abjuration  Caster Level: 8	PHB II: p.106
Gain DR based upon casting time; See text.  Circle Dance  Effect:	16	N/A	1 minute	Instantaneous	Personal V,S	S	N/A	Divination  Caster Level: 8	SC: p.46
Get direction and general status of a known target.	16	Will negates	1 standard	10 minutes/level	60 ft. V,S	S	Yes [harmless]	Abjuration	SC: p.47
Effect:		[harmless]	action		Target: 60-ftradius em			[Mind-Affecting] Caster Level: 8	
You and your allies gain a morale bonus on saves agains  Cloak Pool	t fear e 16	Will negates	1 standard	x +10]. 1 hour/level [D]	Close (45 ft.) V,S	S	No	Illusion (Glamer)	SC: p.48
Effect:		[harmless,object]	action		Target: One color pool			[Mind-Affecting] Caster Level: 8	
Causes a color pool on the Astral Plane to seemingly cea	se to e	None	Standard	Permanent	Touch V,S	S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touched	Magical,	, heatless flame	Caster Level: 8	
Makes a permanent, heatless torch.  Conviction, Mass	16	Will negates		10 minutes/level	Medium (180 ft.) V,S	S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:		[harmless]	action		Target: Allies in a 20-ft.	-radius b	ourst	Caster Level: 8	
Same as conviction, except it affects multiple allies at a d	16	Fortitude negates	1 standard action	1 round/level [D]	10 ft. V,S	S,DF	Yes	Evocation [Cold]	SC: p.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in you	our area	a of effect. Creatures so		ve -2 to Str & Dex, move at half speed for	Target: 20-ftradius spr	read		Caster Level: 8	
as ong as they remain in the area.		None	10 minutes	24 hours; see text	Close (45 ft.) V,S	S	No	Conjuration	PHB: p.214
Effect:			.2.30		Target: Food and water			(Creation) Caster Level: 8	•
Feeds 3 humans or 1 horses/level.	16	Will negates	1 standard	1 hour/level [D] or until discharged	one horse/level for 24 h	nours	Yes (harmless)	Necromancy	PHB II: p.108
Crown of Grave	10	(harmless)	action	Thoursever [b] or until discharged	Target: Creature touche		res (namiess)	Caster Level: 8	7 115 II. p. 100
Wearer can compel undead with a one-word command or	nce per 16	minute. See text. Will negates	1 standard	1 hour/level [D] or until discharged	Touch V,S		Yes (harmless)	Transmutation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature touche		,	Caster Level: 8	
+2 Strength enhancement or discharge for +8 Strength fo	r one r	ound. Will negates	1 standard	1 hour/level [D] or until discharged	Touch V,S		Yes (harmless)	Transmutation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature touche	ed		Caster Level: 8	
+1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting	saves.	Will negates		1 hour/level [D] or until discharged	Touch V,S	S,F	Yes (harmless)	Evocation	PHB II: p.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once p	or mini	(harmless)	action	an rolls no payt malan or ranged attack	Target: Creature touche	ed		Caster Level: 8	
			is on damaç	je rolis no next melee or ranged attack	II .				
the opponent has the designated alignment or Discharge fo			Ctondord	Instantaneous	Touch V.C		Vaa (harmlaaa): aaa	Conjugation	DUD: p 216
Cure Serious Wounds	ra +8 t 16	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S		Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Cures 3d8 +1/level [max +15] damage.		Will half (harmless); see text	Action	Instantaneous  1 round/level	Target: Creature touche	ed			
Cure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction	16	Will half (harmless);	Action		Target: Creature touche Medium (180 ft.) V,S	ed	text	(Healing) Caster Level: 8	PHB: p.216 PHB II: p.109
Cure Serious Wounds	16	Will half (harmless); see text Will negates	Action  1 standard action	1 round/level	Target: Creature touche Medium (180 ft.) V,S Target: One creature	ed	text	(Healing) Caster Level: 8 Transmutation	
Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including	16	Will half (harmless); see text Will negates	1 standard action eapons, and	1 round/level	Target: Creature touche Medium (180 ft.) V,S Target: One creature	ed S,M	text	(Healing) Caster Level: 8 Transmutation	
Cure Serious Wounds  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: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	16 16 project	Will half (harmless); see text  Will negates  ile weapons, thrown weapons	1 standard action eapons, and 1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D]	Target: Creature toucher Medium (180 ft.) V,s Target: One creature	ed S,M	Yes	(Healing) Caster Level: 8 Transmutation Caster Level: 8	PHB II: p.109
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.	16 16 project	Will half (harmless); see text  Will negates  ile weapons, thrown weapons	Action  1 standard action eapons, and 1 standard action lealing 1d6/2 Standard	1 round/level I ranged attacks. In addition, any critica 1 round/level [D]	Target: Creature touche Medium (180 ft.) V,S Target: One creature al 0 ft. V,S	ed S,M S	Yes	(Healing) Caster Level: 8 Transmutation Caster Level: 8 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 Darkfire Effect: Daylight Effect:	16 16 project	Will half (harmless); see text Will negates ile weapons, thrown w None ck [120 ft. no penalty] c	1 standard action eapons, and 1 standard action lealing 1d6/2	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Levels [Max 5d6].	Target: Creature touche Medium (180 ft.) V,S Target: One creature al 0 ft. V,S Target: Flame in your p	ed S,M S salm	Yes	(Healing) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Fire] Caster Level: 8	PHB II: p.109 SC: p.59
Effect: Produce a flame that can be used for touch attack or range.  Daylight	16 16 project	Will half (harmless); see text Will negates ile weapons, thrown w None ck [120 ft. no penalty] c	Action  1 standard action eapons, and 1 standard action lealing 1d6/2 Standard Action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Levels [Max 5d6].	Target: Creature touche Medium (180 ft.) V,S Target: One creature  0 ft. V,S Target: Flame in your p Touch V,S Target: Object touched	ed S,M S salm S	Yes	(Healing) Caster Level: 8 Transmutation Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light]	PHB II: p.109 SC: p.59
### Cure Serious Wounds  ###################################	16 16 project	Will half (harmless); see text  Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of	Action  1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action  Standard Action  1 standard	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Levels [Max 5d6]. 10 minutes/level [D]	Target: Creature touched Medium (180 ft.) V.S Target: One creature al  0 ft. V.S Target: Flame in your p Touch V.S Target: Object touched Touch V, Target: Object touched	ed S,M S salm S	Yes Yes	(Healing) Caster Level: 8  Transmutation Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Dight]	PHB II: p.109  SC: p.59  PHB: p.216
Effect:  Daylight  Effect:  Object sheds supernatural shadow in 60-ft. radius.  Demon Dirge  Effect:  Doylor Demon Dirge  Effect:  Defect:  Demon Dirge  Effect:  Demon Dirge  Effect:  Demon Dirge  Effect:  Demon Dirge	16  16  project	Will half (harmless); see text  Will negates  Will negates  When we weapons, thrown we have  None  None  None  None	Action  1 standard action eapons, and 1 standard action 2 standard Action  Standard Action  1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Plevels [Max 5d6]: 10 minutes/level [D]  1 day/level [D]	Target: Creature touched Medium (180 ft.) V.S Target: One creature al  0 ft. V.S Target: Flame in your p Touch V.S Target: Object touched Touch V, Target: Object touched	ed S,M S salm S	Yes Yes No	(Healing) Caster Level: 8  Transmutation Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
### Cure Serious Wounds  ###################################	16 16 project	Will half (harmless); see text  Will negates  Will negates  Whome  None	Action  1 standard action eapons, and 1 standard action standard action lealing 1d6/2 Standard Action  Standard Action  1 standard action creature is 1 1 standard	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Plevels [Max 5d6]: 10 minutes/level [D]  1 day/level [D]	Target: Creature touched Medium (180 ft.) V,S Target: One creature of the V,S Target: Plame in your p Touch V,S Target: Object touched Touch V,I Target: Object touched Close (45 ft.) V,S Target: Living creature	ed S,M S salm S M/DF	Yes Yes No	(Healing) Caster Level: 8  Transmutation Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
Effect: Cures 3d8 +1/level [max +15] damage. Curse 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 Darkfire Effect: Daylight Effect: Object sheds supernatural shadow in 60-ft. radius. Curse of Confirmed. Curse of Arrow Attraction Daylight Daylight Effect: Depart of Curse o	16  16  project  16  16  Evil su 16	Will half (harmless); see text  Will negates  Will negates  Wone  None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] I levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Canar'ri it is also stunned unless it saves. 1d6 rounds	Target: Creature touched Medium (180 ft.) V,S Target: One creature of the V,S Target: Plame in your p Touch V,S Target: Object touched Touch V,I Target: Object touched Close (45 ft.) V,S Target: Living creature	ed S,M S salm S M/DF	Yes  Yes  No  No  Yes	(Healing) Caster Level: 8  Transmutation Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
### Cure Serious Wounds  ###################################	16  16  project  16  16  Evil su 16	Will half (harmless); see text  Will negates  Will negates  Wone  None	Action  1 standard action eapons, and 1 standard action lealing 1d6/2 Standard Action  Standard Action  1 standard action  1 standard action creature is 1 1 standard action or be Stunner Standard	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] I levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Canar'ri it is also stunned unless it saves. 1d6 rounds	Target: Creature touched Medium (180 ft.) V.S Target: One creature of ft. V.S Target: Flame in your p Touch V.S Target: Object touched Touch V, Target: Object touched Close (45 ft.) V.S Target: Living creature Close (45 ft.) V.S	ed S,M S salm S M/DF S,DF	Yes  Yes  No  No  Yes	(Healing) Caster Level: 8  Transmutation Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
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 ranged. Daylight  Effect: 60-ft. radius of bright light. Deeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Deals 2d6 damage to any creature with both Chaotic and Dect. Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Content of the Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Content of the Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Content of the Creatures of Evil and Lawful subtypes take 2d6 damage [Content of the Content of the Co	16  16  project  16  16  Evil su 16	Will half (harmless); see text  Will negates  ille weapons, thrown w  None  ck [120 ft. no penalty] o  None  None  None  None  It half  bytypes [No Save. If the None or Fortitude partial; see text  g]. Baatezu must save og	Action  1 standard action eapons, and 1 standard action  2 standard Action  Standard Action  1 standard action  1 standard action  1 standard action  oreature is 1 standard action  or be Stunner	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] 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	Target: Creature touched Medium (180 ft.) V.S. Target: One creature all Oft. V.S. Target: Flame in your p. Touch V.S. Target: Object touched Touch V.I. Target: Object touched Close (45 ft.) V.S. Target: Living creature Close (45 ft.) V.S. Target: Living creature Medium (180 ft.) V.S. Target: One spellcaster	ed S,M S S M/DF S,DF S,DF	Yes Yes No No Yes	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64
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 ranged threats are automatically confirmed.  Daylight  Effect: 60-ft. radius of bright light.  Deeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radius.  Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with subtypes take 2d6 damage [Daylight]  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Daylight]  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Daylight]	16  16  project  16  16  Evil su 16	Will half (harmless); see text  Will negates  ille weapons, thrown w  None  ck [120 ft. no penalty] o  None  None  None  None  It half  bytypes [No Save. If the None or Fortitude partial; see text  g]. Baatezu must save og	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 Standard Action  1 swift	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] 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	Target: Creature touched Medium (180 ft.) V.S. Target: One creature of the control of the contro	ed S,M S S M/DF S,DF S,DF S,CF C, creatur	Yes Yes No No Yes	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Abjuration	PHB II: p.109  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. 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 rang. Daylight  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Object sheds supernatural shadow in 60-ft. radius. Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Direct: Creatures of Evil and Lawful subtypes take 2d6 damage [ Direct: Creatures of Evil and Lawful subtypes take 2d6 damage [ Direct: Creatures of Evil and Lawful subtypes take 2d6 damage [ Direct: Creatures of Evil and Lawful subtypes take 2d6 damage [ Direct: Created divine weapon that mimics deity's favored weapo	16  16  project  16  Evil su 16  no sav	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  None	1 standard action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard action  1 standard action  reature is 1 1 standard action  Standard Action  1 swift action el + Str or V	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Plevels [Max 5d6]. 10 minutes/level [D] 1 day/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 Vis modifier [your choice]. Damage is the	Target: Creature touched Medium (180 ft.) V.S Target: One creature all  0 ft. V.S Target: Plame in your p Touch V.S Target: Object touched Touch V.S Target: Object touched Close (45 ft.) V.S Target: Living creature Close (45 ft.) V.S Target: Living creature Medium (180 ft.) V.S Target: One spellcaster 20-ftradius burst 0 ft. V.S Target: Magic weapon of	ed  S  M/DF  S,DF  G, creatur	Yes Yes No No Yes No e, or object; or	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Abjuration Caster Level: 8	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
### Cure Serious Wounds  ###################################	16  16  project  16  Evil su 16  no sav	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  None	Action  1 standard action eapons, and 1 standard action  1 standard Action  Standard Action  1 swift action  1 swift action  1 swift action  1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] I levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  anar'ri it is also stunned unless it saves. 1d6 rounds  d., Instantaneous  1 round  Vis modifier [your choice]. Damage is the lainst any creature that attacks you.	Target: Creature touched Medium (180 ft.) V.S. Target: One creature of the Medium (180 ft.) V.S. Target: Flame in your p. Touch V.S. Target: Object touched Touch V.S. Target: Object touched Close (45 ft.) V.S. Target: Living creature Close (45 ft.) V.S. Target: Living creature Medium (180 ft.) V.S. Target: One spellicaster 20-ftradius burst of t. V.S. Target: Magic weapon of the Medium (180 ft.) V.S. Target: Magic weapon of the Medium (180 ft.) V.S.	ed  S  M/DF  S,DF  S,CF	Yes Yes No No Yes No e, or object; or	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Abjuration Caster Level: 8  Evocation [Force]	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Dobject sheds supermatural shadow in 60-ft. radius. Demon Dirge  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Devolution Devo	16 16 project 16 16 Evil su 16 no sav	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  None	Action  1 standard action eapons, and 1 standard action 1 standard action Standard Action  Standard Action  1 standard action  1 standard action  receature is 1 standard action  restandard Action  1 standard action  1 swift action  1 swift action  1 swift action  1 standard action  1 standard action	1 round/level I ranged attacks. In addition, any critical 1 round/level [D] I 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  Vis modifier [your choice]. Damage is the almost any creature that attacks you. Instantaneous	Target: Creature touched Medium (180 ft.) V.S. Target: One creature all 0 ft. V.S. Target: Flame in your p. Touch V.S. Target: Object touched Touch V.S. Target: Object touched Close (45 ft.) V.S. Target: Living creature Close (45 ft.) V.S. Target: Living creature Medium (180 ft.) V.S. Target: One spellicaster 20-ft. radius burst 0 ft. V.S. Target: Magic weapon of the control of	ed  S  M/DF  S,DF  S,CF  G,Creatur  G,Creatur  G,CF  G	Yes  Yes  No  No  Yes  No  e, or object; or  No  Yes	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8	PHB II: p.109  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. 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 ranged Daylight  Effect: Object sheds supernatural shadow in 60-ft. radius.  Demon Dirge  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Demon Dirge Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Demon Dirge Effect: Create daylight Effect: Create daylight Effect: Create divine weapon that mimics deity's favored weaposame as base weapon + 1-1/2 Str or Wis modifier (your cho	16 16 project 16 16 Evil su 16 no sav	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  None	Action  1 standard action eapons, and 1 standard action 1 standard action ealing 1d6/2 Standard Action  1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action el + Str or V e e amount action to the standard action el + standard action 1 swift action el + standard action it the groun taction the standard action 1 standard action 1 standard action the standard action 1 standard action the standard	1 round/level I ranged attacks. In addition, any critical 1 round/level [D] I 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  Vis modifier [your choice]. Damage is the almost any creature that attacks you. Instantaneous	Target: Creature touched Medium (180 ft.) V.\$ Target: One creature all 0 ft. V.\$ Target: Flame in your p Touch V.\$ Target: Object touched Touch V, Target: Object touched Close (45 ft.) V.\$ Target: Living creature Close (45 ft.) V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: Object touched V.\$ Target: Object touched V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: Magic weapon of the V.\$ Target: Magic weapon of the V.\$ Long (720 ft.) V.\$ Target: Cylinder [20-ft. Interpretation of the V.\$ Target	ed  S  M/DF  S,DF  S,DF  of force S,M  radius, 1	Yes  Yes  No  No  Yes  No  e, or object; or  No  Yes	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Air] Caster Level: 8  Abjuration [See	PHB II: p.109  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.  Curse 3d8 +1/level [max +15] damage.  Curse 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 ranged threats are automatically confirmed.  Curse of Confirmed.  Curs	16 16 project 16 Evil su 16 no savi	Will half (harmless); see text  Will negates  Will negates  Will negates  Ide weapons, thrown with the weapons, thrown with the weapons, thrown with the weapons, thrown with the weapons of the weapons the weapon strikes for like Reflex partial; see text  Identify the weapon strikes for like Reflex partial; see text  Wone	1 standard action 1 standard action eapons, and 1 standard action lealing 1d6/2 Standard Action  Standard Action  1 standard action creature is 1 1 standard action Standard Action  1 standard action by Standard Action  1 standard action by Standard Action  1 swift action el + Str or Ve amount action el + Str or Ve at standard action  1 to standard action  1 swift action  1 standard action  1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Plevels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1 day/level [D] 1 df rounds; see text Fanar'ri it is also stunned unless it saves. 1 df rounds  d Instantaneous 1 round Vis modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous  nd [1d6 per 10 ft.].	Target: Creature touched Medium (180 ft.) V.\$ Target: One creature all 0 ft. V.\$ Target: Flame in your p Touch V.\$ Target: Object touched Touch V, Target: Object touched Close (45 ft.) V.\$ Target: Living creature Close (45 ft.) V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: Object touched V.\$ Target: Object touched V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: Magic weapon of the V.\$ Target: Magic weapon of the V.\$ Long (720 ft.) V.\$ Target: Cylinder [20-ft. Interpretation of the V.\$ Target	ed  S  M/DF  S,DF  S,DF  of force S,M  radius, 1	Yes  Yes  No  No  Yes  Yes  No  Yes  Or ft. high]	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Air] Caster Level: 8	PHB II: p.109  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: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Dispel Magic Effect: Cancels magical spells and effects. Deals 2d6 damage [ Dispel Magic Effect: Cancels magical spells and effects. Deals 2d6 damage [ Dispel Magic Effect: Cancels magical spells and effects. Deals 2d6 damage [ Dispel Magic Effect: Cancels magical spells and effects. Deals	16 16 project 16 Evil su 16 no savi	Will half (harmless); see text  Will negates  Will negates  Will negates  Will negates  Ide weapons, thrown weapons, thrown weapons, thrown weapons, thrown weapons, thrown weapons, through the partial; see text  Jesus Baatezu must save of None  None  None  Reflex partial; see text  And weapon strikes for like Reflex partial; see text  damage if they collide weapons weapons through the partial; see text  damage if they collide weapons weapons through the partial; see text  damage dealt is 2d6  Will negates	Action  1 standard action eapons, and 1 standard action eapons, and 1 standard action  Standard Action  1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Plevels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1 day/level [D] 1 df rounds; see text Fanar'ri it is also stunned unless it saves. 1 df rounds  d Instantaneous 1 round Vis modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous  nd [1d6 per 10 ft.].	Target: Creature touched Medium (180 ft.) V.S. Target: One creature of ft. V.S. Target: Flame in your p Touch V.S. Target: Object touched Touch V.I. Target: Object touched Close (45 ft.) V.S. Target: Living creature Close (45 ft.) V.S. Target: Living creature Medium (180 ft.) V.S. Target: One spellcaster 20-ftradius burst of ft. V.S. Target: Magic weapon of the company of the	ed  S  M/DF  S,DF  S,DF  G,Creatur  G,Creatu	Yes  Yes  No  No  Yes  Yes  No  Yes  Or ft. high]	(Healing) Caster Level: 8  Transmutation Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Diarkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8  Abjuration [See text]	PHB II: p.109  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:  Object sheds supernatural shadow in 60-ft. radius.  Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature of the circum Dispel Magic  Effect:  Doing 1 Deylight  Effect:  Object sheds supernatural shadow in 60-ft. radius.  Demon Dirge  Effect:  Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature of Evil 2d6 damage to 2d7 dam	16 16 project 16 Evil suged atta 16 no savu	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  None  None	Action  1 standard action eapons, and 1 standard action 1 standard action 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	1 round/level I ranged attacks. In addition, any critical 1 round/level [D] I levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves. 1d6 rounds  d Instantaneous  1 round  Wis modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous  and [1d6 per 10 ft.]. 1 round/level	Target: Creature touched Medium (180 ft.) V.\$ Target: One creature of the V.\$ Target: Flame in your power of touched V.\$ Target: Object touched Touch V.\$ Target: Object touched Close (45 ft.) V.\$ Target: Living creature Close (45 ft.) V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: One spellcaster 20-ft. radius burst of t. V.\$ Target: Magic weapon delease Control V.\$ Target: Cylinder [20-ft. In Touch V.\$ Target: Touch Close (45 ft.) V.\$ Target: Cylinder [20-ft. In Touch V.\$ Target: Touch Close (45 ft.) V.\$ Target:	ed  S  M/DF  S,DF  S,DF  G,Creatur  G,Creatu	Yes  Yes  No  No  Yes  Yes  No  Yes  Or object; or  No  Yes  Or ft. high]	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Abjuration [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Abjuration [See text] Caster Level: 8  Abjuration	PHB II: p.109  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: Deles and supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Death 26 damage to any creature with both Chaotic and Devil Blight  Effect: Designed shade supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Death 26 damage to any creature with both Chaotic and Devil Blight  Effect: Death 26 damage to any creature with both Chaotic and Devil Blight  Effect: Death 26 damage to any creature with both Chaotic and Devil Blight  Effect: Death 26 damage to any creature with both Chaotic and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Company of Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Company of Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Company of Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Company of Devil Blight Effect: Cancels magical spells and effects. Deles the sea and the spell of Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Company of Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Company of Devil Blight Effect: Cancels magical spells and effects. Deles the sea of the spell of Devil Blight Effect: Either send a flying creature down 50 ft. or 100 ft. They to the spell of Devil Blight Effect: Cancel of the spell o	16 16 project 16 Evil su 16 no sav	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  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 1 swift action 1 swift action 1 swift action 1 sindard action 1 standard action 1 standard action 1 standard action	1 round/level I ranged attacks. In addition, any critical 1 round/level [D] I levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'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  and [1d6 per 10 ft.]. 1 round/level  1 round	Target: Creature touched Medium (180 ft.) V.S. Target: One creature all Off. V.S. Target: One creature all Off. V.S. Target: Flame in your prouch V.S. Target: Object touched Touch V.S. Target: Object touched Close (45 ft.) V.S. Target: Living creature Close (45 ft.) V.S. Target: Living creature Medium (180 ft.) V.S. Target: Living creature Medium (180 ft.) V.S. Target: One spellcaster 20-ft. radius burst 0 ft. V.S. Target: Magic weapon of the Close (45 ft.) V.S. Target: Cylinder [20-ft. Target: Touch Close (45 ft.) V.S. Target: Touch Close (45 ft.) V.S. Target: One creature	ed  S  M/DF  S,DF  S,DF  S,DF  of force  force  force  S,DF	Yes  Yes  No  No  Yes  Yes  No  Yes  Of, fright  No  Yes (harmless)	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Abjuration [See text] Caster Level: 8  Abjuration Caster Level: 8  Abjuration Caster Level: 8  Abjuration Caster Level: 8	PHB II: p.109  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  PHB II: p.111
Effect: Cures 3d8 +1/level [max +15] damage.  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 ranged threats are automatically confirmed.  Curse of Effect: Produce a flame that can be used for touch attack or ranged threats are automatically confirmed.  Curse of Effect: Curset radius of bright light.  Curset sheds supernatural shadow in 60-ft. radius.  Curset shed	16 16 project 16 16 Evil su 16 16 n. Attaice). The 16 akke fall	Will half (harmless); see text  Will negates  Will negates  Will negates  Will negates  Ide weapons, thrown weapons, thrown weapons, thrown weapons, thrown weapons, thrown weapons, through the partial; see text  Jesus Baatezu must save of None  None  None  Reflex partial; see text  And weapon strikes for like Reflex partial; see text  damage if they collide weapons weapons through the partial; see text  damage if they collide weapons weapons through the partial; see text  damage dealt is 2d6  Will negates	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 1 swift action 1 swift action 1 swift action 1 sindard action 1 standard action 1 standard action 1 standard action	1 round/level I ranged attacks. In addition, any critical 1 round/level [D] I levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves. 1d6 rounds  d Instantaneous  1 round  Wis modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous  and [1d6 per 10 ft.]. 1 round/level	Target: Creature touched Medium (180 ft.) V.\$ Target: One creature of the V.\$ Target: Flame in your power of touched V.\$ Target: Object touched Touch V.\$ Target: Object touched Close (45 ft.) V.\$ Target: Living creature Close (45 ft.) V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: One spellcaster 20-ft. radius burst of t. V.\$ Target: Magic weapon delease Control V.\$ Target: Cylinder [20-ft. In Touch V.\$ Target: Touch Close (45 ft.) V.\$ Target: Cylinder [20-ft. In Touch V.\$ Target: Touch Close (45 ft.) V.\$ Target:	ed  S  M/DF  S,DF  S,DF  S,DF  of force  force  force  S,DF	Yes  Yes  No  No  Yes  Yes  No  Yes  Or object; or  No  Yes  Or ft. high]	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Abjuration [See text] Caster Level: 8  Abjuration Caster Level: 8  Evocation [Caster Level: 8  Evocation [See text] Caster Level: 8  Evocation [Choose: Acid, Cold, Fire,	PHB II: p.109  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: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Direct Creatures of Evil and Lawful subtypes take 2d6 da	16 16 project 16 Evil su 16 no sav	Will half (harmless); see text  Will negates  Will negates  Will negates  Whone  None  Reflex partial; see text  damage if they collide w  None  amage dealt is 2d6  Will negates (harmless)  Reflex half	Action  1 standard action eapons, and 1 standard action eapons, and 1 standard action  Standard Action  1 swift action  1 swift action  1 swift action  1 standard action	1 round/level I ranged attacks. In addition, any critica 1 round/level [D] Plevels [Max 5d6], 10 minutes/level [D]  1 day/level [D]  1 day/level [D]  1 day/level [D]  1 dayrir it is also stunned unless it saves. 1d6 rounds  d Instantaneous  1 round  Vis modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous  nd [1d6 per 10 ft.]. 1 round/level  1 round  Instantaneous	Target: Creature touched Medium (180 ft.) V.\$ Target: One creature of the V.\$ Target: Flame in your power of touched V.\$ Target: Object touched Touch V.\$ Target: Object touched Close (45 ft.) V.\$ Target: Living creature Close (45 ft.) V.\$ Target: Living creature Medium (180 ft.) V.\$ Target: Magic weapon to the V.\$ Target: Magic weapon to the V.\$ Target: Cylinder [20-ft. In Touch V.\$ Target: Touch Close (45 ft.) V.\$ Target: One creature V.\$ Target: One creature V.\$ Target: Touch Close (45 ft.) V.\$ Target: One creature V.\$ Target: One creature V.\$ Target: All creatures with Target: All creatures with Incomplete V.\$ Target: All creatures with Incomplete V	ed  S  M/DF  S,DF  S,DF  of force S,M  radius, 1	Yes  Yes  No  No  Yes  Yes  Ves  Ves  Ves  Ves  Ves  No  Ves  (hamless)	(Healing) Caster Level: 8  Evocation [Fire] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Light] Caster Level: 8  Evocation [Darkness] Caster Level: 8  Transmutation Caster Level: 8  Transmutation Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Force] Caster Level: 8  Evocation [Air] Caster Level: 8  Abjuration [See text] Caster Level: 8  Abjuration Caster Level: 8  Abjuration Caster Level: 8  Evocation [Air] Caster Level: 8  Evocation [See text] Caster Level: 8  Evocation [Choose: Acid,	PHB II: p.109  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  PHB II: p.111

<sup>\* =</sup>Domain/Speciality Spell

Ciffect: You can affect a number of creatures with total hit dice energy type and that creature takes an additional 50% dama				Cieric Spells					
You can affect a number of creatures with total hit dice ed nergy type and that creature takes an additional 50% dama	16	Will negates	1 standard action	1 round/level	Medium (180 ft.) V	S,M/DF	Yes	Abjuration	PHB II: p.112
nergy type and that creature takes an additional 50% dama	uual ta	turing your goater level		which creatures are affected. Chance of	Target: One or more c	reatures v	within a 10-ftradius	Caster Level: 8	
□□□□ Favorable Sacrifice	ge fron	n that type.							
	16	Will negates [harmless]	1 standard action	1 hour/level	Touch V,	S,M	Yes [harmless]	Abjuration	SC: p.89
Effect: Gain benefit from deity; see text.					Target: Creature touch	ed		Caster Level: 8	
□□□□□ Fell the Greatest Foe		Fortitude negates [harmless]	1 standard action	1 round/level	Touch V,	S,M	Yes [harmless]	Transmutation	SC: p.90
iffect: Deal 1d6 damage per size category difference.		(namiooo)	dollori		Target: Creature touch	ed		Caster Level: 8	
Dear roo damage per size category difference.		None		1 round/level	Touch V,	S,M	No	Evocation	SC: p.95
Effect:			action		Target: Nonmagical we	eapon tou	iched	Caster Level: 8	
Normal or masterwork weapon becomes temporary +1 flar		urst weapon. Will negates	1 standard	1 minute/level	Close (45 ft.) V	S	Yes [harmless,object]	Transmutation	SC: p.102
Effect:		[harmless,object]	action				ectiles [all in contact at		
Hit incorporeal normally.	40	Form to control	4	40	time of casting]		·		00 100
Girallon's Blessing	16	Fortitude negates [harmless]	action	10 minutes/level		S,M	Yes [harmless]	Transmutation	SC: p.106
iffect: Gain an additional pair of arms; see text					Target: Creature touch	ied		Caster Level: 8	
□□□□□ Glyph of Warding	16	See text	10 minutes	Permanent until discharged [D]	Touch V,	S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
Effect: Inscription harms those who pass it.					Target: Object touched	d or up to	5 sq. ft/level	Caster Level: 8	
	16	N/A		1 round/level	Personal V			Transmutation	SC: p.107
Effect:			action		Target: You			[Good] Caster Level: 8	
+2 sacred bonus to Dex, Land speed increases by 10 ft2		alty to Hide checks. Fortitude negates	1 standard	10 minutes/level	Touch V,	S,M	Yes [harmless]	Transmutation	SC: p.109
Effect:		-	action		Target: Creature touch		•	Caster Level: 8	
Any creature hitting the subject takes 1d8 damage.		None	Standard	1 hour/level	-		No	Evocation	PHB: p.239
☐☐☐☐ Helping Hand			Action	di/icvci		J, DI			ID. p.200
ffect: Ghostly hand leads subject to you.					Target: Ghostly hand			Caster Level: 8	
DDDD Hesitate	16	Will negates; see text	immediate	1 round/level [D]; see text	Close (45 ft.) V	S		Enchantment (Compulsion)	PHB II: p.114
ffect:			action		Target: One living crea	ature		[Mind-Affecting] Caster Level: 8	
Creature can only take move action on it's turn; retry save	each re	ound [swift action]. None	1 standard	1 round/level [D]		S,M,DF	No	Conjuration	SC: p.115
□□□□□ Holy Storm		None	action	Trouturiever [D]	201t. V,	,O,IVI,DI		(Creation) [Good,	30. p.113
ffect:					Target: Cylinder [20-ft.	radius, 2		Water] Caster Level: 8	
-4 penalty to Listen, Spot, and Search checks, -4 ranged a	ttacks.	None		ach round [double if outsiders]. 1 round/level [D]	0 ft. V,	S,M	Yes	Evocation [Cold]	SC: p.118
ffect:			action		Target: Battleaxe-shap	ed weap	on of swirling ice	Caster Level: 8	
Axe deals 2d12 of cold damage +1/2 caster level [max +10		Will half	Standard	Instantaneous	Touch V.		Yes	Necromancy	PHB: p.244
Inflict Serious Wounds	10	vviii riaii	Action	ii ista ita ieous			165	•	111b. p.244
ffect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature touch			Caster Level: 8	
□□□□ Insignia of Blessing		None	Standard Action	8 minutes	Long (720 ft.) V,	S,F		Enchantment (Comulsion)	Race Des: p.166
Effect:					Target: All wearers of	special in		[Mind-Affecting] Caster Level: 8	
+1 morale bonus on attack rolls and on saving throws agai		r effects. Will half (Harmless)	Standard	Instantaneous	-	S,F	-	Conjuration	Race Des: p.166
□□□□□ Insignia of Healing		vviii riaii (riaiiiiiooo)	Action	motal namoda			text	(Healing) Caster Level: 8	1.000 200. p. 100
Heals 1d8+8 to all wearers.					Target: All wearers of				
□□□□□ Insignia of Warding	16	Will negates (Harmless)	Standard Action	8 minutes	Long (720 ft.) V,	S,F	Yes (harmless)	Abjuration	Race Des: p.166
iffect: +1 divine bonus to AC and on Fort saves.					Target: All wearers of	special in	signia within range	Caster Level: 8	
□□□□ Interplanar Message	16	Will negates [harmless]	1 standard action	24 hours/level	One creature V	S	Yes [harmless]	Evocation [Language-Dependent	SC: p.124 dentl
iffect: Send 25 words or less to the targeted creature; see text.		(			Target: One creature			Caster Level: 8	,
Invest Moderate Protection	16	Will half (harmless);		Instantaneous; see text	Touch V.	s		Conjuration	PHB II: p.115
Effect:		see text	action		Target: Creature touch		text	(Healing) Caster Level: 8	
	( +6] a weapoi	nd gains DR:1/evil for n that overcomes DR/go	1 minute, u	ndead damaged by likewise amount. O					
Living creature healed 3d4 +1 per two caster levels [max ailed save undead take an extra 3 points of damage from a		None	Standard Action	1 minute/level [D]	Personal V,	S	No	Evocation	PHB: p.245
Living creature healed 3d4 +1 per two caster levels [max								Caster Level: 8	
Living creature healed 3d4 +1 per two caster levels [maxiled save undead take an extra 3 points of damage from a limit of living limit of living livi					Target: You				
Living creature healed 3d4 +1 per two caster levels [max siled save undead take an extra 3 points of damage from a number of the sile of t	16	N/A		Instantaneous	5 ft./2 levels; see V,	S,DF		Transmutatin	SC: p.129
Living creature healed 3d4 +1 per two caster levels [maxilled save undead take an extra 3 points of damage from a land of the same and	16	N/A	1 swift action	Instantaneous		S,DF		Transmutatin (Teleportation) Caster Level: 8	SC: p.129
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a size of the state of		N/A Will negates	action	Instantaneous	5 ft./2 levels; see V, text Target: You	S,DF		(Teleportation)	
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a land of the same and			action		5 ft./2 levels; see V, text Target: You Close (45 ft.) S,			(Teleportation) Caster Level: 8 Divination	SC: p.129
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead to the silled save undead the silled save u	16	Will negates	action  1 standard action	Instantaneous	5 ft./2 levels; see text Target: You Close (45 ft.) S Target: One creature	DF	Yes	(Teleportation) Caster Level: 8 Divination Caster Level: 8	SC: p.129
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 3 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take an extra 4 points of the silled save undead take and take an extra 4	16		action  1 standard action		5 ft./2 levels; see V, text Target: You Close (45 ft.) S, Target: One creature Close (45 ft.) V,	DF	Yes	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination	
Living creature healed 3d4 +1 per two caster levels [mailed save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save freet:  Dispels invisibility within 5 ft./level  Dispels invisibility within 5 ft./level  Teleport and end up flanking an opponent.	16	Will negates	action  1 standard action  1 standard action	Instantaneous	5 ft./2 levels; see text Target: You Close (45 ft.) S, Target: One creature Close (45 ft.) V, Target: One creature	DF S	Yes Yes	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8	SC: p.129 SC: p.129
Living creature healed 3d4 +1 per two caster levels [max] illed save undead take an extra 3 points of damage from a significant process.  Invisibility Purge  Invisibility Purge  Invisibility within 5 ft./level	16	Will negates	action  1 standard action  1 standard action	Instantaneous	5 ft./2 levels; see V, text Target: You Close (45 ft.) S, Target: One creature Close (45 ft.) V,	DF S	Yes Yes; see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination	SC: p.129 SC: p.129
Living creature healed 3d4 +1 per two caster levels [max] illed save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead from a silled save	16	Will negates Will negates	action  1 standard action  1 standard action  1 standard action	Instantaneous	5 ft./2 levels; see text Target: You Close (45 ft.) S, Target: One creature Close (45 ft.) V, Target: One creature	DF S	Yes Yes; see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good,	SC: p.129 SC: p.129
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a superior of the section of	16	Will negates Will negates	action  1 standard action  1 standard action  1 standard action  Standard	Instantaneous	5 ft./2 levels; see text Target: You  Close (45 ft.) S, Target: One creature  Close (45 ft.) V, Target: One creature  Medium (180 ft.) V, Target: You and up to	DF S	Yes Yes: See text see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light]	SC: p.129 SC: p.129
Living creature healed 3d4 +1 per two caster levels [maxiled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled silled take to be silled:	16	Will negates Will negates None or outsiders; see text	1 standard action  1 standard action  1 standard action	Instantaneous Instantaneous 10 minutes/level [D]	5 ft./2 levels; see text Target: You  Close (45 ft.) S, Target: One creature Close (45 ft.) V, Target: One creature Medium (180 ft.) V, Target: You and up to Long (720 ft.) V, Target: Circle, centere	DF S S two rays; S,F/DF	Yes Yes Yes; see text see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination	SC: p.129 SC: p.129 SC: p.132
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled sille	16 16	Will negates Will negates None or outsiders; see text None	action  1 standard action  1 standard action  1 standard action  Standard Action	Instantaneous Instantaneous 10 minutes/level [D]	5 ft./2 levels; see V, text Target: You Close (45 ft.) S, Target: One creature Close (45 ft.) V, Target: One creature Medium (180 ft.) V, Target: You and up to Long (720 ft.) V, Target: Circle, centere 40 ft. per level	DF S S two rays; S,F/DF d on you,	Yes Yes; see text see text No with a radius of 400 +	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination Caster Level: 8	SC: p.129 SC: p.129 SC: p.132 PHB: p.249
Living creature healed 3d4 +1 per two caster levels [maxilled save undead take an extra 3 points of damage from a size of a control of the co	16 16	Will negates Will negates None or outsiders; see text	action  1 standard action  1 standard action  1 standard action  Standard Action	Instantaneous Instantaneous 10 minutes/level [D] 1 minute/level	5 ft./2 levels; see Lext Target: You  Close (45 ft.) S, Target: One creature  Close (45 ft.) V, Target: One creature  Medium (180 ft.) V, Target: You and up to  Long (720 ft.) V, Target: Circle, centere 40 ft. per level  Touch V,	DF S S two rays; S,F/DF d on you, S,M/DF	Yes Yes; see text see text No with a radius of 400 + No; see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Abjuration [Good]	SC: p.129 SC: p.129 SC: p.132 PHB: p.249
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take and the save undead take und	16 16 16 16	Will negates  Will negates  None  or outsiders; see text  None  Will negates (harmless)  and outsiders in 10-ft. r	action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  adius and 1	Instantaneous Instantaneous 10 minutes/level [D] 1 minute/level 10 minutes/level 0 minutes/level.	5 ft./2 levels; see text Target: You  Close (45 ft.) S, Target: One creature  Close (45 ft.) V, Target: One creature  Medium (180 ft.) V, Target: You and up to  Long (720 ft.) V, Target: Circle, centere 40 ft. per level Touch V, Target: 10-ftradius er	S S two rays; S,F/DF d on you, S,M/DF manation	Yes Yes; see text see text No with a radius of 400 + No; see text from touched creature	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination Caster Level: 8 Abjuration [Good] Caster Level: 8	SC: p.129 SC: p.129 SC: p.132 PHB: p.249 PHB: p.249
Living creature healed 3d4 +1 per two caster levels [maxilled save undead take an extra 3 points of damage from a size of the same and	16 16 16 16	Will negates Will negates None or outsiders; see text None Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  adius and 1	Instantaneous Instantaneous 10 minutes/level [D] 1 minute/level 10 minutes/level	5 ft./2 levels; see text Target: You  Close (45 ft.) S, Target: One creature  Close (45 ft.) V, Target: One creature  Medium (180 ft.) V, Target: You and up to Long (720 ft.) V, Target: Circle, centere 40 ft. per level Touch V, Target: 10-ftradius er Touch V,	S S two rays; S,F/DF d on you, S,M/DF manation S,M/DF	Yes Yes; see text see text No with a radius of 400 + No; see text from touched creature No; see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination Caster Level: 8 Abjuration [Good] Caster Level: 8 Abjuration [Good] Caster Level: 8	SC: p.129 SC: p.129 SC: p.132 PHB: p.249
Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of damage from a size of the save undead take an extra 3 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take and the save undead take und	16 16 16 16 entals 16	Will negates  Will negates  None  or outsiders; see text  None  Will negates (harmless)  and outsiders in 10-ft. r Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  adius and 1 standard Action	Instantaneous Instantaneous 10 minutes/level [D] 1 minute/level 10 minutes/level 0 minutes/level. 10 minutes/level	5 ft./2 levels; see text Target: You  Close (45 ft.) S, Target: One creature  Close (45 ft.) V, Target: One creature  Medium (180 ft.) V, Target: You and up to Long (720 ft.) V, Target: Circle, centere 40 ft. per level Touch V, Target: 10-ftradius er Touch V,	S S two rays; S,F/DF d on you, S,M/DF manation S,M/DF	Yes Yes; see text see text No with a radius of 400 + No; see text from touched creature No; see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination Caster Level: 8 Abjuration [Good] Caster Level: 8 Abjuration [Good] Caster Level: 8	SC: p.129 SC: p.129 SC: p.132 PHB: p.249 PHB: p.249
Living creature healed 3d4 +1 per two caster levels [maxilled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of damage from a silled save undead take an extra 3 points of the silled silled save undead the silled save undead t	16 16 16 16 entals 16 entals	Will negates  Will negates  None  or outsiders; see text  None  Will negates (harmless)  and outsiders in 10-ft. r Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  adius and 1: Standard Action  adius and 3: Standard Action  adius and 4: Standard Action	Instantaneous Instantaneous 10 minutes/level [D] 1 minute/level 10 minutes/level 0 minutes/level. 10 minutes/level	5 ft./2 levels; see text Target: You  Close (45 ft.) S, Target: One creature  Close (45 ft.) V, Target: One creature  Medium (180 ft.) V, Target: You and up to Long (720 ft.) V, Target: Circle, centere 40 ft. per level Touch V, Target: 10-ftradius er	DF S S two rays; S,F/DF d on you, S,M/DF nanation S,M/DF	Yes Yes; see text see text No with a radius of 400 + No; see text from touched creature No; see text	(Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 8 Divination Caster Level: 8 Abjuration [Good] Caster Level: 8 Abjuration [Good] Caster Level: 8 Abjuration [Chaotic] Caster Level: 8	SC: p.129 SC: p.129 SC: p.132 PHB: p.249 PHB: p.249

<sup>\* =</sup>Domain/Speciality Spell

				Cieric Spells					
□□□□ Mantle of Chaos	16	N/A		10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos	s] SC: p.137
Effect:			action		Target: You			Caster Level: 8	
Gain SR 12 + your caster level against spells with the law			4 -4	40		VCM	NI/A	Abirmation (Lord	CC: - 420
Mantle of Law	16	N/A	action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: p.138
Effect: Gain SR 12 + your caster level against spells with the cha	ane dae	criptor			Target: You			Caster Level: 8	
Mark of Doom	aus ues	None	1 standard	1 round/level	Medium (180 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
Effect:			action		Torget: One greature			Contar Laval: 9	
Subject marked takes 1d6 damage any time it continues	fighting;	; see text.			Target: One creature	е		Caster Level: 8	
□□□□□ Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
Effect:			ACTION		Target: You			Caster Level: 8	
You and your gear merge with stone.									
Mold Touch		None	Action	Instantaneous	Touch	V,S, DF	No	Conjuration (Creation)	PGtF: p.106
Effect:	uun mal	d to opposi oss tout			Target: Patch of bro	wn mold		Caster Level: 8	
NATURE GRANTED:Create 5-foot-diameter patch of bro	16	Fortitude negates	1 standard	Instantaneous	30 ft.	V,S,M	No	Conjuration	SC: p.146
		, and the second	action		T	tt		(Creation)	
Effect: Creatures in area must save or be nauseated for 1d6 rou	ınds.				Target: Cone-shape	a burst		Caster Level: 8	
□□□□□Obscure Object	16	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
Effect:			ACTION		Target: One object to	ouched of	up to 100 lbs/level	Caster Level: 8	
Masks object against scrying.									BUB 444
Prayer		None	Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.264
5%					T All all	16		[Mind-Affecting]	
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					centered on you	i ioes withii	n a 40-ftradius burst	Caster Level: 8	
□□□□□ Protection from Energy	16	Fortitude negates		10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect:		(harmless)	Action		Target: Creature tou	uched		Caster Level: 8	
Absorb 12 points of damage/level [max 120] from one kin			Cta : I :	lasta de la composição de	-		Van (harrier)		DUD 070
Remove Blindness/Deafness	16	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.270
Effect:					Target: Creature tou	uched		Caster Level: 8	
Cures normal or magical conditions.	16	Will negates	Standard	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
Remove Curse	.5	(harmless)	Action					•	
Effect: Frees object or person from curse.					Target: Creature or i	item touche	ed	Caster Level: 8	
□□□□□ Remove Disease	16	Fortitude negates		Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.271
Effect:		(harmless)	Action		Target: Creature tou	ıched		(Healing) Caster Level: 8	
Cures all diseases affecting subject.									
Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[namicoo]	dollori		Target: One creature		two of which can be	Caster Level: 8	
As resist energy, except that it affects all targeted creatur	res. 16	Will negates	1 standard	Instantaneous	more than 30 ft. apa Close (45 ft.)	v,s,df	Yes [harmless]	Abjuration	SC: p.175
Resurgence, Mass	10	[harmless]	action	mstantaneous	Close (45 II.)	V,3,DF	res [namiess]	Abjuration	30. p.173
Effect: Same as resurgence, except it affects multiple targets.	ΔΙΙοινικ	one retry on a failed	save anain	et an ongoing spell spell-like ability	Target: One creature	e/level, no	two of which can be	Caster Level: 8	
supernatural ability.	. Allows	s one retry on a railed			omiore man 30 m. apa				
Ring of Blades	16	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation)	SC: p.177
Effect:					Target: You			Caster Level: 8	
Deals 1d6 +1 per caster level [max +10] points of damage	e to all a	adjacent squares. DR de	nes apply to	damage.					
					Touch	VS	No or Vac [harmless]	Abjuration	SC: n 179
□□□□□ Safety	16	None or Will negates [harmless]			Touch	V,S	No or Yes [harmless]	Abjuration	SC: p.179
Glect:	16	None or Will negates [harmless]	1 standard		Touch  Target: Creature tou		No or Yes [harmless]	Abjuration  Caster Level: 8	SC: p.179
Graph Safety  Effect: Subject can find the shortest, most direct route to safety;	16	None or Will negates [harmless]	1 standard action Standard		Target: Creature tou		No or Yes [harmless] Yes	•	SC: p.179 PHB: p.275
Garage  Effect: Subject can find the shortest, most direct route to safety; Garage  Garage  Searing Light	16	None or Will negates [harmless]	1 standard action	10 minutes/level	Target: Creature tou Medium (180 ft.)	uched		Caster Level: 8 Evocation	
Effect: Subject can find the shortest, most direct route to safety;  Graph Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve	16 see tex	None or Will negates [harmless] t. None	1 standard action Standard Action	10 minutes/level	Target: Creature tou Medium (180 ft.) Target: Ray	uched		Caster Level: 8	
Effect: Subject can find the shortest, most direct route to safety; Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage.	16 see tex	None or Will negates [harmless] t. None 10d6] against undead;	1 standard action Standard Action 8 to undea	10 minutes/level Instantaneous d vulnerable to bright light; construct	Target: Creature tou Medium (180 ft.) Target: Ray or	v,S	Yes	Caster Level: 8 Evocation Caster Level: 8	PHB: p.275
Effect: Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage.	16 see tex	None or Will negates [harmless] t. None	1 standard action Standard Action 8 to undea	10 minutes/level	Target: Creature tou Medium (180 ft.) Target: Ray or	v,S V,S,DF	Yes Yes [harmless]	Caster Level: 8  Evocation  Caster Level: 8  Abjuration	
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 4d6 damage. Sheltered Vitality  Effect:	see tex	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless]	1 standard action Standard Action 8 to undea	10 minutes/level Instantaneous d vulnerable to bright light; construct	Target: Creature tou Medium (180 ft.) Target: Ray or	v,S V,S,DF	Yes Yes [harmless]	Caster Level: 8 Evocation Caster Level: 8	PHB: p.275
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality Effect: Subject gains immunity to fatigue, exhaustion, and ability	see tex	None or Will negates [harmless] t. None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates	1 standard action  Standard Action  8 to undea  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu	v,S V,S,DF	Yes Yes [harmless]	Caster Level: 8  Evocation  Caster Level: 8  Abjuration	PHB: p.275 SC: p.188
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding	see tex	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain.	1 standard action  Standard Action  8 to undea  1 standard action	10 minutes/level  Instantaneous  d vulnerable to bright light; construct of the minute/level	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu	V,S,DF ure touched	Yes Yes [harmless]	Caster Level: 8  Evocation  Caster Level: 8  Abjuration  Caster Level: 8  Abjuration [Good]	PHB: p.275 SC: p.188
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality Effect: Subject gains immunity to fatigue, exhaustion, and ability	see tex el [max 16 damag 16 es, +1 pe	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma:	1 standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].	10 minutes/level  Instantaneous  d vulnerable to bright light; construct of 1 minute/level  1 minute/level	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of	V,S,DF ure touched V,S or buckler to	Yes Yes [harmless] I No puched	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8	PHB: p.275 SC: p.188 SC: p.188
Effect: Subject can find the shortest, most direct route to safety; Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding	see tex el [max 16 damag 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless]	1 standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard	10 minutes/level  Instantaneous  d vulnerable to bright light; construct of 1 minute/level  1 minute/level	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of	V,S,DF ure touched	Yes Yes [harmless]	Caster Level: 8  Evocation  Caster Level: 8  Abjuration  Caster Level: 8  Abjuration [Good]	PHB: p.275 SC: p.188
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see tex el [max 16 damag 16 es, +1 pe	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma:	1 standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].	10 minutes/level  Instantaneous  d vulnerable to bright light; construct of 1 minute/level  1 minute/level	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creature	V,S,DF ure touched V,S br buckler to	Yes Yes [harmless] I No puched	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation	PHB: p.275 SC: p.188 SC: p.188
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see tex  el [max  16  damag  16  damag  16  16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates	standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action	10 minutes/level  Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart	V,S,DF ure touched V,S or buckler to V,S,DF	Yes [harmless] I No puched Yes two of which are more	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see tex el [max 16 damag 16 es, +1 pe	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma:	1 standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard	10 minutes/level  Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart	V,S,DF ure touched V,S or buckler to	Yes [harmless] I No puched Yes	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation	PHB: p.275 SC: p.188 SC: p.188
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft./round; see text.	see tex  el [max  16  damag  16  damag  16  16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates	standard action  Standard Action  8 to undea  1 standard action  1 standard action  x+5].  1 standard action  1 standard action  1 standard action	10 minutes/level  Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F	Yes [harmless] I No puched Yes two of which are more	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text.  Skull Watch  Effect: Alarm affect; see text	see tex  el [max  16  damag  16  damag  16  16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action  1 standard action  1 standard action  1 standard action	10 minutes/level  Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Target: Creature tou Medium (180 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	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F	Yes [harmless] I No puched Yes two of which are more	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy	PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text. Skull Watch  Effect: Alarm affect; see text Subject can find the shortest damage; 1d6/level Sink  Effect: Alarm affect; see text Subject can find the shortest, most direct route to safety.	see tex  el [max  16  damag  16  damag  16  16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action  1 standard action  1 standard action  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	Medium (180 ft.) Target: Ray or Touch Target: Living create Touch Target: One shield of Close (45 ft.) Target: One creater than 30 ft. apart Touch Target: One humani Medium (180 ft.)	v,s,DF ure touched v,s or buckler to v,s,DF e/level, no v,s,F iod skull	Yes [harmless] I No ouched Yes two of which are more No	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Evocation	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text.  Skull Watch  Effect: Alarm affect; see text	16 see tex 16 fmax 16 damag 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates] See text	Standard Action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: One humani	v,s,DF ure touched v,s or buckler to v,s,DF e/level, no v,s,F iod skull	Yes [harmless] I No ouched Yes two of which are more No	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink Effect: Affect creatures sink 100 ft/round; see text Salam affect; see text Alarm affect; see text Slashing Darkness Effect:	16 see tex 16 fmax 16 damag 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates See text  None damage. Will negates	Standard Action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action  1 standard	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humani Medium (180 ft.) Target: Ray	v,s,DF ure touched v,s or buckler to v,s,DF e/level, no v,s,F iod skull	Yes [harmless] I No ouched Yes two of which are more No	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Evocation	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
### Safety  ###################################	16 see tex 16 fmax 16 damag 16 f6 16 lequal of	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates See text None	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: One humani Medium (180 ft.) Target: Ray Close (45 ft.)	V,S,DF ure touched V,S or buckler to V,S,DF ed/level, no V,S,F iod skull V,S	Yes [harmless] I No puched Yes two of which are more No Yes Yes [harmless]	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Evocation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Sheltered Vitality  Ffect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text. Skull Watch  Effect: Alarm affect; see text Slamm affect; see text Slamm affect; see text Same as Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.	16 see tex 16 max 16 damag 16 16 16 l equal of 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object.harmless] er five caster levels [maxwill negates] See text  None damage. Will negates [harmless]	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5]. 1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D]	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield c Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: Cone humani Medium (180 ft.) Target: Ray Close (45 ft.) Target: One creatur than 30 ft. apart	V,S,DF ure touched V,S or buckler tr V,S,DF e/level, no V,S,F iod skull V,S V,S e/level, no	Yes [harmless] I No ouched Yes two of which are more No Yes Yes [harmless] two of which are more	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Alfect creatures sink 100 ft/round; see text.  Skull Watch  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Deal 1d8/2 caster levels [max 5d8] damage, undead heal	16 see tex 16 fmax 16 damag 16 f6 16 lequal of	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates See text  None damage. Will negates	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5]. 1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield c Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: Cone humani Medium (180 ft.) Target: Ray Close (45 ft.) Target: One creatur than 30 ft. apart	V,S,DF ure touched V,S or buckler to V,S,DF ed/level, no V,S,F iod skull V,S	Yes [harmless] I No puched Yes two of which are more No Yes Yes [harmless]	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft./round; see text. Shelter creatures sink 100 ft./round; see text. Shelter: Same as Showshoes, except as noted. Showshoes, was shelter. Same as Showshoes, except as noted.	16 see tex 16 damag 16 16 16 les, +1 pe 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates See text  None  damage. Will negates [harmless]	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D]	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield c Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: Cone humani Medium (180 ft.) Target: Ray Close (45 ft.) Target: One creatur than 30 ft. apart	V,S,DF ure touched V,S or buckler tr V,S,DF e/level, no V,S,F iod skull V,S V,S e/level, no	Yes [harmless] I No ouched Yes two of which are more No Yes Yes [harmless] two of which are more	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink Effect: Affect creatures sink 100 ft/round; see text. Skull Watch Effect: Alarm affect; see text Same as Snowshoes, except as noted. Showshoes, Mass Effect: Same as Snowshoes, except as noted. Short of Sonorous Hum Effect: The next spell you cast during the effect of sonorous hum	16 see tex 16 damag 16 tdamag 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates Will negates Lamage. Will negates Will negates	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x+5].  1 standard action  maintain is i	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you.	Medium (180 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: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: Noe creature than 30 ft. apart Personal Target: You	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F tod skull V,S V,S e/level, no V,S	Yes [harmless] I No opuched Yes two of which are more No Yes Yes [harmless] two of which are more N/A	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation [Sonic] Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196
### Safety  ###################################	16 see tex 16 damag 16 16 16 les, +1 pe 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates See text  None  damage. Will negates [harmless]	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x+5].  1 standard action  maintain is i	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D]	Medium (180 ft.)  Target: Ray or  Touch  Target: Living creatu Touch  Target: One shield of Close (45 ft.)  Target: One creatur than 30 ft. apart Touch  Target: Ray  Close (45 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Touch	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F iod skull V,S V,S V,S V,S V,S	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic]	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text. Salam affect; see text Salam affect; see text Salam affect; see text Salam affect; see text Sane as Snowshoes, Mass  Effect: Same as Snowshoes, except as noted. Sonorous Hum  Effect: The next spell you cast during the effect of sonorous hum Spark of Life	16 see tex 16 damag 16 cs, +1 pe 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates [harmless] None  damage. Will negates [harmless]	Standard action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you.	Medium (180 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: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: Noe creature than 30 ft. apart Personal Target: You	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F iod skull V,S V,S V,S V,S V,S	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation [Sonic] Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196
### Safety  ###################################	16 see tex 16 damag 16 cs, +1 pe 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates [harmless] None  damage. Will negates [harmless]	Standard action  Standard Action  8 to undea  1 standard action  3 standard action  4 standard action  3 standard action  4 standard action  3 standard action  4 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level	Target: Creature tou Medium (180 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: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Personal Target: You Touch Target: You Touch	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F iod skull V,S V,S V,S V,S V,S	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Necromancy Caster Level: 8 Necromancy Caster Level: 8 Necromancy Caster Level: 8 Necromancy	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
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text. Skull Watch  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Same as Snowshoes, Mass  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Short of Life  Effect: The next spell you cast during the effect of sonorous hum Spark of Life  Effect: Undead touched temporarily acts as if it were alive and vi	16 see tex 16 damag 16 ss, +1 pe 16 l equal o 16 l equal o 16 l equal o 16 ulherable	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates See text  None damage. Will negates [harmless]	Standard action  Standard Action  8 to undea  1 standard action  3 standard action  4 standard action  3 standard action  4 standard action  3 standard action  4 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level	Target: Creature tou Medium (180 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 (180 ft.) Target: Ray Close (45 ft.) Target: One creature than 30 ft. apart Personal Target: You Touch Target: You Touch Target: Undead creature 10 ft.	v,s,DF ure touched v,s or buckler te v,s,DF e/level, no v,s,F iod skull v,s v,s v,s v,s v,s v,s	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Necromancy Language-Depen	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
Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage. Sheltered Vitality Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink Effect: Affect creatures sink 100 ft./round; see text Same as Snowshoes, Mass Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Same as Snowshoes, except as noted. Same as Snowshoes, except as noted. Spark of Life Effect: The next spell you cast during the effect of sonorous hum Spark of Life	16 see tex 16 damag 16 ss, +1 pe 16 l equal o 16 l equal o 16 l equal o 16 ulherable	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] ar five caster levels [maximum and marge. Will negates [harmless] N/A quires concentration to Will negates le as if it weren't undead Will negates; see text	Standard Action  Standard Action  8 to undea  1 standard action  1 standard action  x +5].  1 standard action  1 of the standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level	Medium (180 ft.) Target: Ray or Touch Target: Uning creature touch Target: One creature than 30 ft. apart Touch Target: One humani Medium (180 ft.) Target: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: Target: One creature than 30 ft. apart Touch Target: Touch Target: Touch Target: Touch Target: One creature than 30 ft. apart Touch Target: Undead creature than 30 ft. apart Touch	V,S,DF ure touched V,S or buckler te V,S,F iod skull V,S V,S V,S V,S e/level, no V,S,F ature touch V,S,DF	Yes [harmless] I No ouched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Necromancy Language-Deper Caster Level: 8	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
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### Safety  ### Effect:  Subject can find the shortest, most direct route to safety;	16 see tex 16 damag 16 damag 16 ses, +1 pe 16 16 16 16 16 ul equal of 16 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates Will negates Will negates Available of the control of the	1 standard action  Standard Action  8 to undea  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level 1 minute/level	Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creatur than 30 ft. apart Personal Target: You Touch Target: Undead creatur touch Target: Undead creatur touch Target: One dead cr	V,S,DF ure touched V,S or buckler to V,S,DF e/level, no V,S,F iod skull V,S V,S V,S V,S V,S V,S V,S V,S V,S Auture touch V,S,DF reature V,S,M apon touch	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ed	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	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]  SC: p.202
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### Safety  ### Effect:  Subject can find the shortest, most direct route to safety;	16 see tex 16 damag 16 damag 16 ses, +1 pe 16 16 16 16 16 ul equal of 16 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates Will negates Will negates Available of the control of the	1 standard action  Standard Action  8 to undea  1 standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level 1 minute/level	Medium (180 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: One humani Medium (180 ft.) Target: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One creatur than 30 ft. apart Personal Target: You Touch Target: Undead creat 10 ft. Target: One dead or Touch Target: Wooden wei Touch Target: Wooden wei Touch Target: Stone or sto	v,s,DF ure touched v,s or buckler tr v,s,DF edlevel, no v,s,F iod skull v,s v,s v,s v,s ture touch v,s v,s v,s v,s v,s ure touch v,s v,s v,s v,s v,s ure touch v,s,M apon touch v,s,M/DF	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ed	Caster Level: 8 Evocation Caster Level: 8 Abjuration (Good) Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation (Sonic) Caster Level: 8 Necromancy Caster Level: 8 Necromancy Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	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]
### Safety  #### Effect:  Subject can find the shortest, most direct route to safety;	16 see tex 16 damag 16 damag 16 ses, +1 pe 16 16 16 16 16 ul equal of 16 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [ma: Will negates Will negates Will negates Available of the control of the	1 standard action  Standard Action  8 to undea  1 standard action  3 standard action  5 standard action  5 standard action  Standard action  Standard action  Standard action  Standard action  Standard Action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] 1 minute/level 1 round/level 1 hour/level Instantaneous	Target: Creature tou Medium (180 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield of Close (45 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Touch Target: One creatur than 30 ft. apart Personal Target: Vou Touch Target: Undead creat 10 ft. Target: Undead creat 10 ft. Target: One dead or Touch Target: Wooden west Touch Target: Wooden west Touch Target: Stone or sto +1 cu. ft./level	v,s,DF ure touched v,s or buckler tr v,s,DF edlevel, no v,s,F iod skull v,s v,s v,s v,s ture touch v,s v,s v,s v,s v,s ure touch v,s v,s v,s v,s v,s ure touch v,s,M apon touch v,s,M/DF	Yes [harmless]  No buched Yes two of which are more No Yes [harmless] two of which are more N/A  Yes ed No No Located No	Caster Level: 8 Evocation Caster Level: 8 Abjuration [Good] Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Necromancy Caster Level: 8 Necromancy Caster Level: 8 Transmutation Caster Level: 8	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  ddent]  SC: p.202  PHB: p.284
### Safety  ### Effect:  Subject can find the shortest, most direct route to safety:	16 see tex 16 damag 16 damag 16 ses, +1 pe 16 16 16 16 16 ul equal of 16 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e Villagates [object,harmless] er five caster levels [maximit will negates] See text  None damage. Will negates [harmless] N/A  Quires concentration to Will negates; see text  None us and threat range do None	1 standard action  Standard Action  8 to undea  1 standard action  3 standard action  5 standard action  5 standard action  Standard action  Standard action  Standard action  Standard action  Standard Action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level 1 minute/level	Target: Creature tou Medium (180 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 creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: Undead creat 10 ft. Target: One dead or Touch Target: Wooden wer Touch Target: Stone or sto +1 cu. ft./level Close (45 ft.)	V,S,DF ure touched V,S or buckler to V,S,F iod skull V,S V,S V,S ature touch V,S,DF reature V,S,M apon touch V,S,M/DF nne object to V,S,F/DF	Yes [harmless] I No outched Yes two of which are more No Yes Yes [harmless] two of which are more NI/A Yes ed No No ed No outched, up to 10 cu. ft. No	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Necromancy Caster Level: 8 Transmutation Caster Level: 8	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.194  SC: p.196  SC: p.196  PHB: p.281  dent]  SC: p.202
Effect: Subject can find the shortest, most direct route to safety;  Subject can find the shortest, most direct route to safety;  Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 4d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability  Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save  Sink  Effect: Affect creatures sink 100 ft./round; see text.  Same as Sheltered Vitality  Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.  Snowshoes, Mass  Effect: Undead touched temporarily acts as if it were alive and vitality of the same as shown on equestion/2 levels.  Speak with Dead  Effect: Corpse answers one question/2 levels.  Subjects stone into any shape.  Summon Monster III  Effect:	16 see tex 16 damag 16 damag 16 ses, +1 pe 16 16 16 16 16 ul equal of 16 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e Villagates [object,harmless] er five caster levels [maximit will negates] See text  None damage. Will negates [harmless] N/A  Quires concentration to Will negates; see text  None us and threat range do None	1 standard action  Standard Action  8 to undea  1 standard action  3 standard action  5 standard action  5 standard action  Standard action  Standard action  Standard action  Standard action  Standard Action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] 1 minute/level 1 round/level 1 hour/level Instantaneous	Medium (180 ft.) Target: Ray or Touch Target: Living creature touch Target: One shield of Close (45 ft.) Target: One humani Medium (180 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: Undead creature than 30 ft. apart Touch Target: Stone or sto +1 cu. ft./level Close (45 ft.)	V,S,DF ure touched V,S or buckler to V,S,DF edlevel, no V,S,F iod skull V,S V,S V,S ature touch V,S,M/DF reature V,S,M/DF ine object to V,S,F/DF e summone	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ed No ouched, up to 10 cu. ft. No d creatures, no two of	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Transmutation Caster Level: 8 Conjuration	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  ddent]  SC: p.202  PHB: p.284
### Safety  ### Effect:  Subject can find the shortest, most direct route to safety:	16 see tex 16 damag 16 damag 16 ses, +1 pe 16 16 16 16 16 ul equal of 16 16 16 16 16 16 16	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e Villagates [object,harmless] er five caster levels [maximit will negates] See text  None damage. Will negates [harmless] N/A  Quires concentration to Will negates; see text  None us and threat range do None	1 standard action  Standard Action  8 to undea  1 standard action  3 standard action  5 standard action  5 standard action  Standard action  Standard action  Standard action  Standard action	10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] 1 minute/level 1 round/level 1 hour/level Instantaneous	Target: Creature tou Medium (180 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 creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: Undead creat 10 ft. Target: One dead or Touch Target: Wooden wer Touch Target: Stone or sto +1 cu. ft./level Close (45 ft.)	V,S,DF ure touched V,S or buckler to V,S,DF edlevel, no V,S,F iod skull V,S V,S V,S ature touch V,S,M/DF reature V,S,M/DF ine object to V,S,F/DF e summone	Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ed No ouched, up to 10 cu. ft. No d creatures, no two of	Caster Level: 8 Evocation Caster Level: 8 Abjuration Caster Level: 8 Abjuration [Good] Caster Level: 8 Transmutation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Necromancy Caster Level: 8 Necromancy Caster Level: 8 Transmutation Caster Level: 8	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  ddent]  SC: p.202  PHB: p.284

			Cieric Spells					
□□□□□ Suppress Glyph	16	Will negates [object]	1 standard 1 minute/level action	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a	glyph o	f warding; see text.		Target: 100-ftradi	us emanatio	on centered on you	Caster Level: 8	
Tremor	16	See text	1 standard 1 round/3 levels action	Medium (180 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.				Target: 40-ftradiu	s spread		Caster Level: 8	
UUUU Vigor	16	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	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 automatically healed per round.	Target: Living crea	ture touche	d	Caster Level: 8	
□□□□□ Vigor, Mass Lesser	16	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast hea	ling abi	lity for the duration of th	e spell at 1 hp automatically healed per round.	Target: One creatu more than 30 ft. ap		no two of which can be	Caster Level: 8	
UDD Visage of the Deity, Lesser	16	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's; see text				Target: You			Caster Level: 8	
□□□□□ Wall of Light		None	1 standard 1 minute/level [D] action	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled	You c	an see through the wall;	see text.	Target: A straight v square/level or her		area is up to one 10-ft. ft./2 levels	Caster Level: 8	
□□□□ Water Breathing	16	Will negates (harmless)	Standard 2 hours/level; see text Action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.				Target: Living crea	tures touche	ed	Caster Level: 8	
□□□□ Water Walk	16	Will negates (harmless)	Standard 10 minutes/level [D] Action	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
Effect: Subject treads on water as if solid.				Target: One touche	ed creature/	level	Caster Level: 8	
□□□□□ Weapon of Energy	16	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
Effect: Adds additional damage; see text.				Target: One weapo	on		Caster Level: 8	
□□□□□ Weapon of Impact	16	Will negates [harmless,object]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Double threat range of weapon.				Target: One bludge projectiles [all of wl			Caster Level: 8	
□□□□□ Weapon of the Deity	16	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Imbue a weapon favored by your deity with special enha	nceme	nts and abilities. See tex	ĸt.	Target: Weapon to	uched		Caster Level: 8	
UUUU Wind Wall	16	None; see text	Standard 1 round/level Action	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to [S]	10 ft./level lo	ong and 5 ft./level high	Caster Level: 8	
			LEVEL 4					

				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	
Effect: Subject treads on air as if solid [climb at 45-degree angle]	].				Target: Creature [G		·	Caster Level: 8	
Assay Spell Resistance	17	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					Target: You			Caster Level: 8	
Astral Hospice	17	N/A	1 standard action	d 24 hours/level	Close (45 ft.)  Target: See text	V,S,M	N/A	Conjuration (Teleportation) Caster Level: 8	SC: p.17
On the Astral Plane this spell opens a portal to a demiplar	ne whe	ere natural healing can o	ccur.		rarger. See text			Caster Level. 0	
□□□□□ Blessing of the Righteous	17	Will negates (harmless)	1 standard action	d 1 round/level	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: p.104
Effect: You and your allies melee and ranged attacks deal an exi	tra 1d6	holy damage, weapons	are consid	ered good-aligned for overcoming DR.	Target: All allies in you	a 40-ftradi	us burst centered on	Caster Level: 8	
□□□□ Blindsight, Greater	17	Will negates [harmless]	1 standard action	d 1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.					Target: Creature to	uched		Caster Level: 8	
□□□□ Briartangle	17	Reflex half	Standard Action	8 minutes [D]	Long (720 ft.)	V,S, DF	Yes	Transmutation	PGtF: p.100
Effect: Each entangled creature takes 1d8+4 in each subsequen	t round	I it attempts to break fre	e or move it	takes a like amount of damage.	Target: Plants in a	40-ftradius	spread	Caster Level: 8	
□□□□□ Castigate	17	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: p.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius	s burst cent	ered on you	Caster Level: 8	
Channeled Divine Health	17	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: 8	
Contingent Energy Resistance	17	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration  Caster Level: 8	SC: p.52
Same as Contigency, except it is more limited.					Target: You				D
Control Water	17	None; see text	Action	10 minutes/level [D]	Long (720 ft.)	V,S,M/DF		Transmutation [Water]	PHB: p.214
Raises or lowers bodies of water.					level [S]		0-ft. by 10-ft. by 2-ft. per		
Cure Critical Wounds	17	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: 8	
Doesth Ward	17	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 effe	cts.				Target: Living creat	ure touched	d	Caster Level: 8	
□□□□□ Delay Death	17	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 durati	on of th	ne snell	astion		Target: One creatu	re		Caster Level: 8	
Dimensional Anchor	o.1 or ti	None	Standard Action	1 minute/level	Medium (180 ft.)	V,S	Yes (object)	Abjuration	PHB: p.221
Effect: Bars extradimensional movement.					Target: Ray			Caster Level: 8	
Discern Lies	17	Will negates	Standard Action	Concentration, up to 1 round/level	Close (45 ft.)	V,S, DF	No	Divination	PHB: p.221
Effect: Reveals deliberate falsehoods.			0011		Target: 1 creature/l	evel, no two	of which can be more	Caster Level: 8	
Dismissal	17	Will negates; see text	Standard Action	Instantaneous	Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: p.222
Effect: Forces a creature to return to native plane.			. 1011011		Target: One extrap	lanar creatu	ire	Caster Level: 8	
. 5.555 a 5.5didire to retain to halive plane.				* =Domain/Speciality Spell					

<sup>=</sup>Domain/Speciality Spell

				Cleric Spells					
Divination  Effect: Provides useful advice for specific proposed actions.		None	10 minutes	Instantaneous	Personal  Target: You	V,S,M	No	Divination  Caster Level: 8	PHB: p.224
Divine Power		None	Standard Action	1 round/level	Personal  Target: You	V,S, DF	No	Evocation  Caster Level: 8	PHB: p.224
You gain attack bonus, +6 to Str, and 1 hp/level.	17	Will negates		10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: p.233
Effect:		(harmless)	Action		Target: You or creat	ture touche	d	Caster Level: 8	
Subject moves normally despite impediments.  Giant Vermin		None		1 minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: p.235
Effect:			Action		Target: Up to three		wo of which can be	Caster Level: 8	
Turns centipedes, scorpions, or spiders into giant vermi	1.	None	1 standard	Permanent	more than 30 ft. apa Touch	v,s,f	No	Evocation [Light]	SC: p.106
Effect:			action		Target: Magical, cor	ntrollable lig	ht source	Caster Level: 8	
Makes a light source in a globe; see text  Hand of the Faithful	17	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See	SC: p.109
Effect:	vour rol	ligion, all granture must	waar tha aar	no boly symbol or be of the same faith t	Target: 10-ftradius	emanation	centered on a point in	text] Caster Level: 8	
Immobile zone of warding that is permeable to those of enter or exit.	your ren			1 round/2 levels	Close (45 ft.)	V,S	Yes (harmless)	Conjuration	PHB II: p.114
Effect:	17	wiii naii (namiess)	action	1 Tourid/2 levels	Target: One conjure			(Healing) Caster Level: 8	7 110 II. p. 114
Create a spirit that heals with positive energy 1d8 [unde		lealt damage] Flies at 30 N/A		1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: p.116
Holy Transformation		1977	action	Troundrever[b]	Target: You	v,0,D1	14/7	[Good] Caster Level: 8	GG. p. 110
Change to good lawful outsider, size medium, gain abili Sacred Bonus to Saves, DR:5/evil; see text	ties and	appearance of a hound	archon [mm	pg.16]. +4 Str & Con, Darkvision 60', +				040107 20707. 0	
□□□□□ Holy Transformation, Lesser	17	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: p.116
Effect: Change to good outsider, gain abilities of protectar [min-	atures p	g.66].			Target: You			Caster Level: 8	
□□□□ Hypothermia	17	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold]	SC: p.118
Effect: Deals 1d6 per caster level [max 10d6] and becomes fati	gued. S	ave halves damage and	negates fati	gue.	Target: One creatur	е		Caster Level: 8	
Imbue with Spell Ability	17	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	uched; see	ext	Caster Level: 8	
□□□□ Inflict Critical Wounds	17	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 4d8 +1/level [max +20] damage					Target: Creature tou			Caster Level: 8	
□□□□□Iron Bones	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.125
Effect: Skeleton changes to Iron; grants +5 to natural armor AC					Target: Corporeal u			Caster Level: 8	
Lifebolt	17	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: p.131
Effect: Subject becomes immune to the effects of positive ener					Target: Creature tou			Caster Level: 8	
Magic Weapon, Greater	17	Will negates (harmless, object)	Action	1 hour/level	Close (45 ft.)		Yes (harmless, object)		PHB: p.251
Effect: Weapon gains +1/4 levels [max +5] bonus.					Target: One weapor must be in contact v			Caster Level: 8	
□□□□ Make Manifest	17	Will negates	1 standard action	1 round/level	casting) Close (45 ft.)	V,S,M	Yes	Transmutation	SC: p.137
Effect: Cause one creature on a coexistant plane to appear on	vour pla	ine: see text	action		Target: One creatur	е		Caster Level: 8	
□□□□ Moon Bolt	17	Fortitude half[living]	1 standard action	Instantaneous	Long (720 ft.)	V,S	Yes	Evocation	SC: p.143
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three	caster I			helpless for 1d4 rounds; see text.	Target: One living o undead creatures, the		eature, or two living or	Caster Level: 8	
Mystic Aegis		,		Instantaneous	Personal	V,DF		Abjuration	PHB II: p.120
Effect: You cast mystic aegis immediately when you are targete	ed by a h	nostile spell. You gain Sr	ell Resistar	ce 12 + your caster level.	Target: You			Caster Level: 8	
□□□□□ Nchaser's Glowing Orb		None	Standard Action	Permanent	Touch	V,S,F	No	Evocation [Light]	PGtF: p.107
Effect: Makes a light source in a globe; see text					Target: Magical, cor			Caster Level: 8	
□□□□□ Negative Energy Aura	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SC: p.146
Effect: Living creatures within 10 ft. lose 1 hp/3 caster level [ma			0	40	Target: 10-ftradius			Caster Level: 8	DUD . CTT
Neutralize Poison	17	Will negates (harmless, object)	Standard Action	10 minutes/level	Touch		Yes (harmless, object)	(Healing)	PHB: p.257
Effect: Immunizes subject against poison, detoxifies venom in o	or on sub	bject.			Target: Creature or touched			Caster Level: 8	SC: p 152
□□□□□ Panacea		AARILL JEST		Landa atau atau atau atau atau atau atau at	To all		Yes [harmless]	Conjuration (Healing)	SC: p.152
Effect:	17	Will half [harmless]; see text	1 standard action	Instantaneous	Touch  Target: Creature tou	V,S uched		Caster Level: 8	
Effect: Removes most conditions; see text.			action	Instantaneous Instantaneous		uched V,S, DF,	No	Conjuration	PHB: p.261
Effect: Removes most conditions; see text.  Planar Ally, Lesser		see text	action		Target: Creature tou Close (45 ft.)	v,S, DF, XP		Conjuration (Calling) [See Text]	PHB: p.261
Effect: Removes most conditions; see text.	17	None ice of 6 HD or less.	action 10 minutes	Instantaneous	Target: Creature too Close (45 ft.)  Target: One called eless	v,S, DF, XP elemental o	r outsider of 6 HD or	Conjuration (Calling) [See Text] Caster Level: 8	
Effect: Removes most conditions; see text. Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the dei	17	None	action 10 minutes		Target: Creature too Close (45 ft.)  Target: One called eless 0 ft.	v,S, DF, XP elemental o		Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling)	PHB: p.261 SC: p.159
Effect: Removes most conditions; see text.	17	None lice of 6 HD or less. None	action  10 minutes  1 round	Instantaneous 1 round/level [D]	Target: Creature too Close (45 ft.)  Target: One called eless 0 ft.  Target: One called of	v,S, DF, XP elemental o v,S,DF creature	r outsider of 6 HD or No	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8	SC: p.159
Effect: Removes most conditions; see text. Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the dei Planar Exchange, Lesser  Effect: Call a celestial creature see list; see text Planar Tolerance	17	None ice of 6 HD or less.	action  10 minutes  1 round	Instantaneous	Target: Creature too Close (45 ft.)  Target: One called of less 0 ft.  Target: One called of 20 ft.	v,S, DF, XP elemental o v,S,DF creature	r outsider of 6 HD or No Yes [harmless]	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration	
Effect: Removes most conditions; see text.	17 ity's choi	None ice of 6 HD or less. None None	10 minutes 1 round 1 immediate action	Instantaneous  1 round/level [D]  1 hour/level	Target: Creature too Close (45 ft.)  Target: One called of less 0 ft.  Target: One called of 20 ft.  Target: One creatur centered on you	V,S,DF,XP elemental o V,S,DF creature V	r outsider of 6 HD or  No  Yes [harmless]	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration	SC: p.159
Effect: Removes most conditions; see text.	17 ity's choi	None ice of 6 HD or less. None None	10 minutes 1 round 1 immediate action	Instantaneous 1 round/level [D]	Target: One called eless 0 ft.  Target: One creature centered on you Touch	v,s, DF, XP  V,s,DF  creature  V  e/level in a  V,s, DF	r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration Caster Level: 8 Necromancy	SC: p.159
Effect: Removes most conditions; see text. Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the dei Planar Exchange, Lesser  Effect: Call a celestial creature see list; see text Planar Tolerance  Effect: Gain temporary respite from the natural effects of a specification.  Effect: Touch deals 1d10 Con damage, repeats in 1 minute.	17 ity's choi	None ice of 6 HD or less. None  None  None  Fortitude negates; see text	action  10 minutes  1 round  1 immediate action  Standard Action	Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text	Target: One called of less 0 ft.  Target: One called of 20 ft.  Target: One called of 20 ft.  Target: One creature centered on you Touch Target: Living creature centered on you Touch	v.s, DF, XP elemental o v.s,DF creature v e/level in a v.s, DF	r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration Caster Level: 8 Necromancy Caster Level: 8	SC: p.159 SC: p.159 PHB: p.262
Effect: Removes most conditions; see text. Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the dei Planar Exchange, Lesser  Effect: Call a celestial creature see list; see text Planar Tolerance  Effect: Gain temporary respite from the natural effects of a speed in temporary respite from the natural effect	17 ity's choi	None ice of 6 HD or less. None None Fortitude negates; see	action  10 minutes  1 round  1 immediate action  Standard Action	Instantaneous  1 round/level [D]  1 hour/level	Target: One called of less 0 ft.  Target: One called of 20 ft.  Target: One called of 20 ft.  Target: One creature centered on you Touch Target: Living creature personal	v,s, DF, XP elemental o v,s,DF creature v e/level in a v,s, DF ure touched v,s	r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration Caster Level: 8 Necromancy Caster Level: 8 Conjuration	SC: p.159 SC: p.159
Effect: Removes most conditions; see text.	17 ity's choi cific plan 17	None lice of 6 HD or less. None  None  None  None  None  None  Anne  Fortitude negates; see text  None	action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  dead take dod	Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level  suble the amount in damage.	Target: One called of less 0 ft.  Target: One called of less 0 ft.  Target: One called of 20 ft.  Target: One creature centered on you Touch  Target: Living creature Personal  Target: 10-ftradius	v,S, DF, XP V,S,DF creature V e/level in a V,S, DF urre touched V,S emanation	r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration  Caster Level: 8 Necromancy Caster Level: 8 Conjuration (Healing) Caster Level: 8	SC: p.159 SC: p.159 PHB: p.262 SC: p.161
Effect: Removes most conditions; see text.	17 ity's choi cific plan 17	None lice of 6 HD or less. None  None  None  Fortitude negates; see text  None	action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  dead take dod	Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level	Target: One called of less 0 ft.  Target: One called of less 0 ft.  Target: One called of 20 ft.  Target: One creature centered on you Touch  Target: Living creature Personal  Target: 10-ftradius 60 ft.	v.S, DF, XP elemental o V,S,DF creature V e/level in a V,S, DF ure touched V,S emanation V,S,DF	r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration  Caster Level: 8 Necromancy Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Caster Level: 8 Conjuration (Caster Level: 8)	SC: p.159 SC: p.159 PHB: p.262
Effect: Removes most conditions; see text. Remove delivers planar Exchange, Lesser Refect: Call a celestial creature see list; see text. Removes remove planar Tolerance Refect: Gain temporary respite from the natural effects of a specified: Touch deals 1d10 Con damage, repeats in 1 minute. Refect: Touch deals 1d10 Con damage, repeats in 1 minute. Refect: Removes most conditions; see text.	17  ity's choi  cific plan  17	None lice of 6 HD or less. None  None  None  Fortitude negates; see text  None  aster levels [max 5]. Uncone	action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  dead take dcd 1 standard	Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level  suble the amount in damage.	Target: One called of less 0 ft.  Target: One called of less 0 ft.  Target: One called of 20 ft.  Target: One creature centered on you Touch  Target: Living creature Personal  Target: 10-ftradius 60 ft.	v.S, DF, XP elemental o V,S,DF creature V e/level in a V,S, DF ure touched V,S emanation V,S,DF	r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you	Conjuration (Calling) [See Text] Caster Level: 8 Conjuration (Calling) Caster Level: 8 Abjuration  Caster Level: 8 Necromancy Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration	SC: p.159 SC: p.159 PHB: p.262 SC: p.161

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Returned certification conduction from all certifications assume an extraction of the state of	□□□□□ Renewed Vigor	17				30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: p.123
		, and ex	chausted creatures beco	me fatigued	l. +2 bonus to Constitution for 1 round pe		- burst cent	tered on you	Caster Level: 8	
Separate	Caster level.  Repel Vermin	17			10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: p.271
	Effect: Insects, spiders, and other vermin stay 10 ft, away.					Target: 10 ft. radius	emanation	centered on you	Caster Level: 8	
Control   Cont	□□□□□ Resistance, Greater	17			24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: p.174
Part	Effect: As resistance, except you grant the subject +3 resistance	e bonus				Target: Creature tou	ıched		Caster Level: 8	
Restroction learning and policy score granters   1 standard 1 minutedieve   Touch   V.S.D.F   Ves   parmiess   Corporation   Scip   175	□□□□ Restoration		Will negates	3 rounds	Instantaneous			Yes (harmless)	(Healing)	PHB: p.272
Residence   Part   Pa	Restores level and ability score drains.	17	None: see text	1 etandard	1 minute/level	-		Voc [harmloss]		9C: p 175
See text	Effect:	.,	None, see text		Timide/level			res (narriless)	(Healing)	ос. р. 170
Deliver so thriversion expendence, incitatily. This spells incorrect complete control filtraging. See particular task, including an estimated in the control of the developings and disable state disables and disables. The control filtraging is control filtraging. See particular task. Including a setting of the control filtraging. See particular task and the control of the development of the	Sending		None	10 minutes	1 round/level; see text			No		PHB: p.275
Secretary   Secr	Delivers short message anywhere, instantly., This spells	locates	s several reliable subco	ntractors for	a particular task, including an estimate		•		Oddior Edvon o	
Creatures stunned for 166 rounds, networe of headow unknownshe take damage, see text.    Will register Student of Faith, Mass 17   Will register Student of Balance S	⊒□□□□ Shadowblast				Insta	Long (720 ft.)	V,S,M	Yes	Evocation [Light]	SC: p.186
Part	Effect: Creatures stunned for 1d6 rounds; natives of shadow vul					-				
Name   Section	□□□□□ Shield of Faith, Mass	17			1 minute/level				•	SC: p.188
Target: One creature or object: Caster Level: Branch 10x8].  Target: One creature or object: Caster Level: Branch 10x8].  Touch V,S, DF Ves (harmless).  Action: Target: Creature touched: Caster Level: Branch 10x8].  Target: One creature: Caster Level: Branch 10x8].  Target: One c	Effect: As shield of faith, except it affects multiple creatures.						e/level, no	two of which are more	Caster Level: 8	
Deals total per caster level [max 10d8].    Caster Level: 8   Cast	□□□□□ Sound Lance	17	Fortitude half		Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.196
Rect   Subject is immune to 2 spelle, up to 4th-level spells.   Farget Creature touched   Caster Level 8	Effect: Deals 1d8 per caster level [max 10d8].					Target: One creatur			Caster Level: 8	
Subject is immune to 2 spells, up to 4th-level spell (1) Unler ability 17 Fortitude negates 1 round 1 minute/level Close (45 ft.) V.S. No Transmutation SC: p.200    Target One creature Close (45 ft.) V.S. No Transmutation SC: p.200   Stifle Spell   17 See text	Spell Immunity	17	Will negates (harmless)		10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.282
Target: One creature   Caster   Level   Review   Final   Reduction   Can't reduce below   Caster   Level   Review   Re	Effect: Subject is immune to 2 spells, up to 4th-level spells.					Target: Creature tou	ıched		Caster Level: 8	
Reduces subjects spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.    Instantaneous   Close (45 ft.)   V   Yes   Abjuration   PHB II: p.126	Spell Vulnerability	17	Fortitude negates	1 round	1 minute/level			No		SC: p.200
immediate action  Target: One creature casting a spell  Caster Level: 8  File of the spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being set.  You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being set.  You cast this spell to distract another creature casting a spell  Caster Level: 8  Farget: One or more summoned creatures, no two of which can be more than 30 ft. apart  Target: One or more summoned creatures, no two of which can be more than 40 ft. apart  Gaster Level: 8  Farget: Se creatures  Caster Level: 8  Farget: Se creatures  Caster Level: 8  Farget: Se creatures  Caster Level: 8  Farget: Creature touched  Caster Level: 8  Farget: Creature touched  Caster Level: 8  Farget: Creature touched  Caster Level: 8  Farget: Creature touched or fifty projectibles [all of which Caster Level: 8  Farget: Weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.  Finder:  Fi	Reduces subject's spell resistance by 1 per caster level [			an't reduce		-		W		DUD II . 100
You cast this spell to distract another creature. Target must make a concentration check DC 14 + your key ability + the level of the spell being state.    Close (45 ft.)   V.S. F/DF   No	·	17	See text		Instantaneous	` ,			·	РНВ II: р.126
Flace   Flac		ust mak	e a concentration check	DC 14 + yo	our key ability + the level of the spell bein		e casting a	spell	Caster Level: 8	
Target: Rect summoned creatures, no two of Caster Levet: 8    Caster Levet: 8   Caster Levet: 8   Caster Levet: 8   Caster Levet: 8	□□□□□ Summon Monster IV		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No		PHB: p.286
Fortitude partial   Standard Instantaneous   Close (45 ft.)   V,S   Yes   Transmutation   PGIF: p.115	Effect: Calls extraplanar creature to fight for you.									
MALAR/Make a touch attack, the attack causes 8d6 to be spread amoung those you choose to attack.    Touch   V, M/DF   No   Divination   PHB: p.294	□□□□□ Thorn Spray	17	Fortitude partial		Instantaneous				Transmutation	PGtF: p.115
Touch V, M/DF No Divination PHB: p.294  Target: Creature touched Caster Level: 8  Speak any language.  Target: Creature touched Target: Creature touched Caster Level: 8  Target: Creature touched Target: Weapon touched or firty projectiles [all of which Caster Level: 8  Target: Weapon touched or firty projectiles [all of which Caster Level: 8  Target: Weapon touched or firty projectiles [all of which Caster Level: 8  Target: Weapon touched or firty projectiles [all of which Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose are	Effect: MALAR:Make a touch attack, the attack causes 8d6 to be	e snrea	d amoung those you ch		·k	Target: 8 creatures			Caster Level: 8	
Fisher: Speak any language.    Touch   V,S,DF   Yes [harmless,object]   Transmutation   SC: p.226			Will negates	Standard		Touch	V, M/DF	No	Divination	PHB: p.294
## Will negates   1 standard 1 hour/level   action   Target: Weapon touched or fifty projectiles [all of which Caster Level: 8   Abjuration   SC: p.226   ## Weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.   Target: Weapon touched or fifty projectiles [all of which Caster Level: 8   must be touching at the time of casting]   ## Wall of Chaos   17   See text   1 standard 10 minutes/level   action   Target: A straight wall whose area is up to one 10-ft.   ## 2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level   action   Target: A straight wall whose area is up to one 10-ft.   ### 2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level   Close (45 ft.)   V,S,M/DF   Yes   Abjuration   Good   SC: p.233   ### 2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level   Close (45 ft.)   V,S,M/DF   Yes   Abjuration   Good   SC: p.233   ### 2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated/square/level or hemi/sphere 5 ft./2 levels   ### 2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level   Close (45 ft.)   V,S,M/DF   Yes   Abjuration   Caster Level: 8   ### 3 tandard 10 minutes/level   Close (45 ft.)   V,S,M/DF   Yes   Abjuration   Caster Level: 8   ### 4 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated/square/level or hemi/sphere 5 ft./2 levels   ### 4 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated/square/level or hemi/sphere 5 ft./2 levels   ### 4 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated/square/le	Effect: Speak any language		(			Target: Creature tou	ıched		Caster Level: 8	
Target: Waspon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage. must be touching at the time of casting)   Wall of Chaos   17   See text   1 standard 10 minutes/level action   Close (45 ft.)   V,S,M/DF   Yes   Abjuration (Chaotic)   Caster Level: 8	Undead Bane Weapon	17			1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: p.226
See text	Effect: Give weapon touched undead bane special ability; add +	-2 enhar			onus damage.				h Caster Level: 8	
Target: A straight wall whose area is up to one 10-ft. 42 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designatedsquare/level or hemi/sphere 5 ft./2 levels sostile side.  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Abjuration [Good] SC: p.233  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Abjuration [Good] SC: p.233  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8	□□□□□Wall of Chaos			1 standard					Abjuration [Chaotic]	SC: p.233
## Abjuration [Good 17 See text 1 standard 10 minutes/level action	Effect: +2 to AC and saves, counter mind control, hedge out of some side.	element	tals and outsiders in 10	-ft. radius a	nd 10 minutes/level from the designate				Caster Level: 8	
+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated/square/level or hemi/sphere 5 ft./2 levels sostile side.    Close (45 ft.)   V,S,M/DF   Yes   Abjuration [Law]   SC: p.234	□□□□□ Wall of Good	17	See text		10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: p.233
See text		element	tals and outsiders in 10	-ft. radius a	nd 10 minutes/level from the designate				Caster Level: 8	
## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8  ## Target: A straight wall whose area is up to one 10-ft. Caster Level: 8	nostrie side.  DDDDDWall of Law	17	See text		10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: p.234
Wall of Sand  None  1 standard Concentration +1 round/level action  1 standard Concentration +1 round/level Medium (180 ft.) V,S,M/DF No Conjuration SC: p.235 (Creation) [Earth]  Target: A straight wall whose area is up to one 10-ft. Caster Level: 8		element	tals and outsiders in 10		nd 10 minutes/level from the designate				Caster Level: 8	
ffect: Target: A straight wall whose area is up to one 10-ft. Caster Level: 8	ostile side.  DDDDWall of Sand		None		Concentration +1 round/level	Medium (180 ft.)	V,S,M/DF	No		SC: p.235
	Effect: Creates a churning wall of sand.			action			all whose a	rea is up to one 10-ft.		

<sup>\* =</sup>Domain/Speciality Spell

Notes:		
Character Sheet Notes:		