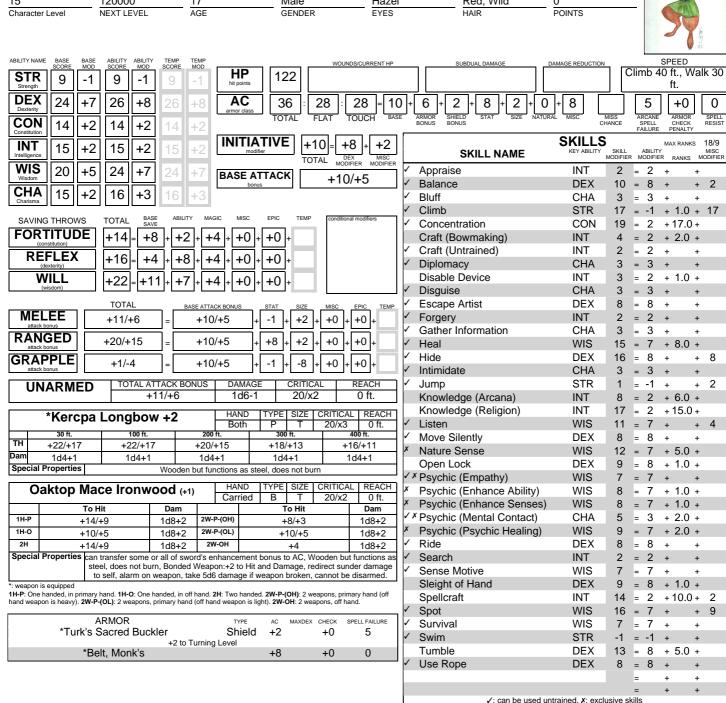
Turk		Jason Pin	igol	Earth Godde	SS	Neutral Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
Clr13 Com2	105000	Kercpa	Tiny	1' 6"	1 lbs.	Darkvision (60')
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
15	120000	17	Male	Hazel	Red, Wild	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS





	TURN UNDE	AD	
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+5
Up to 0	11	Turn level	15
1 - 3	12	Turn damage	2d6+16
4 - 6	13	ū	
7 - 9	14	You destroy	
10 - 12	15	creatures with	total hit dice
13 - 15	16	up to	7.
16 - 18	17		
19 - 21	18		
22+	19		
TURN/DAY [			

EQUIPMEN	IT T			
ITEM Belt, Monk's	LOCATION Equipped	QTY 1	WT 1.0	COST 13000.0
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack		1	5.0	2000.0
Kercpa Longbow +2 0 lbs. Wooden but functions as steel, does not burn	Equipped	1	1.0	375.0
Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0
Tome of Leadership and Influence +1	Equipped	1	5.0	27500.0
Vestment Save Bonus (Resistance) (+2) Resistance bonus to all saving throws of +2	Equipped	1	1.0	8001.0
Oaktop Mace Ironwood (+1) can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.	Carried	1	2.0	312.0
Turk's Sacred Buckler	Equipped	1	1.0	165.0
+2 to Turning Level TOTAL WEIGHT CARRIED/VAL	-UE		10 lbs.	85853.0 gp

	1	WEIGHT ALLO	WANC		
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

#### MONEY

1500 GP Party Pool (2 Rubies and 14 Onyx)

Total = 0.0 gp

#### **MAGIC**

KERCPA DEFENDER +2 Long Bow +2 No legend lore done

#### OTHER COMPANIONS

Lu - Phil

Jessabelle - Rebekah Aaron Herbert - Richard

Gian - Dan

#### SPECIAL ABILITIES

SPELLCASTER(Cleric)

#### SPECIAL ATTACKS

#### Turn Undead

10/day (turn level 15) (turn damage 2d6+16)

#### Arrow Swarm (Ex)

By taking a -5 penalty to all attack rolls for a round, you may make two additional ranged attacks at its highest attack bonus, as a full attack.

#### Sylvan Bond (Ex)

Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent

#### SPECIAL QUALITIES

#### Bond With The Green (Su)

Gain an intuitive sense of the condition of the land within 15 miles. Gain details, such as distance and direction with caster power check (DC 25). Your creature type changes to Plant. Anything that specifically does not harm plants will not harm you. However, you remain a living, thinking creature, so mind-affecting spells work on you, and you still have a discernable anatomy, so sneak attacks and critical hits affect you.

Camouflage (Ex)

May hide in any natural terrain even if the terrain does not grant cover or concealment.

#### Champion of Earth Goddess

As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.

# Divine Health (Ex)

Immunity to all diseases, including supernatural and magical.

#### **Enchant Magic Item**

LV 4 ~ Time 1 hour ~ Cost Special ~ Duration Permanent ~ KS=Arcana (No Check) ~ You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create. You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.

Infuse With Life (Sp) Heal 5d8+15 7/day

#### **Kercpa Racial Traits**

Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks., +4 racial bonus on Hide and Move Silently checks when in forested areas., Deflect Arrows twice a round as the Feat.

#### Nature's Empathy (Su)

You have a special connection with the land, you can tell if it is sick, or if a great calamity has struck. You can sense creatures and how close they are to being in tune with nature (Animals) and not in tune (Undead and Abberations)

#### Slippery Mind (Ex)

Class Special Ability

Summon Fluxx (Su)

1/day You may call Fluxx like a Special Mount to your location and he will arrive the next round on your turn.

#### Aura of Chaos (Ex)

Overwhelming

# Aura of Good (Ex)

Overwhelming

Spontaneous casting - Cure spells

	FEATS
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unocupied sqaure; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you and +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Persistent Spell	See Text, A persistent spell has a duration of 24 hours.
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	Imbue touch spell into a weapon or ammunition
Wild Talent (Psychic (Empathy), Psychic (Psychic Healing), Psychic (Mental Contact), Psychic (Enhance Senses))	
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

	DOMAINS
Celerity	Land speed increased +10 ft. but lost if in medium armor or medium load. This granted power is a supernatural ability.
Force	Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.
Kercpa	Gain Dodge as a feat

# **PROFICIENCIES**

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

#### LANGUAGES

Celestial, Common, Elven, Kercpa, Sylvan, Treant

#### **TEMPLATES**

Truename

Psychic Wild Feat Pool

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	7+1	7+1	6+1	5+1	4+1	3+1	2+1	0	0

#### I EVEL 0

			LEVEL 0					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
Amanuesis	17	Will negates [object]	1 standard 10 minute/level action	Close (55 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
Effect: Copies 250 words per minute.				Target: Object or o		-	Caster Level: 13	
Create Water		None	1 standard Instantaneous action	Close (55 ft.)  Target: Up to 2 gal	V,S llons/level o	No f water	Conjuration (Creation) [Water] Caster Level: 13	PHB: pg.215
Creates 2 gallons/level of pure water.  Cure Minor Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 1 point of damage.				Target: Creature to	ouched		Caster Level: 13	
Detect Magic		None	1 standard Concentration, up to 1 minutes/level [D] action		V,S	No	Divination	PHB: pg.219
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shap	ed emanati	on	Caster Level: 13	
Detect Poison		None	1 standard Instantaneous action	Close (55 ft.)	V,S	No	Divination	PHB: pg.219
Effect: Detects poison in one creature or small object.				Target: One creatu			Caster Level: 13	
Guidance	17	Will negates (harmless)	1 standard 1 minute or until discharged action	Touch	V,S	Yes	Divination	PHB: pg.238
Effect: +1 on one attack roll, saving throw, or skill check.				Target: Creature to			Caster Level: 13	
□□□□ Inflict Minor Wounds	17	Will negates	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect: Touch attack, 1 point of damage.				Target: Creature to	ouched		Caster Level: 13	
Light		None	1 standard 10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Effect: Object shines like a torch.				Target: Object tou			Caster Level: 13	
□□□□ Mending	17	Will negates (harmless, object)	1 standard Instantaneous action	10 ft.	V,S	Yes (harmless, object	,	PHB: pg.253
Effect: Makes minor repairs on an object.				Target: One object		b.	Caster Level: 13	
Purify Food and Drink	17	Will negates (object)	1 standard Instantaneous action	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
Effect: Purifies 1 cu. ft./level of food or water.				-		minated food and water		
□□□□□ Read Magic		None	1 standard 10 minutes/level action	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.				Target: You			Caster Level: 13	
Resistance	17	Will negates (harmless)	1 standard 1 minute action	Touch		Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws.				Target: Creature to	ouched		Caster Level: 13	
Unitue	17	Fortitude negates (harmless)	1 standard 1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Effect: Subject gains 1 temporary hp.				Target: Creature to	ouched		Caster Level: 13	
			LEVEL 1					

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□A Lance of Disruption	18	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
Effect: Beam of force causes 5d4+26 to all in the area of effect					Target: From caste	r 5ft wide be	eam out to 60ft length	Caster Level: 13	
Anarchic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Chaotic]	SC: Pg.11
Effect: Chaos imbued damages lawful outsiders for 2d4 points.					Target: Flask of wa	ter touched		Caster Level: 13	
Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
Effect: Water damages chaotic outsiders for 2d4 points of damage	je.				Target: Flask of wa	ter touched		Caster Level: 13	
□□□□□ Bane	18	Will negates	1 standard action	1 minute/level	50 ft.	,-,	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.203
Effect: Enemies take -1 on attack rolls and saves against fear.					Target: All enemies	within 50 ft		Caster Level: 13	
□□□□□ Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
Effect: Allies gain +1 on attack rolls and +1 on saves against fea	r.				Target: The caster centered on the cast		s within a 50-ft. burst,	Caster Level: 13	
Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within t	he spr	ead.			Target: 50 ft. sprea	d, centered	on you	Caster Level: 13	
⊒□□□□ Bless Water	18	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
Effect: Makes holy water.					Target: Flask of wa	ter touched		Caster Level: 13	
Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (55 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.33
Effect: Full attack action allows creature to use natural or unarme	ed atta	ck with a 20 ft range inc	rement; see	text	Target: A single cre	eature with I	ntelligence 4 or higher	Caster Level: 13	
⊒□□□□*Camouflage	18	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: Pg.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 13	
□□□□□ Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V,S	Yes	Necromancy [Fea Mind-Affecting]	r,PHB: pg.208
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living of	creature with	5 or fewer HD	Caster Level: 13	
Cold Fire	18	No [fire] or Fortitude half		1 minute/level [fire source] or Instantaneous [creature]	Close (55 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: Pg.50
Effect: Flames deal cold damage; see text					Target: One fire so creature; see text	urce [up to a	20-ft. cube] or one	Caster Level: 13	
Command	18	Will negates	1 standard action	1 round	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	PHB: pg.211 dent,
Effect: One subject obeys selected command for 1 round.					Target: One living of	creature		Caster Level: 13	
				* =Domain/Speciality Spell					

			Cieric Spells					
□□□□□ Comprehend Languages	١		1 standard 10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect:			action	Target: You			Caster Level: 13	
You understand all spoken and written languages.								
Conviction		Will negates harmless]	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
Effect:			action	Target: Creature tour	ched		Caster Level: 13	
+2 morale bonus to saves, +1 for every six levels [max +5 a			1 standard Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.215
Cure Light Wounds			action	Toden	v,5	text	(Healing)	FTID. pg.210
Effect:				Target: Creature tou	ched		Caster Level: 13	
Cures 1d8 +1/level [max +5] damage.  Delay Disease	18 V	Will negates	1 standard 24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration	SC: Pg.63
•			action				(Healing)	ŭ
Effect: Halts any nonmagical disease for the duration of the spell.				Target: Creature tou	ched		Caster Level: 13	
Detect Chaos	١		1 standard Concentration, up to 10 minutes/level [D	]60 ft.	V,S, DF	No	Divination	PHB: pg.218
Effect:			action	Target: Cone-shaped	d emanatio	ın	Caster Level: 13	
Reveals creatures, spells, or objects of selected alignment.				· ·				
Detect Evil	١	None	1 standard Concentration, up to 10 minutes/level [Eaction	)]60 ft.	V,S, DF	No	Divination	PHB: pg.218
Effect:			action	Target: Cone-shaped	d emanatio	ın	Caster Level: 13	
Reveals creatures, spells, or objects of selected alignment.			4 -t	NCO 4	V.C. DE	N-	Distration	DUD: 040
LILL Detect Good	r		1 standard Concentration, up to 10 minutes/level [Eaction	/J00 It.	V,S, DF	INO	Divination	PHB: pg.219
Effect:				Target: Cone-shaped	d emanatio	n	Caster Level: 13	
Reveals creatures, spells, or objects of selected alignment.  Detect Law	١	None	1 standard Concentration, up to 10 minutes/level [E	0160 ft.	V,S, DF	No	Divination	PHB: pg.219
	•		action					1115. pg.210
Effect: Reveals creatures, spells, or objects of selected alignment.				Target: Cone-shaped	d emanatio	n	Caster Level: 13	
Detect Undead	١	None	1 standard Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
			action	T			0	
Effect: Reveals undead within 60 ft.				Target: Cone-shaped	u ernanatio	M1	Caster Level: 13	
Dispel Ward	١		1 standard Instantaneous	Medium (230 ft.)	V,S	No	Abjuration	SC: Pg.67
Effect:			action	Target: One warded	object or a	ırea	Caster Level: 13	
Functions like dispel magic; see text								
Divine Favor	١		1 standard 1 minute action	Personal	V,S, DF	No	Evocation	PHB: pg.224
Effect:			40.0	Target: You			Caster Level: 13	
You gain +1 on attack and damage rolls. [Every three castel			1 standard 1 minute/level	-	V,S, DF	Vos	Nocromons	DHR: pg 225
Doom C	18 V	Will negates	1 standard 1 minute/level action	Medium (230 ft.)	v,3, DF	Yes	Necromancy [Fear Mind-Affecting]	r,r rab. pg.225
Effect:				Target: One living cre	eature		Caster Level: 13	
One subject takes -2 on attack rolls, damage rolls, saves, ar			1 standard 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
•	-		action					g
Effect: See normally in darkness both magical and natural.				Target: Creature tou	ched		Caster Level: 13	
	18 V	Will negates	1 standard 24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
Effect:	(	harmless)	action	Torget: Creeture tour	ahad		Contact oval: 12	
Exist comfortably in hot or cold environments.				Target: Creature tou	cried		Caster Level: 13	
□□□□□ Entropic Shield	١		1 standard 1 minute/level [D]	Personal	V,S	No	Abjuration	PHB: pg.227
Effect:			action	Target: You			Caster Level: 13	
Ranged attacks against you have 20% miss chance.								
Ranged attacks against you have 20% miss chance.  """ *Expeditious Retreat	١		1 standard 1 minute/level [D]		V,S	No	Transmutation	PHB: pg.228
Effect:	١		1 standard 1 minute/level [D] action		V,S	No	Transmutation  Caster Level: 13	PHB: pg.228
□□□□ *Expeditious Retreat  Effect: Your speed increases by 30 ft.			action	Personal  Target: You			Caster Level: 13	
Effect: Your speed increases by 30 ft.	18 V	Will negates		Personal  Target: You	V,S V,S	No Yes [harmless]		PHB: pg.228 SC: Pg.87
Effect: Your speed increases by 30 ft. Faith Healing  Effect:	18 V	Will negates	action  1 standard Instantaneous	Personal  Target: You	V,S	Yes [harmless]	Caster Level: 13 Conjuration	
Effect: Your speed increases by 30 ft.  Faith Healing  Effect:  Heal 8 + caster level [max +5] hit points.	18 V	Will negates harmless]	1 standard Instantaneous action	Personal  Target: You  Touch  Target: Living creatu	V,S re touched	Yes [harmless]	Caster Level: 13 Conjuration (Healing) Caster Level: 13	SC: Pg.87
Effect: Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.	18 V	Will negates	action  1 standard Instantaneous	Personal  Target: You  Touch  Target: Living creatu  Close (55 ft.)	V,S re touched V,M	Yes [harmless] Yes [harmless]	Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation [Earth]	
## Expeditious Retreat  ### Effect:  ### Your speed increases by 30 ft.  ### Healing  ### Effect:  ### Healing  ### Healin	18 V	Will negates harmless]	action  1 standard Instantaneous action  1 standard 1 round/level	Personal Target: You Touch Target: Living creatu Close (55 ft.) Target: One creature	V,S re touched V,M	Yes [harmless]	Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation [Earth]	SC: Pg.87
Effect: Your speed increases by 30 ft.	18 V [l	Will negates harmless]  None inst bull rush.	1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round	Personal  Target: You  Touch  Target: Living creatur  Close (55 ft.)  Target: One creature than 30 ft. apart	V,S re touched V,M	Yes [harmless] Yes [harmless]	Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation [Earth]	SC: Pg.87 SC: Pg.99
Effect: Your speed increases by 30 ft.	18 V [l	Will negates harmless]  None inst bull rush.	action  1 standard Instantaneous action  1 standard 1 round/level action	Personal  Target: You  Touch  Target: Living creatu  Close (55 ft.)  Target: One creature than 30 ft. apart  Personal	V,S re touched V,M æ/level, no t	Yes [harmless]  Yes [harmless]  two of which are more	Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation [Earth] Caster Level: 13  Divination [Good]	SC: Pg.87 SC: Pg.99
Effect: Your speed increases by 30 ft.	18 V [l N Stragai 18 N	Will negates harmless]  None  inst bull rush.	1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round	Personal  Target: You  Touch  Target: Living creatur  Close (55 ft.)  Target: One creature than 30 ft. apart	V,S re touched V,M æ/level, no t	Yes [harmless]  Yes [harmless]  two of which are more	Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation [Earth] Caster Level: 13	SC: Pg.87 SC: Pg.99
Effect: Your speed increases by 30 ft. Your speed increases by 30 ft.  Grave Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to S	18 V [l	Will negates harmless]  None  inst bull rush.  V/A  ability.	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D]	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You	V,S re touched V,M æ/level, no t	Yes [harmless]  Yes [harmless]  two of which are more	Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation [Earth] Caster Level: 13  Divination [Good]	SC: Pg.87 SC: Pg.99
Effect: Your speed increases by 30 ft.  Grave I Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to S  Grave Strike  Effect: Allows you to make sneak attacks against undead if you have	18 V [l	Will negates harmless]  None  inst bull rush.  V/A  ability.	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action	Personal Target: You Touch Target: Living creature Close (55 ft.) Target: One creature than 30 ft. apart Personal Target: You Long (920 ft.)	V,S re touched V,M V,M V,DF	Yes [harmless] Yes [harmless] two of which are more N/A Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation	SC: Pg.87  SC: Pg.99  SC: Pg.107
#Expeditious Retreat  Effect: Your speed increases by 30 ft.  ### Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  ### Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to Stone  #### Grave Strike  Effect: Allows you to make sneak attacks against undead if you have a strick of the stric	18 V [l Str agai 18 N ve the a	Will negates harmless]  None  inst bull rush.  WA  ability.	1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action	Personal  Target: You  Touch  Target: Living creatur  Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in	V,S re touched V,M k/level, no t V,DF V,S a 5-ftradi	Yes [harmless]  Yes [harmless]  wo of which are more  N/A  Yes  us burst	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108
Effect: Your speed increases by 30 ft.  Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to S  Grave Strike  Effect: Allows you to make sneak attacks against undead if you have a contracted by the contr	18 V Str agai 18 N ve the a	Will negates harmless]  None  Inst bull rush.  W/A  ability.  None	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D]	Personal  Target: You  Touch  Target: Living creatur  Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in	V,S re touched V,M V,M V,DF	Yes [harmless] Yes [harmless] two of which are more N/A Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration	SC: Pg.87  SC: Pg.99  SC: Pg.107
Effect: Your speed increases by 30 ft. You speed increases by 30 ft. You speed increases by 30 ft. Your speed increases by 30 ft. You speed increas	18 V Str agai 18 N ve the a	Will negates harmless]  None  inst bull rush.  WA  ability.	1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)	V,S re touched V,M  v/level, no t V,DF  V,S a 5-ftradi V,S  v/level, no t	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108
#Expeditious Retreat  Effect: Your speed increases by 30 ft.	18 V [l N Str agai 18 N ve the a	Will negates harmless]  None  Sinst bull rush.  WA  Ability.  None  Will negates harmless]	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap	v,s re touched v,M v,DF v,S a 5-ftradi v,s	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111
#Expeditious Retreat  Effect: Your speed increases by 30 ft.	118 V [ ]	Will negates harmless]  None  inst bull rush.  WA  ability.  None  Will negates harmless]	1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap	V,S re touched V,M  v/level, no t V,DF  V,S a 5-ftradi V,S  v/level, no t	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing)	SC: Pg.99 SC: Pg.107 SC: Pg.108
Effect: Your speed increases by 30 ft.  Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: Allows you to make sneak attacks against undead if you have the speed of	118 V [ ]	Will negates harmless]  None  Inst bull rush.  WA  ability.  None  Will negates harmless]	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D]	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap	V,S re touched V,M e/level, no t V,DF V,S a 5-ftradi V,S e/level, no t vart V,S, DF	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111
#Expeditious Retreat  Effect: Your speed increases by 30 ft.	N	Will negates harmless]  None  Inst bull rush.  WA  ability.  None  Will negates harmless]	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D]	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched	V,S re touched V,M e/level, no t V,DF V,S a 5-ftradi V,S e/level, no t vart V,S, DF	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111
Effect: Your speed increases by 30 ft.  Your speed increases by 30 ft.  Heal 8 + caster level [max +5] hit points.  Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to S  Grave Strike  Effect: Allows you to make sneak attacks against undead if you have a compared to the strike of	N	Will negates harmless]  None  Inst bull rush.  W/A  ability.  None  Will negates harmless]	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 1 minutes/level [D] action  1 standard 10 minutes/level [D] action	Personal  Target: You  Touch  Target: Living creatur Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold]	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241
Effect: Your speed increases by 30 ft. Your speed increases by	N	Will negates harmless]  None  Inst bull rush.  N/A  Ability.  None  Will negates harmless]  Will negates harmless)	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241
Effect: Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points. Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to Since Strike  Effect: Allows you to make sneak attacks against undead if you have guident and guiding Light  Effect: +2 on ranged attacks Dubles the natural healing rate. Doubles the natural healing rate. Undead can't perceive 1 subject/level.  Grave Strike  Effect: Undead can't perceive 1 subject/level.  Company of the strike subject/level.	Note that a second seco	Will negates harmless]  None  Inst bull rush.  N/A  Ability.  None  Will negates harmless]  Will negates harmless)	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  4 swift 1 minute/level	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241
Effect: Your speed increases by 30 ft.  Effect: Your speed increases by 30 ft.  Effect: Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points.  Effect: As long as subjects don't move they gain +2 AC and +4 to Section of the sectio	Note that a second seco	Will negates harmless]  None  inst bull rush.  WA ability.  Vone  Will negates harmless]  Will negates harmless); see text  WA	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  damage.	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You	V,S re touched V,M V,DF V,S a 5-ftradi V,S e/level, no t v,S, DF t creature/le V,DF	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion)	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.119
#Expeditious Retreat  Effect: Your speed increases by 30 ft.	Note that a second seco	Will negates harmless]  None  inst bull rush.  WA ability.  Vone  Will negates harmless]  Will negates harmless); see text  WA	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  4 swift 1 minute/level	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You	V,S re touched V,M s/level, no t V,DF  V,S a 5-ftradi V,S s/level, no t sart V,S, DF I creature/le V,DF	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.119
#Expeditious Retreat  Effect: Your speed increases by 30 ft.  ### Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  ### Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to Stone  ### Effect: Allows you to make sneak attacks against undead if you have  ### Guiding Light  Effect: +2 on ranged attacks  ### Healthful Rest  ### Effect: Doubles the natural healing rate.  ### Undead can't perceive 1 subject/level.  ### Undead can't perceive 1 subject/level.  ### Incite  ### Effect: ### Undead can't perceive 1 subject/level.  ### Incite  ### Effect: ### Undead guantlet. Deals normal dam ### Undead guantlet. ### Effect: ### Undead guantlet. ### Undead guantlet. ### Effect: ### Undead guantlet. ### Effect: ### Undead guantlet. ### Undead guantlet. ### Effect: ### Incite ### Effect: ### Effec	No. 118 V V V V V V V V V V V V V V V V V V	Will negates harmless]  None  Inst bull rush.  WA  ability.  Vone  Will negates harmless]  Will negates harmless); see text  WA  VA  ryour size + 1d4 cold Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  damage. 1 swift 1 minute/level action	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: You  Close (55 ft.)  Target: You  Close (55 ft.)	V,S re touched V,M V,DF V,S a 5-ftradi V,S e/level, no t v,S, DF creature/le V,DF V,S a 10-ft. bui	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation [Codd] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment Compulsion) [Mind-Affecting] Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.119 SC: Pg.121
#Expeditious Retreat  Effect: Your speed increases by 30 ft.  ### Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  ### Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to Stone  ### Effect: Allows you to make sneak attacks against undead if you have  ### Guiding Light  Effect:  ### Doubles the natural healing rate.  ### Hide from Undead  ### Effect: Undead can't perceive 1 subject/level.  ### Undead Can't perceive 1 subject/level.  ### Image: ### Ima	No. 118 V V V V V V V V V V V V V V V V V V	Will negates harmless]  None  Inst bull rush.  WA  ability.  Vone  Will negates harmless]  Will negates harmless); see text  WA  VA  ryour size + 1d4 cold Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  4 swift 1 minute/level	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: You  Close (55 ft.)  Target: You  Close (55 ft.)	V,S re touched V,M s/level, no t V,DF  V,S a 5-ftradi V,S s/level, no t sart V,S, DF I creature/le V,DF	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.119
Effect: Your speed increases by 30 ft. You speed increases b	No. 118 V V V V V V V V V V V V V V V V V V	Will negates harmless]  None  Inst bull rush.  WA  ability.  Vone  Will negates harmless]  Will negates harmless); see text  WA  VA  ryour size + 1d4 cold Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 swift 1 minute/level action	Personal  Target: You  Touch  Target: Living creature Close (55 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: You  Close (55 ft.)  Target: You  Close (55 ft.)	V,S re touched V,M  v/,DF  V,S a 5-ftradi V,S e/level, no t vart V,S, DF I creature/le V,DF  V,S a 10-ft. bui V,S	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation [Codd] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment Compulsion) [Mind-Affecting] Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.119 SC: Pg.121
Effect: Your speed increases by 30 ft. You speed increases b	N	Will negates harmless]  None  Inst bull rush.  N/A  ability.  None  Will negates harmless]  Will negates harmless); see text  N/A  or your size + 1d4 cold  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 swift 1 minute/level action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creatures in Touch	V,S re touched V,M  V,DF  V,S a 5-ftradi V,S  V/S  V/S  V/S  V/S  V/S  V/S  V/S	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation Caster Level: 13 Evocation [Cold] Caster Level: 13 Necromancy	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121
Effect: Your speed increases by 30 ft.  Your speed increases by 30 ft.  Heal 8 + caster level [max +5] hit points.  Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to S  Grave Strike  Effect: Allows you to make sneak attacks against undead if you have a speed of the strike of the	N	Will negates harmless]  None  Inst bull rush.  WA  ability.  Vone  Will negates harmless]  Will negates harmless); see text  WA  VA  ryour size + 1d4 cold Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creatures in Touch	V,S re touched V,M  v/,DF  V,S a 5-ftradi V,S e/level, no t vart V,S, DF I creature/le V,DF  V,S a 10-ft. bui V,S	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  rst  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Necromancy Caster Level: 13 Enchantment (Compulsion)	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121
Effect: Your speed increases by 30 ft.  Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to Signature of the strike of the stri	N	Will negates harmless]  None  Inst bull rush.  N/A  ability.  None  Will negates harmless]  Will negates harmless); see text  N/A  or your size + 1d4 cold  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous  1 standard Instantaneous  1 standard Instantaneous	Personal  Target: You  Touch  Target: Living creature  Close (55 ft.)  Target: One creature  than 30 ft. apart  Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature  more than 30 feet ap  Touch  Target: You  Close (55 ft.)  Target: Creatures in  Touch  Target: Creatures in  Touch  Target: Creatures in  Touch	V,S re touched V,M  v/,DF  V,S a 5-ftradi V,S e/level, no t vart V,S, DF I creature/le V,DF  V,S a 10-ft. bui V,S ched V,S	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  rst  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Imnd-Affecting]	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121
Effect: Your speed increases by 30 ft. Your speed increases by	N	Will negates harmless]  None  Sinst bull rush.  N/A  ability.  None  Will negates harmless]  Will negates harmless); see text  N/A  or your size + 1d4 cold  Will negates  Will half  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 swift 1 minute/level action  1 standard Instantaneous action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creatures in Touch	V,S re touched V,M  v/,DF  V,S a 5-ftradi V,S e/level, no t vart V,S, DF I creature/le V,DF  V,S a 10-ft. bui V,S ched V,S	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  rst  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Necromancy Caster Level: 13 Enchantment (Compulsion)	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121
Effect: Your speed increases by 30 ft.  Paith Healing  Effect: Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points.  Group Group Strike  Effect: Allows you to make sneak attacks against undead if you have good and the strict of the	118 V [ ]  N N N N N N N N N N N N N N N N N N	Will negates harmless]  None  Inst bull rush.  W/A  ability.  None  Will negates harmless]  Will negates harmless); see text  W/A  In vyour size + 1d4 cold will negates  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard Instantaneous action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature touched	V,S re touched V,M  v/,DF  V,S a 5-ftradi V,S e/level, no t vart V,S, DF I creature/le V,DF  V,S a 10-ft. bui V,S ched V,S	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  rst  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Imnd-Affecting]	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121
Effect: Doubles the natural healing rate. Doubles the natural healing rate	18 V [ ]  N 18 V et the a N 18 V ( )  18 V ( )  18 V ( )	Will negates harmless]  None  inst bull rush.  I/A  ability.  None  Will negates harmless]  Will negates harmless); see text  I/A  Will negates Mill negates  Will negates  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 swift 1 minute/level action  1 standard Instantaneous action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature touched	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121  PHB: pg.244  SC: Pg.123
Effect: Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to Simple for the strict of	118 V [ ]  N N   N   N   N   N   N   N   N   N	Will negates harmless]  None  Inst bull rush.  W/A  Ability.  None  Will negates harmless]  Will negates text  W/A  Ir your size + 1d4 cold  Will negates  Will negates  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard Instantaneous action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in  Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: You  Close (55 ft.)  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature touched  Medium (230 ft.)  Target: Creature touched Target: One creature Touch	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Necromancy Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.121 PHB: pg.224 SC: Pg.123 SC: Pg.126
Effect: Doubles the natural healing rate. Doubles the natural healing rate	118 V [ ]  N N   N   N   N   N   N   N   N   N	Will negates harmless]  None  inst bull rush.  I/A  ability.  None  Will negates harmless]  Will negates harmless); see text  I/A  Will negates Mill negates  Will negates  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard Instantaneous action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: You  Close (55 ft.)  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature touched  Medium (230 ft.)  Target: Creature touched Target: One creature Touch	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.121 PHB: pg.224 SC: Pg.123 SC: Pg.126
Effect: Your speed increases by 30 ft. Heal 8 + caster level [max +5] hit points. Your speed increases by 30 ft. Heal 8 + caster level [max +5] hit points. You Foundation of Stone  Effect: Allows you to make sneak attacks against undead if you have a guident at the speed of	118 V [ ]	Will negates harmless]  None  Inst bull rush.  W/A  ability.  None  Will negates harmless]  Will negates text  W/A  In your size + 1d4 cold  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard 10 minutes/level action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature touched  Medium (230 ft.)  Target: Creature touched	V,S re touched V,M  interpolation V,DF  V,S a 5-ftradi V,S interpolation V,S,DF creature/le V,S,DF v,S ched V,S v,S,M ched V,S	Yes [harmless]  Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment Compulsion) [Mind-Affecting] Caster Level: 13 Evocation [Good,	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.121 PHB: pg.224 SC: Pg.123 SC: Pg.126
Effect: Your speed increases by 30 ft. You speed at 4 to 5 or 10 or	118 V [ ]	Will negates harmless]  None  Inst bull rush.  W/A  ability.  None  Will negates harmless]  Will negates text  W/A  In your size + 1d4 cold  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard 10 minutes/level action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature touched  Medium (230 ft.)  Target: Creature touched	V,S re touched V,M  interpolation V,DF  V,S a 5-ftradi V,S interpolation V,S,DF creature/le V,S,DF v,S ched V,S v,S,M ched V,S	Yes [harmless]  Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Necromancy Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13 Evocation [Good, Light]	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.121 PHB: pg.224 SC: Pg.123 SC: Pg.126
Effect: Your speed increases by 30 ft.	18 V [ ]  N N Vee the a N N N N N N N N N N N N N N N N N N	Will negates harmless]  None  Inst bull rush.  W/A  Ability.  None  Will negates harmless]  Will negates harmless); see text  W/A  Pryour size + 1d4 cold  Will negates  Will negates  Will negates  S.  None  can use the light as a will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard 10 minutes/level action  1 standard 10 minutes/level [D] action  1 standard 1 minutes/level [D] action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creature sin Touch  Target: Creature touched  Medium (230 ft.)  Target: Creature touched  Target: Creature touched	V,S re touched V,M  interpolation V,DF  V,S a 5-ftradi V,S interpolation V,S,DF creature/le V,S,DF v,S ched V,S v,S,M ched V,S	Yes [harmless]  Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes  Yes	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Evocation [Good, Light] Caster Level: 13 Evocation [Good, Light] Caster Level: 13	SC: Pg.99 SC: Pg.107 SC: Pg.108 SC: Pg.111 PHB: pg.241 SC: Pg.121 PHB: pg.224 SC: Pg.123 SC: Pg.126
Effect: Your speed increases by 30 ft.  Effect: Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points. Heal 8 + caster level [max +5] hit points. As long as subjects don't move they gain +2 AC and +4 to Section of Grave Strike  Effect: Allows you to make sneak attacks against undead if you have a compared to the section of Grave Strike  Effect: Allows you to make sneak attacks against undead if you have a compared to the section of Grave Strike  Effect: 42 on ranged attacks  Healthful Rest  Effect: Doubles the natural healing rate.  Hide from Undead  Effect: Undead can't perceive 1 subject/level.  Indead can't perceive 1 subject/level.	18 V [ ]  N N Vee the a N N N N N N N N N N N N N N N N N N	Will negates harmless]  None  Inst bull rush.  W/A  ability.  None  Will negates harmless]  Will negates harmless); see text  W/A  In your size + 1d4 cold  Will negates  Will negates  Will negates  Will negates  S.  None  can use the light as a	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  10 minutes 24 hours  1 standard 10 minutes/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level action  1 swift 1 minute/level action  1 swift 2 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action  1 ray attack dealing 1d6 [double against undead and action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: You  Close (55 ft.)  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creatures in Touch  Target: Creature tour Medium (230 ft.)  Target: Creature tour Medium (230 ft.)  Target: Creature tour Medium (230 ft.)  Target: You and up tod d Touch	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Necromancy Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Evocation [Good, Light] Caster Level: 13 Evocation [Good, Light] Caster Level: 13 Conjuration Conjuration (Creation) [Force]	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121  PHB: pg.244  SC: Pg.123  SC: Pg.126  SC: Pg.132
Effect: Your speed increases by 30 ft.  Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect: As long as subjects don't move they gain +2 AC and +4 to Signal and AC and A	18 V [ ]  N N Vee the a N N N N N N N N N N N N N N N N N N	Will negates harmless]  None  Inst bull rush.  W/A  Ability.  None  Will negates harmless]  Will negates harmless); see text  W/A  Pryour size + 1d4 cold  Will negates  Will negates  Will negates  S.  None  can use the light as a will negates	action  1 standard Instantaneous action  1 standard 1 round/level action  1 swift 1 round action  1 standard 1 minute/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 minute/level action  1 standard Instantaneous action  1 standard Instantaneous action  1 standard 10 minutes/level action  1 standard 10 minutes/level action  1 standard 10 minutes/level [D] action  1 standard 1 minutes/level [D] action	Personal  Target: You  Touch  Target: Living creature than 30 ft. apart Personal  Target: You  Long (920 ft.)  Target: Creatures in Close (55 ft.)  Target: One creature more than 30 feet ap Touch  Target: One touched Personal  Target: You  Close (55 ft.)  Target: Creature sin Touch  Target: Creature touched  Medium (230 ft.)  Target: Creature touched  Target: Creature touched	V,S re touched V,M	Yes [harmless]  Yes [harmless]  two of which are more  N/A  Yes  us burst  Yes [harmless]  two of which can be  Yes  evel  N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Caster Level: 13 Conjuration (Healing) Caster Level: 13 Transmutation [Earth] Caster Level: 13 Divination [Good] Caster Level: 13 Evocation Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Cold] Caster Level: 13 Evocation [Cold] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Evocation [Good, Light] Caster Level: 13 Evocation [Good, Light] Caster Level: 13	SC: Pg.87  SC: Pg.99  SC: Pg.107  SC: Pg.108  SC: Pg.111  PHB: pg.241  SC: Pg.119  SC: Pg.121  PHB: pg.244  SC: Pg.123  SC: Pg.126  SC: Pg.132

				Cleric Spells					
□□□□ Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object	) Transmutation	PHB: pg.251
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage					Target: Up to three			Caster Level: 13	DUD
⊒□□□□ Magic Weapon <sup>Effect:</sup>	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch  Target: Weapon tou	V,S, DF	Yes (harmless, object	Caster Level: 13	PHB: pg.251
Weapon gains +1 bonus.	18	Will negates	1 standard	1 round/level		V,S,F	Yes	Illsion (Pattern)	SC: Pg.143
Effect:  Creature becomes fascinated for the duration of the spell.		[harmless]	action	. 150.10.101	Target: Creature to			[Mind-Affecting] Caster Level: 13	30.1 g.116
□□□□ Nightshield	18	N/A	1 standard action	1 minute/level [D]	Personal  Target: You	V,S	N/A	Abjuration  Caster Level: 13	SC: Pg.148
+1 resistance on Saving throws, increases to +2 at caster  Nimbus of Light	level 6	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: Pg.148
Effect: Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus	s 1 point per round that						Caster Level: 13	
□□□□□Obscuring Mist  Effect:		None	1 standard action	1 minute/level		V,S ads in 20-ft.	No radius from you, 20 ft.	Conjuration (Creation) Caster Level: 13	PHB: pg.258
Fog surrounds you.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1 round	Instantaneous	high Personal	V,F	No	Divination	Race Des: Pg.166
Effect: Grants a brief vision; see text.					Target: You			Caster Level: 13	
Portal Beacon		None	1 standard action	1 hour/level	Close (55 ft.)	V,S	No	Transmutation	SC: Pg.161
Effect:  Up to six creatures can be chosen to recieve mental beach		Will pagatos	1 standard	4 minute/level IDI	Target: One interpla		·	Caster Level: 13	1 DUD: na 266
□□□□□ Protection from Chaos  Effect:	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch  Target: Creature tou		No; see text	Abjuration [Lawful Caster Level: 13	j - пв. pg.266
+2 to AC and saves, counter mind control, hedge out eler	nentals 18	Will negates		1 minute/level [D]	Touch		No; see text	Abjuration [Good]	PHB: pg.266
Effect:		(harmless)	action		Target: Creature to			Caster Level: 13	: <del>-</del>
+2 to AC and saves, counter mind control, hedge out eler	nentals 18	Will negates		1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration	PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out eler	nentale	(harmless)	action		Target: Creature to	uched		[Chaotic] Caster Level: 13	
□□□□□ Remove Fear	18	Will negates (harmless)	1 standard action	10 minutes; see text	Close (55 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
Effect: Suppresses fear or gives +4 on saves against fear for one		ct/4 levels.			more than 30 ft. apa	art	no two of which can be		
Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Grants limited protection from a plane's alignment traits; s					Target: Creature to			Caster Level: 13	
□□□□□ Resurgence	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration  Caster Level: 13	SC: Pg.174
Allows one retry on a failed save against an ongoing spell	, spell-	like ability, or supernatu Will negates		1 round/level	Target: Creature too	v.s. DF	No	Abjuration	PHB: pg.274
□□□□□ Sanctuary	10	will flegates	action	i Tourid/level	Target: Creature to		NO	Caster Level: 13	rпв. pg.274
Opponents can't attack you, and you can't attack.		None	1 standard	Concentration, up to 13 rounds	Personal		No	Divination	Race Des: Pg.167
Effect:			action		Target: One book/ro	ound		Caster Level: 13	
Absorb the contents of an entire book as if you had read i	t once. 18	Will negates	1 standard	to read the language.  1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
Effect: Aura grants +4 deflection bonus.		(harmless)	action		Target: Creature to	uched		Caster Level: 13	
	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
Effect: +4 bonus on your next initiative check.					Target: You			Caster Level: 13	
□□□□□Snowshoes  Effect:	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch  Target: Creature tou	V,S uched	Yes [harmless]	Transmutation  Caster Level: 13	SC: Pg.194
Speed increases by 10 ft. and no Balance checks or Refle	ex requ 18	ired to walk on snow. N/A		1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
Effect:			action		Target: You			Caster Level: 13	
Hold the charge of one touch spell per arm; see text.  Summon Monster I  Great:		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF		Conjuration (Summoning) Caster Level: 13	PHB: pg.285
crect: Calls extraplanar creature to fight for you. □□□□□ Updraft	18	N/A	1 swift action	Instantaneous	Target: One summo	V,S,M	N/A	Conjuration (Creation) [Air]	SC: Pg.228
Effect: Gain 10 ft. per level of altitude, and then gently float back					Target: You			Caster Level: 13	
□□□□□ Vigor, Lesser  Effect:	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch  Target: Living create	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Grants target fast healing ability for the duration of the spe	ell. Hea	als 1 hp automatically pe		1 minute or until discharged	Target: Living creati	vre touched	Yes	Caster Level: 13 Divination	SC: Pg.231
□□□□□Vision of Glory			action	2 dioonalgod	Target: Creature to			Caster Level: 13	
Grants a +1 morale bonus to a single saving throw [target	's choi	Fortitude negates		1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
Effect: Increases creatures swim speed by 30 ft.		[harmless]	action		Target: Creature to	uched		Caster Level: 13	
moreuses organices swim speed by 50 ft.				LEVEL 2					
Name	DC	Saving Throw		Duration	Range	Comp.	Spell Resistance	School	Source
and Aid		None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]			1 stander	1 minuto/loval	Target: Living create			Caster Level: 13	DHR: nc 107
□□□□□ Align Weapon  Effect:	19	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object		PHB: pg.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					must be in contact v	with each of	y projectiles [all of which ther at the time of	in Caster Level: 13	

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
and Aid		None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +1]	01 temp	orary hp.			Target: Living creat	ure touched	I	Caster Level: 13	
□□□□□ Align Weapon	19	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon too must be in contact of casting]		y projectiles [all of which ther at the time of	Caster Level: 13	
□□□□□ Augury		None	1 minute	Instantaneous	Personal	V,S,M,F	No	Divination	PHB: pg.202
Effect: Learns whether an action will be good or bad.					Target: You			Caster Level: 13	

				Cleric Spells					
□□□□□ Aura Against Flame	19	N/A	1 standard	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
Effect:		61	detion		Target: You			Caster Level: 13	
Protects against first 10 points of fire damage, it also extin	nguisne	None		1 minute/level	20 ft.	٧	Yes [harmless]	Abjuration	SC: Pg.19
			immediate action						
Effect: Gain temporary respite from the natural effects of a speci	ific plan	e.			Target: One creatur centered on you	e/level in a	20-ft. radius burst	Caster Level: 13	
Balor Nimbus	19	N/A		1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
Effect:			action		Target: You			Caster Level: 13	
Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you takes 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire damage Any creature grappling you take 6d6 points of fire grappling you take 6d6 points	ge.	None	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.203
			action						
Effect: Grants +2 enhancement to natural armor. Additional +1 p					Target: Living create			Caster Level: 13	
Bear's Endurance	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature tou	ıched		Caster Level: 13	
Body Blades	19	N/A		1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
Effect:			action		Target: You			Caster Level: 13	
Sprouts dagger blades across your body able to inflict 1de	6 +1/le	vel [max +5] piercing da None		melee attack; see text. 1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
			action						2011 9100
Effect: Small magical thorns/spikes protrude from wooden weapo	on; gaiı	ns a +1 to hit enhancem			Target: Wooden we	apon toucn	ea	Caster Level: 13	
Bull's Strength	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.		,			Target: Creature tou	uched		Caster Level: 13	
Calm Emotions	19	Will negates		Concentration, up to 1 round/level [D]	Medium (230 ft.)	V,S, DF		Enchantment	PHB: pg.207
			action					(Compulsion) [Mind-Affecting]	
Effect: Calms creatures, negating emotion effects.					Target: Creatures in	a 20-ftra		Caster Level: 13	
□□□□ *Cat's Grace	19	Will negates		1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: pg.208
Effect:		(harmless)	action		Target: Creature tou	ıched		Caster Level: 13	
Subject gains +4 to Dex for 1 minutes/level.  Close Wounds	19	Will half [harmless]:	1	nstantaneous	Close (55 ft.)	V	Yes [harmless]	Conjuration	SC: Pg.48
	13	see text	immediate action		3.000 (00 11.)			(Healing)	- J g U
Effect:			action		Target: One creatur	е		Caster Level: 13	
Cure 1d4 +1/level [max +5].  Consecrate		None	1 standard	2 hours/level	Close (55 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pa.212
Effect:			action					Caster Level: 13	13
Fills area with positive energy, making undead weaker.					Target: 20-ftradius				
Cure Moderate Wounds	19	Will half (harmless); see text	1 standard   action	nstantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature tou	ıched		Caster Level: 13	
Curse of III Fortune	19	Will negates		1 minute/level	Medium (230 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
Effect:			action		Target: One living c	reature		Caster Level: 13	
Cause -3 penalty on attack rolls, saving throws, ability che	ecks ar	nd skill checks. None	1 standard	10 minutes/level [D]	Touch	V, M/DF	No	Evocation	PHB: pg.216
		110.10	action	io minutosnovoi (5)				[Darkness]	1 115. pg.2 10
Effect: 20-ft. radius of supernatural shadow.					Target: Object touch	ned		Caster Level: 13	
□□□□□ Dark Way		None	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Pg.58
Effect:							wide, 1 in. thick, and	Caster Level: 13	
Create a ribbonlike, weightless, unbreakable bridge.	19	Will half		nstantaneous	up to 20 ft./level long Close (55 ft.)	V,S,DF		Conjuration	SC: Pg.62
LILILIDEIIIC VEUEATICE	13							(Summoning) Caster Level: 13	
Deific Vegeance	13		action		Target: One creatur	e			
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	if unde				Target: One creatur		V		In This - Complete Divise
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	if unde	ad [max 10d6]. Will half		nstantaneous	Close (55 ft.)	V,S,DF		Conjuration (Summoning)	Is This : Complete Divine
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	if unde		1 standard	nstantaneous	_	V,S,DF		Conjuration	Is This : Complete Divine
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect:	if unde	Will half  Fortitude negates	1 standard action		Close (55 ft.)	V,S,DF	Yes (harmless)	Conjuration (Summoning) Caster Level: 13 Conjuration	Is This : Complete Divine PHB: pg.217
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 5d6 or 1d6/caster levels [Max 5d6] or 1d6/caster levels Causes 5d6 or 1d6/caster levels [Max 5d6] or 1d6/caster levels Causes 5d6 or 1d6/caster levels [Max 5d6] or 1d6/caster levels Causes 5d6 or 1d6/caster levels [Max 5d6] or 1d6/caster levels Causes 5d6/caster levels [Max 5d6] or 1d6/caster levels Cause 5d6/caster levels [Max 5d6] or 1d6/caster levels [Max 5d	if unde 19	Will half	1 standard action		Close (55 ft.)  Target: One creature	V,S,DF e V,S,DF	Yes (harmless)	Conjuration (Summoning) Caster Level: 13	
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead.	if unde 19	Will half  Fortitude negates	1 standard action  1 standard action		Close (55 ft.)  Target: One creatur  Touch	V,S,DF e V,S,DF	Yes (harmless)	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing)	
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level.	if unde 19	Will half  Fortitude negates (harmless)	1 standard action  1 standard action	1 hour/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal	V,S,DF e V,S, DF uched	Yes (harmless)	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.217
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Dipin Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Dipin Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of	if unde 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the	1 standard action  1 standard action  1 standard action spell.	I hour/level I hour/level or until discharged [D]	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You	V,S,DF e V,S, DF uched V,S,DF	Yes (harmless)	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13	PHB: pg.217 SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead.	if unde 19 19	Will half  Fortitude negates (harmless)  N/A	1 standard action  1 standard action  1 standard action spell.	I hour/level I hour/level or until discharged [D]	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)	V,S,DF e V,S, DF uched V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration	PHB: pg.217
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the caster level [max	if unde 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None	1 standard action  1 standard action  1 standard action  spell. 1 standard	I hour/level I hour/level or until discharged [D]	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius	V,S,DF e V,S,DF uched V,S,DF V emanation	Yes (harmless)  N/A  Yes or No [object]; see	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration	PHB: pg.217 SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target for 1 hour/level. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is und	if unde 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates	1 standard action  1 standard action  1 standard action  1 standard action  spell. 1 standard action  1 standard	I hour/level I hour/level or until discharged [D]	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp	V,S,DF e V,S,DF uched V,S,DF V emanation	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Divination Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment	PHB: pg.217 SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the company of t	19 19 19 19 check d	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text	1 standard action  1 standard action  1 standard action  spell. 1 standard action	I hour/level I hour/level or until discharged [D] I round/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp  Medium (230 ft.)	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) Mind-Affecting	PHB: pg.217  SC: Pg.70  SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target	19 19 19 19 check d	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates	1 standard action  1 standard action  1 standard action  1 standard action  spell. 1 standard action  1 standard	I hour/level I hour/level or until discharged [D] I round/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion)	PHB: pg.217  SC: Pg.70  SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the caster level [max	19 19 19 19 check d	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard action  1 standard action  1 standard action  spell. 1 standard action  1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp  Medium (230 ft.)	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) Mind-Affecting	PHB: pg.217  SC: Pg.70  SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill or company of the c	19 19 check d 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard action  1 standard action  1 standard action  spell. 1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp. Medium (230 ft.)  Target: Allies in a 20	V,S,DF e V,S,DF uched V,S,DF V emanation sace V,S,DF O-ftradius V,S,M/DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Diplication Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the caster	19 19 check d 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard action  1 standard action  1 standard action  spell.  1 standard action  1 standard action  1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp. Medium (230 ft.)  Target: Allies in a 20 Touch	V,S,DF e V,S,DF uched V,S,DF V emanation sace V,S,DF O-ftradius V,S,M/DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  ourst  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Transmutation	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill	19 19 check d 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action  1 standard action  1 standard action  1 standard action  spell.  1 standard action  1 standard action  1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp Medium (230 ft.)  Target: Allies in a 20  Touch  Target: Creature tou  Touch	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF O-ftradius V,S,M/DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  ourst  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) Mind-Affecting  Caster Level: 13 Transmutation Caster Level: 13 Transmutation (See text)	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 or	19 19 19 19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action  1 standard action  1 standard action  spell. 1 standard action  2 standard action  2 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp Medium (230 ft.)  Target: Allies in a 20  Touch  Target: Creature tou  Touch  Target: Touch	V,S,DF e V,S,DF uched V,S,DF  V emanation vace V,S,DF D-ftradius V,S,M/DF uched V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  purst Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Enchantment (Compulsion) Mind-Affecting) Caster Level: 13 Transmutation Caster Level: 13 Abjuration [See text] Caster Level: 13	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6	19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action  1 standard action  1 standard action  spell. 1 standard action  2 standard action  2 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp Medium (230 ft.)  Target: Allies in a 20  Touch  Target: Creature tou  Touch	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF O-ftradius V,S,M/DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  purst  Yes  No	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) Mind-Affecting  Caster Level: 13 Transmutation Caster Level: 13 Transmutation (See text)	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delfic Vengeance Effect: Cause 5d6 or 10d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the caster level [max	19 19 19 19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action  1 standard action  1 standard action  spell. 1 standard action  2 standard action  2 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level	Close (55 ft.)  Target: One creatur  Touch  Target: Creature tou  Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp Medium (230 ft.)  Target: Allies in a 20  Touch  Target: Creature tou  Touch  Target: Touch	V,S,DF e V,S,DF uched V,S,DF  V emanation sace V,S,DF  D-ftradius V,S,M/DF uched V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  burst  Yes  No  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [See text] Caster Level: 13 Enchantment Caster Level: 13 Enchantment	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 or	19 19 19 19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp. Medium (230 ft.)  Target: Creature tou Touch  Target: Touch  Target: Touch  Medium (230 ft.)	V,S,DF e V,S,DF uched V,S,DF  V emanation sace V,S,DF  D-ftradius V,S,M/DF uched V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  Durst  Yes  No  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Enchantment (Compulsion) Mind-Affecting) Caster Level: 13 Transmutation Caster Level: 13 Abjuration [See text] Caster Level: 13 Enchantment (Charm)	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  nic], you gan 5 resistant Will negates; see text	1 standard action  2 see, see text 1 round	I hour/level I hour/level or until discharged [D] I round/level I minute/level I round/level I round/level	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp. Medium (230 ft.)  Target: Creature tou Touch  Target: Touch  Medium (230 ft.)  Target: Any number	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF O-ftradius V,S,M/DF uched V,S,DF V,S,M/DF of creature	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  Durst  Yes  No  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [See text] Caster Level: 13 Enchantment (Charm) Caster Level: 13 Enchantment (Charm) Caster Level: 13	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Call Delay Poison  Effect: Stops poison from harming subject for 1 hour/level. Cain 5 + your caster level [max bonus of 15] to one skill of the caster of	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  None  Will negates, see text  Will negates, see text	1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level I round/level I hour or less Instantaneous	Close (55 ft.)  Target: One creature for the control of the contro	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF -ftradius V,S,M/DF uched V,S,DF V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  burst  Yes  No  Yes  No  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) Mind-Affecting  Caster Level: 13 Transmutation Caster Level: 13 Enchantment (Charm) Caster Level: 13 Enchantment (Charm) Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Caster Level: 13 Caster Level: 13 Caster Level: 13	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227  SC: Pg.86
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Call Poisson Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Call Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 or 10	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  nic], you gan 5 resistant Will negates; see text	1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I round/level I round/level	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp Medium (230 ft.)  Target: Allies in a 20 Touch  Target: Touch  Medium (230 ft.)  Target: Touch  Medium (230 ft.)  Target: Any number Personal  Target: You  Personal	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF O-ftradius V,S,M/DF uched V,S,DF V,S,M/DF of creature	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  purst  Yes  No  Yes  s  N/A	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Enchantment (Compulsion) Mind-Affecting) Caster Level: 13 Transmutation Caster Level: 13 Enchantment (Charm) Caster Level: 13 Transmutation Caster Level: 13 Enchantment Charm) Caster Level: 13 Transmutation Caster Level: 13 Divination Caster Level: 13 Divination	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Call Delay Poison  Effect: Stops poison from harming subject for 1 hour/level. Cain 5 + your caster level [max bonus of 15] to one skill of the caster of	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  None  Will negates, see text  Will negates, see text	1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level I round/level I hour or less Instantaneous	Close (55 ft.)  Target: One creature for the control of the contro	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF -ftradius V,S,M/DF uched V,S,DF V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  purst  Yes  No  Yes  s  N/A	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) Mind-Affecting  Caster Level: 13 Transmutation Caster Level: 13 Enchantment (Charm) Caster Level: 13 Enchantment (Charm) Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Caster Level: 13 Caster Level: 13 Caster Level: 13	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227  SC: Pg.86
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead.  Cause 5d6 or 10d6 if the target is undead.  Cause 5d6 or 10d6 if the target is undead.  Cause 5d6 or 10d6 if the target is undead.  Effect: Stops poison from harming subject for 1 hour/level.  Capin 5 + your caster level [max bonus of 15] to one skill one skil	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  None  Will negates, see text  Will negates, see text	1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level I round/level I hour or less Instantaneous	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp Medium (230 ft.)  Target: Allies in a 20 Touch  Target: Touch  Medium (230 ft.)  Target: Touch  Medium (230 ft.)  Target: Any number Personal  Target: You  Personal	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF -ftradius V,S,M/DF uched V,S,DF V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  Durst  Yes  No  Yes  s  N/A	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Enchantment (Compulsion) Mind-Affecting) Caster Level: 13 Transmutation Caster Level: 13 Enchantment (Charm) Caster Level: 13 Transmutation Caster Level: 13 Enchantment Charm) Caster Level: 13 Transmutation Caster Level: 13 Divination Caster Level: 13 Divination	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227  SC: Pg.86  PHB: pg.230
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cain 5 + your caster level [max bonus of 15] to one skill or cain 5 + your caster level [max bonus of 15] to one skill or cain 5 + your caster level [max bonus of 15] to one skill or cain 5 + your caster level [max bonus of 15] to one skill or cain 5 + your caster level [max bonus of 15] to one skill or cain 5 + your caster level. Captivate Divine Interdiction  Effect: Captivates all within 10d ft. 40 ft 1 minutes/level. Captivates all within 10d ft. +10 ft./level	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  None  None  Reflex half	1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level I hour or less Instantaneous I minute/level I minute/level	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp. Medium (230 ft.)  Target: Allies in a 20 Touch  Target: Touch  Medium (230 ft.)  Target: Any number Personal  Target: You  Personal  Target: You	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF  V,S,M/DF tradius V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  Durst  Yes  No  Yes  S  N/A  No  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 13 Transmutation Caster Level: 13 Abjuration [See text] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227  SC: Pg.86  PHB: pg.230
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 if the target is undead. Capity poison Cause 5d6 or 10d6 if the target is undead. Cause 5d6 or 10d6 o	19 19 19 19 19 19 19 19 19 19	Will half  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  None  None  Reflex half	1 standard action  1 standard action	I hour/level I hour/level or until discharged [D] I round/level I minute/level I minute/level I hour or less Instantaneous I minute/level I minute/level	Close (55 ft.)  Target: One creature Touch  Target: Creature tou Personal  Target: You  Close (55 ft.)  Target: 10-ftradius object, or point in sp. Medium (230 ft.)  Target: Allies in a 26  Touch  Target: Touch  Medium (230 ft.)  Target: Any number Personal  Target: You  Personal  Target: You  Personal  Target: You  30 ft.	V,S,DF e V,S,DF uched V,S,DF V emanation vace V,S,DF  V,S,M/DF tradius V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF	Yes (harmless)  N/A  Yes or No [object]; see text centered on a creature, Yes [harmless]  Durst  Yes  No  Yes  S  N/A  No  Yes	Conjuration (Summoning) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Abjuration (Compulsion) (Mind-Affecting) Caster Level: 13 Transmutation Caster Level: 13 Enchantment (Charm) Caster Level: 13 Enchantment Caster Level: 13 Enchantment Caster Level: 13 Enchantment Caster Level: 13 Enchantment Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Evocation [Cold]	PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227  SC: Pg.86  PHB: pg.230

March   Marc				Cleric Spells					
Mary	□□□□□ Fuse Arms	19			Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
March   Marc			[namicooj	action		th at least to	vo arms or tentacles	Caster Level: 13	
Page	, , ,		Will negates (object)			V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
Part	·			action	Target: Corpse touc	hed		Caster Level: 13	
March   Marc	Preserves one corpse.	10	Will pogatos	1 standard 1 minute/level			Voe [harmless]		SC: Pa 102
The content of the property of the content of the		19							30. Fg. 102
Control   Cont					Target: Armor of cre	eature touch	ied	Caster Level: 13	
Part	□□□□□ Hand of Divinity		None	1 minute 1 minute/level	Touch	V,S,DF	No		SC: Pg.109
Companies   Comp					Target: Creature tou	uched			
The content of the stands are content on t		19	N/A	1 standard 10 minutes/level	Personal	V,S,M	N/A	Divination	SC: Pg.110
Description   Process of the control				action	Target: You			Caster Level: 13	, and the second
Communication   Communicatio	Allows caster with Heal ranks to remove other ailments when				-				
Page	LILILI Hold Person	19	Will negates; see text		Medium (230 ft.)	V,S,F/DF	Yes	(Compulsion)	PHB: pg.241
Part	Effect:				Target: One human	oid creature	s		
March of the Michael Michae	Paralyzes one humanoid for 1 round/level.	40	MCU L - M	A de la Unitaria de la companya de l	-				DUD O44
Signate   Content   Cont	IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	19	wiii naii				res	•	РПВ: pg.244
Part					Target: Creature tou	uched		Caster Level: 13	
Part   Continue   Co			None		30 ft.	V,S,M	No		SC: Pg.123
Description of Algument   Nove				action	Target: 30-ftradius	spread cer	ntered on you		
Control whether all weather control with a control product of the	•		None	1 standard Instantaneous	Long (920 ft )	VSF	Yes (harmless)	Abjuration	Race Des: Pg 166
Section 1   Sect					,			•	· g. /00
Permitted and Note of the Start And Syron the John for John John Start And Syron the John for John John Start And Syron the John Start And Syron					, and the second		•		
Page	□□□□□Iron Silence	19			Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
		:			Target: One suit of a	armor touch	ed/3 levels	Caster Level: 13	
Service as light of Large registerings is 200 of 401 vs. unifacility of position for the control of the control		ng the			Medium (230 ft.)	V,S	Yes; see text		SC: Pg.132
Second print   Linea sequence   200 feb   100 feb   10				action	Target: You and up	to two ravs	see text		
Caster Local 1.5   Caster Loca	Same as light of Lunia except damage is 2d6 or 4d6 vs. u			A standard A minut (f)					CO. D- 404
Part	LILL Living Undeath	19			louch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
Medium (201 to 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		score			Target: Creature tou	uched		Caster Level: 13	
		000.0			Medium (230 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
Marke Whole				action	Target: Up to five cr	eatures, no	two of which can be	Caster Level: 13	
Marrie of the Outcast   19   Will regalate an close!   1   Standard Fernance		19	Will negates	1 standard Instantaneous			Yes (harmless object)	Transmutation	PHB: ng 252
Part		13							111b. pg.202
Protection from Positive Energy   19   Will regulate   1 standard 10 minutesfevel action   10   Will regulate   1 standard 10 minutesfevel   10   Will regulate   1 standard					rarget: One object of	of up to 10 (	cu. π./ievei	Caster Level: 13	
Effect:   Circulate an indicibile mark on the autiguous face: see least.   Circulate an indicibile mark on the autiguous face: see least.   Circulate an indicibile mark on the autiguous face: see least.   Circulate an indicibile mark on the autiguous face: see least.   Circulate an indicibile mark on the autiguous face: see least.   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate an indicibile mark on the minuteal level and action   Circulate and action   Circul	□□□□ Mark of the Outcast	19	Will negates		Close (55 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Control   Cont					Target: One creature	e		Caster Level: 13	
Subject gains 4 to Wis for 1 minuteative/Rel   Subject gains 4 to Wis		19			Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Subject Jans -4 to Wis for Immunissioneval.    Caster Level: 13   Substitute   Caster Level: 1			(harmless)	action	Target: Creature tou	ıched		Caster Level: 13	
Place	Subject gains +4 to Wis for 1 minutes/level.	40	MCII	4 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2			V N		00 D: 100
Submert 10 for worth of damage from each negative energy action   Society   Submission		19			Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
Marie   Section   Sectio		ov atta	ck.		Target: Creature tou	uched		Caster Level: 13	
Caser Level 13   Subtract 10 hg worth of damage from each positive energy at Subtract 10 hg worth of damage from each positive energy as Subtract 10 hg worth of damage from each positi			Will negates		Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
Medium (20 ht.) V,SDF   vs.   harmless  Tansmutation   Sc. Pg. 164				action	Target: Creature tou	uched		Caster Level: 13	
Effect   Subjects base land speed increased by 30 feet   Subject by 30 feet   Subjects base land speed increased by 30 feet   Subject by 40 fe				1 standard 1 round	Medium (230 ft )	VSDF	Vac [harmless]	Transmutation	SC: Pa 164
Subjects base land speed increased by 30 feet.    Close (56 ft.)   V.S   Yes (harmless)   Conjuration (helaning)   PHB: pg.271 (helaning)   PHB: pg.271 (helaning)   PHB: pg.271 (helaning)   PHB: pg.271   PhB: pg.271   PhB: pg.271   PhB: pg.271   PhB: pg.271   PhB: pg.271   PhB: pg.272   PhB: pg.273   PhB: pg.		15			, , ,				00.1 g.104
Caster Level: 13   Caster Leve	Subjects base land speed increased by 30 feet.								
### Fires one of more creatures from paralysis or slow effect.	□□□□□ Remove Paralysis	19			Close (55 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
Effect:   Spring   19							two of which can be		
Caster Level: 13   Filter:   Filtre:   Filtr				1 standard 10 minutes/level			Yes (harmless)	Abjuration	PHB: pg.272
Ignores first 30 points of damage/attack from specified energy type.	<b>.</b> ,		(harmless)	action	Target: Creature to	uched		Caster Level: 13	
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.    19	Ignores first 30 points of damage/attack from specified en			O secondar I Instanto	-		Van (harrier )		DUD: 070
Dispets magical ability penalty or repairs 1d4 ability penalty of Will negates (object) or Fortitude half; see text 2 or rout penalty or repairs 1d4 ability will negates (object) or Fortitude half; see text 2 or rout penalty or repairs 1d4 ability penalty penalty or repairs 1d4 ability penalty or repairs 1d4 ability will negates (object) or rout penalty or repairs 1d4 ability penalty penalty or penalty penalty or penalty penalty or penalty p	Restoration, Lesser	19		3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
Will negates (object);   Vill negates (objec	Effect: Dispels magical ability penalty or repairs 1d4 ability damage	ge.			Target: Creature tou	uched		Caster Level: 13	
Effect: Sonic vibration damages objects or crystalline creatures			Will negates (object);	1 standard Instantaneous	Close (55 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
Effect: Sonic vibration damages objects or crystalline creatures.  Fifect: You take half of subject's damage.  Fifect: You take half of subject's damage.  Fifect: Shroud of Undeath  19 N/A  1 standard 10 minutes/level [D] action  Fifect: Shroud yourself in invisbile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.  Fifect: Negates sound in 15-ft. radius.  Fifect: Negates sound in 15-ft. radius.  Fifect: Negates sound in 15-ft. radius.  Fifect: Deals 19 Viil negates; see text or none (object) Action  Fifect: Negates sound in 15-ft. radius.  Fifect: Deals 18 Sonic damage to subjects; may stun them.  Fifect: Deals 18 Viil negates is action  Fifect: Negates sound in 15-ft. radius spread; or one solid object or one lot object or solid o			or Fortitude half; see	action					
Sonic vibration damages objects or crystalline creatures.	Effect:		text		Target: 5-ftradius s	spread: or o	ne solid object or one	Caster Level: 13	
Effect: You take half of subject's damage.    I standard 10 minutes/level [D] action   Target: One creature   Caster Level: 13	Sonic vibration damages objects or crystalline creatures.	10	Will negates	1 standard 1 hour/loyal IDI	crystalline creature				PHR: ng 279
Voltake half of subjects damage.    Outline half of subjects damage.   Outline half of subject damage.   Outline half outline half outline half of subject damage.   Outline half o		19					res (namness)	•	г тв. pg.278
Effect: Shroud yourself in invisbile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.    Output					Farget: One creature	е		Caster Level: 13	
Effect: Shroud yourself in invisbile negative energy so nonintelligent unlead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.      Will negates; see text or none (object)   action   1 standard 1 minute/level [D]   action   2 farget: 20 ft. radius emanation centered on a creature, Caster Level: 13   chiefled:		19	N/A		Personal	V,S,M	N/A	Necromancy	SC: Pg.189
opposite effect on you as if you were undead.								Caster Level: 13	
Effect: Negates sound in 15-ft. radius.  Deals 1d8 sonic damage to subjects; may stun them.  Effect: Deals 1d8 sonic damage to subjects; may stun them.  Effect: Deals 1d8 sonic damage to subjects; may stun them.  Effect: Deals 1d8 sonic damage to subjects; may stun them.  Target: 20 ft. radius emanation centered on a creature, Caster Level: 13 object, or point in space object, or point in space  Close (55 ft.) V,S,F/DF Yes Evocation [Sonic] PHB: pg.281  Effect: Deals 1d8 sonic damage to subjects; may stun them.  Target: 10-ftradius spread  Caster Level: 13  Necromancy SC: Pg.197  Effect: Subject will not rise as spawn if killed by an undead capable of creating spawn.	opposite effect on you as if you were undead.	ligent	undead percieve you a	s a fellow undead. Cure and inflict spells have the	ie				
Effect: Negates sound in 15-ft. radius.  Negates sound in 15-ft. radius.  Deals 1d8 sonic damage to subjects; may stun them.  Deals 1d8 sonic damage to subjects; may stun them.  Effect: Deals 1d8 sonic damage to subjects; may stun them.  Target: 20 ft. radius emanation centered on a creature, Caster Level: 13  Deals 1d8 sonic damage to subjects; may stun them.  Target: 10-ftradius spread  Target: 10-ftradius spread  Target: 20 ft. radius emanation centered on a creature, Caster Level: 13  Deals 1d8 sonic damage to subjects; may stun them.  Target: 10-ftradius spread  Target: 0-ftradius spread  Target: 0-ftradius spread  Target: 0-ftradius emanation centered on a creature, Caster Level: 13  Selection (Sonic) PHB: pg.281  Caster Level: 13  Subject will not rise as spawn if killed by an undead capable of creating spawn.		19			Long (920 ft.)	V,S		Illusion (Glamer)	PHB: pg.279
Sound Burst   19   Fortitude partial   1 standard Instantaneous action   1 standard Instantaneous action   1 standard Instantaneous action   1 standard Instantaneous   1 standard In			or none (object)					, Caster Level: 13	
action  Target: 10-ftradius spread  Caster Level: 13  Deals 1d8 sonic damage to subjects; may stun them.  Deals 1d8 sonic damage to subjects; may stun them.  Deals 1d8 sonic damage to subjects; may stun them.  Deals 1d8 sonic damage to subjects; may stun them.  Target: 10-ftradius spread  Touch V,S,DF Ves [harmless] Necromancy SC: Pg.197  Effect: Subject will not rise as spawn if killed by an undead capable of creating spawn.		19	Fortitude partial				Yes	Evocation [Sonic]	PHB: pg.281
Deals 1d8 sonic damage to subjects; may stun them.  Deals 1d8 sonic damage to subjects; may stun them.  Dipper Spawn Screen  19 Will negates [harmless]									
[harmless] action  Effect: Target: One creature/level Caster Level: 13  Subject will not rise as spawn if killed by an undead capable of creating spawn.	Deals 1d8 sonic damage to subjects; may stun them.								
Effect: Target: One creature/level Caster Level: 13 Subject will not rise as spawn if killed by an undead capable of creating spawn.	•	19			Touch	v,s,df	Yes [harmless]	Necromancy	SC: Pg.197
					Target: One creature	e/level		Caster Level: 13	
		าเอกเก							

				Cleric Spells					
Spell Immunity, Lesser	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
Effect: Protects one creature from a single 1st- or 2nd-level spe	ll: see te	ext.			Target: Creature to	uched		Caster Level: 13	
□□□□□ Spiritual Weapon	.,	None	1 standard action	1 round/level [D]	Medium (230 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
Effect: Magical weapon attacks on its own.			action		Target: Magic wear	oon of force		Caster Level: 13	
□□□□ Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
Effect: Spell designed for battle fields, heals all creatures for 1 l	n to oto	shaliza tham undoed to	o 1 point of	domogo [Mill pogotoo]	Target: 50-ftradius	s burst cent	ered on you	Caster Level: 13	
Spell designed for battle fields, fleats all creatures for 11	19	Will negates (harmless)		1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
Effect: Monitors condition, position of allies.		(			Target: One/per 3 l	evels living	creatures touched	Caster Level: 13	
□□□□ Stone Bones	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
Effect: Target gains natural armor AC bonus of +3.		Į			Target: Corporeal u	indead crea	ature touched	Caster Level: 13	
Stone Fist		None	1 standard action	13 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: Pg.163
Effect: Acts as if armed and your hands become hard inflicting	lamage	; see text.			Target: You			Caster Level: 13	
Summon Elysian Thrush		None	10 minutes	8 hours	Close (55 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SC: Pg.214
Effect: Summons a Elysian thrush [Planar Handbook 118]; see	text				Target: One summe	oned Elysia	n thrush	Caster Level: 13	
Summon Monster II		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
Effect: Calls extraplanar creature to fight for you.					Target: One or mor which can be more		ed creatures, no two of apart	Caster Level: 13	
Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	Close (55 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
Effect: Conceals alignment for 24 hours.					Target: One creatu	re or object		Caster Level: 13	
□□□□□Veil of Shadow	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: Pg.228
Effect: Grants you a 20% miss chance from concealment.					Target: You			Caster Level: 13	
□□□□Zone of Truth	19	Will negates	1 standard action	1 minute/level	Close (55 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
Effect: Subjects within range cannot lie.					Target: 20-ftradius	s emanation	1	Caster Level: 13	
				LEVEL 3					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
		None	1 standard	1 minute/level	Close (55 ft.)	V.S.DF	Yes [harmless]	Enchantment	SC: Pa.8

	DC	Carrier Theres	Time	Dunatian	Danna	C	Cuall Danistanas	School	Source
Name	DC	Saving Throw None	Time 1 standard	Duration 1 minute/level	Range Close (55 ft.)	Comp. V,S,DF	Spell Resistance Yes [harmless]	Enchantment	SC: Pq.8
□□□□□ Aid, Mass		None	action	T minuto/ievei	01030 (0011.)	٧,٥,٥١	res [narmess]	(Compulsion) [Mind-Affecting]	00.1 g.0
fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 ·	+1/cast	er level [max 15] tempo	rary hp.		Target: One or mor more than 30 ft. ap		no two of which are	Caster Level: 13	
Air Breathing	20	Will negates [harmless]		2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: Pg.8
ffect: Grants creatures the ability to breath air.					Target: Living creat	tures touche	d	Caster Level: 13	
Ì□□□□ Align Weapon, Mass	20	Will negates [harmless, object]	1 standard action	1 minute/level	Close (55 ft.)	V,S,DF	Yes [harmless, object]	[See text]	SC: Pg.9
ffect: Functions like align weapon, except it effects multiple wea	apons o	or projectiles at a distand	ce.		Target: One weapo than 30 ft. apart	on/level, no t	wo of which are more	Caster Level: 13	
□□□□ Anarchic Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF		Conjuration (Creation) [Chaotic, Water]	SC: Pg.11
ffect: Storm imposes penalties and damages lawful creatures.					Target: Cylinder [20	0-ft. radius, 2	20 ft. high]	Caster Level: 13	
□□□□ Antidragon Aura	20	Will negates [harmless]	1 standard action	1 minute/level	Close (55 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
fect: All subjects granted +2 luck bonus to AC, saves against a	anythin	g dragon, bonus increas	e +1 per fou	r levels above 5th; see text	Target: One creatu more than 30 ft. ap		no two of which are	Caster Level: 13	
Attune Form	20	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: Pg.17
ffect: Attunes the affected creatures to the plane you are currer	ntly on.	negating harmful effects	s.		Target: One creatu	re/3 levels		Caster Level: 13	
Awaken Sin	20	Will negates		Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
fect: Subject immediately takes 1d6/caster level [max 10d6] iconscious it takes 1d6 Wis damage.	] point	s of nonlethal damage	and is stu	nned for 1 round. If subject is knoc	Target: One evil cre ked	eature with I	ntelligence 3+	Caster Level: 13	
□□□□ Axiomatic Storm		None	1 standard action	1 round/level	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful Water]	SC: Pg.22
ffect: Rain falls around you4 to Listen, Spot, Search and I ndom chaotic outsider takes additional 5d6 acid.	ranged	attacks. Deals 2d6 da	mage to ch	aotic creature [Double to outsiders]	Target: Cylinder [26 and	0-ft. radius, 2	20 ft. high]	Caster Level: 13	
DDDDBestow Curse	20	Will negates	1 standard	Permanent	Touch	V,S	Yes	Necromancy	PHB: pg.203
fect: -6 to an ability score; -4 on attack rolls, saves, and check:	e: or 50	19/ chance of losing eac			Target: Creature to	uched		Caster Level: 13	
Dun Blade of Pain and Fear		Will partial		1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
fect:	o or bo	nama frightanad far 1d4			Target: Swordlike of	column of gn	ashing teeth	Caster Level: 13	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	20	Fortitude partial		Instantaneous	Medium (230 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.31
ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition mu	let mal	e a Fortitude save or be		nwn	Target: Ray			Caster Level: 13	
Diastone target for 160/2 levels [max 660]. In addition in a	20	Fortitude negates		Permanent [D]	Medium (230 ft.)	V	Yes	Necromancy	PHB: pg.206
ffect: Makes subject blinded or deafened.					Target: One living	creature		Caster Level: 13	
□□□□□ Blindsight	20	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
ffect: Grant blindsight to 30 ft.					Target: Creature to	uched		Caster Level: 13	
D□□□□*Blur	20	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	PHB: pg.206
ffect: Attacks miss subject 20% of the time.					Target: Creature to	uched		Caster Level: 13	
ì□□□□*Camouflage, Mass	20	Will negates [harmless]	1 standard action	10 minutes/level	Medium (230 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.43
ffect:							s, no two of which can	0	

			Cleric Spells				
□□□□□ Chain of Eyes	20	Will negates	1 standard 1 hour/level	Touch V,S	Yes	Divination	SC: Pg.45
Effect:			action	Target: Living creature touch	ed	Caster Level: 13	
Scrying sensor passed along by touch.		None	1 standard 1 round/level [D]	Touch V,S,DF	No	Evocation [Lawful	1 SC: Da 46
□□□□□ Checkmate's Light		None	action			-	1 00. F g.40
Effect: Imbue weapon with +1/3 levels enhancement bonus [Ma	x +5 at	15th level] and is Lawfu	ıl aligned. Allies gain +1 morale bonus vs. fear in	Target: Melee weapon touch 20 ft	ed	Caster Level: 13	
radius of red light.	20	N/A	1 minute Instantaneous	Personal V,S	N/A	Divination	SC: Pg.46
□□□□□ Circle Dance  Effect:	20	N/A	i minute instantaneous	Target: You	N/A	Caster Level: 13	3C. Fg.46
Get direction and general status of a known target.							
□□□□□Cloak of Bravery	20	Will negates [harmless]	1 standard 10 minutes/level action	60 ft. V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
Effect:				Target: 60-ftradius emanation	on centered on you	Caster Level: 13	
You and your allies gain a morale bonus on saves again	st fear e 20	ffects equal to your cast Will negates	ter level [Max +10]. 1 standard 1 hour/level [D]	Close (55 ft.) V,S	No	Illusion (Glamer)	SC: Pg.48
Effect:		[harmless,object]	action	, ,		[Mind-Affecting]	
Causes a color pool on the Astral Plane to seemingly ce	ase to e	xist.		Target: One color pool		Caster Level: 13	
Continual Flame		None	1 standard Permanent action	Touch V,S,M	No	Evocation [Light]	PHB: pg.213
Effect:			doubli	Target: Object touched Magic	cal, heatless flame	Caster Level: 13	
Makes a permanent, heatless torch.  Conviction, Mass	20	Will negates	1 standard 10 minutes/level	Medium (230 ft.) V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
		[harmless]	action			,	
Effect: Same as conviction, except it affects multiple allies at a	distance			Target: Allies in a 20-ftradiu	s durst	Caster Level: 13	
Corona of Cold	20	Fortitude negates	1 standard 1 round/level [D] action	10 ft. V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
Effect:				Target: 20-ftradius spread		Caster Level: 13	
Gain fire resistance 10, and deal 1d12 damage to all in y as ong as they remain in the area.	our area	a of effect. Creatures so	affected have -2 to Str & Dex, move at half spee	d for			
Create Food and Water		None	10 minutes 24 hours; see text	Close (55 ft.) V,S	No	Conjuration (Creation)	PHB: pg.214
Effect:				Target: Food and water to su	stain 3 humans/level or	(Creation) Caster Level: 13	
Feeds 3 humans or 1 horses/level.	20	Will half (harmless);	1 standard Instantaneous	one horse/level for 24 hours Touch V,S	Yes (harmless); see	Conjuration	PHB: pg.216
Cure Serious Wounds	20	see text	action		text	(Healing)	
Effect: Cures 3d8 +1/level [max +15] damage.				Target: Creature touched		Caster Level: 13	
Darkfire		None	1 standard 1 round/level [D]	0 ft. V,S	Yes	Evocation [Fire]	SC: Pg.59
Effect:			action	Target: Flame in your palm		Caster Level: 13	
Produce a flame that can be used for touch attack or ran	ged atta	ack [120 ft. no penalty] d None	dealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D]	Touch V,S	No	Evocation [Light]	PHB: pg.216
اداداداداداداداداداداداداداداداداداداد		Notie	action	Toucii v,5	NO	Evocation (Light)	FПБ. ру.210
Effect: 60-ft. radius of bright light.				Target: Object touched		Caster Level: 13	
Deeper Darkness		None	1 standard 1 day/level [D]	Touch V, M/DF	No	Evocation	PHB: pg.217
Effect:			action	Target: Object touched		[Darkness] Caster Level: 13	
Object sheds supernatural shadow in 60-ft. radius.	00	NACUL - IC	Astronomical Astronomical Control		V		00.00
Demon Dirge	20	NWill half	1 standard 1d6 rounds; see text action	Close (55 ft.) V,S,DF	Yes	Transmutation	SC: Pg.63
Effect: Deals 2d6 damage to any creature with both Chaotic and	l Evil eu	htypes [No Save If the	creature is Tanar'ri it is also stupped upless it say	Target: Living creature		Caster Level: 13	
Deals 200 damage to any creature with both chaotic and	20	None or Fortitude	1 standard 1d6 rounds	Close (55 ft.) V,S,DF	Yes	Transmutation	SC: Pg.64
Effect:		partial; see text	action	Target: Living creature		Caster Level: 13	
Creatures of Evil and Lawful subtypes take 2d6 damage	[no sav						
□□□□□ Dispel Magic		None	1 standard Instantaneous action	Medium (230 ft.) V,S	No	Abjuration	PHB: pg.223
Effect: Cancels magical spells and effects.				Target: One spellcaster, crea 20-ftradius burst	ture, or object; or	Caster Level: 13	
Downdraft	20	Reflex partial; see text	t 1 standard Instantaneous	Long (920 ft.) V,S,M	Yes	Evocation [Air]	SC: Pg.72
Effect:			action	Target: Cylinder [20-ft. radius	100 ft high]	Caster Level: 13	
Either send a flying creature down 50 ft. or 100 ft. They t	ake fall						
□□□□□ Energized Shield		None	1 standard 1 round/level action	Touch V,S,DF	No	Abjuration [See text]	SC: Pg.79
Effect:				Target: Touch		Caster Level: 13	
As lesser energized shield, except energy resistance is a	20 and 0	Reflex half	1 standard Instantaneous	20 ft. V,S	Yes	Evocation	SC: Pg.81
addadaning, voltox			action			[Choose:Acid, Cold, Fire,	
F#s-t-				Tamati All	20 #	Electricity, Sonic]	
Effect: Choose a energy type and it causes 1d8 +1/caster leve	l [max +	20]. You may double th	ne damage if you forgoe a save and take the dam	Target: All creatures within a agecentered on you	2υ-πradius burst	Caster Level: 13	
as well.	20	Will negates	1 standard 1 hour/level	Touch V,S,M	Yes [harmless]	Abjuration	SC: Pg.89
□□□□□ Favorable Sacrifice	20	[harmless]	action		res [nanness]	•	55. F g.05
Effect: Gain benefit from deity; see text.				Target: Creature touched		Caster Level: 13	
□□□□□ Fell the Greatest Foe	20	Fortitude negates	1 standard 1 round/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
Effect:		[harmless]	action	Target: Creature touched		Caster Level: 13	
Deal 1d6 damage per size category difference.		None	1 standard 1 round/level	Touch V,S,M	No	Evocation	SC: Pg.95
□□□□□ Flame of Faith		HOLLE	action				00. r g.30
Effect: Normal or masterwork weapon becomes temporary +1 fl	aming b	urst weapon.		Target: Nonmagical weapon	touched	Caster Level: 13	
Ghost Touch Weapon	20	Will negates	1 standard 1 minute/level	Close (55 ft.) V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
Effect:		[harmless,object]	action	Target: One weapon or fifty p	rojectiles [all in contact a	it Caster Level: 13	
Hit incorporeal normally.	20	Fortitude negates	1 standard 10 minutes/level	time of casting] Touch V,S,M			SC: Pg 106
בו∟∟∟ Girallon's Blessing	20	[harmless]	action		Yes [harmless]	Transmutation	SC: Pg.106
Effect: Gain an additional pair of arms; see text				Target: Creature touched		Caster Level: 13	
Gair an additional pair of arms, see text	20	See text	10 minutes Permanent until discharged [D]	Touch V,S,M	No (object) and Yes;	Abjuration	PHB: pg.236
Effect:				Target: Object touched or up	see text to 5 sq. ft/level	Caster Level: 13	
Inscription harms those who pass it.	200	N/A	1 quift 1 que d'accel				CC: Da 107
□□□□ Grace	20	N/A	1 swift 1 round/level action	Personal V	N/A	Transmutation [Good]	SC: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft.	-20 nan	alty to Hide checks		Target: You		Caster Level: 13	
+2 sacred bonds to bex, Land speed increases by 10 it.	ZU PCII		1 standard 10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
	20	Fortitude negates					
		Fortitude negates	action			Caster Level: 13	
Effect: Any creature hitting the subject takes 1d8 damage.				Target: Creature touched		Caster Level: 13	
		None Portitude negates	action  1 standard 1 hour/level action		No	Caster Level: 13 Evocation	PHB: pg.239
Any creature hitting the subject takes 1d8 damage.  Helping Hand  Effect:			1 standard 1 hour/level	Target: Creature touched	No		PHB: pg.239
Any creature hitting the subject takes 1d8 damage.  Helping Hand			1 standard 1 hour/level	Target: Creature touched 5 miles V,S, DF	No	Evocation	PHB: pg.239

				Cieric Spells					
□□□□ Holy Storm		None	1 standard 1 ro action	ound/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good,	SC: Pg.115
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks	Evil creatures take 2d6	S damage each i		Target: Cylinder [20-	ft. radius, 2	0 ft. high]	Water] Caster Level: 13	
lce Axe	allauna	None None	1 standard 1 ro action		0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	10].		dollori		Target: Battleaxe-sha	aped weap	on of swirling ice	Caster Level: 13	
□□□□□ Inflict Serious Wounds	20	Will half	1 standard Inst action	tantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature tou	ched		Caster Level: 13	
□□□□□ Insignia of Blessing		None	1 standard 13 action	minutes	Long (920 ft.)	V,S,F	Yes (harmless)	Enchantment (Comulsion)	Race Des: Pg.166
Effect:					Target: All wearers of	f special in	signia within range	[Mind-Affecting] Caster Level: 13	
+1 morale bonus on attack rolls and on saving throws ag	ainst fe 20	ar effects. Will half (Harmless)	1 standard Inst	tantaneous	Long (920 ft.)		Yes (harmless);see	Conjuration	Race Des: Pg.166
Effect:			action		Target: All wearers of		text signia within range	(Healing) Caster Level: 13	
Heals 1d8+10 to all wearers.	20	Will negates	1 standard 13 i	minutes	Long (920 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: Pg.166
Effect: +1 divine bonus to AC and on Fort saves.		(Harmless)	action		Target: All wearers of	f special in	signia within range	Caster Level: 13	
Interplanar Message	20	Will negates [harmless]	1 standard 24 l	hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent	SC: Pg.124
Effect: Send 25 words or less to the targeted creature; see text.		[nannecoj	donori		Target: One creature	•		Caster Level: 13	oong
□□□□ Invisibility Purge		None	1 standard 1 m	ninute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
Effect: Dispels invisibility within 5 ft./level					Target: You			Caster Level: 13	
Carrier Move	20	N/A	1 swift Inst		5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
Effect: Teleport and end up flanking an opponent.					Target: You			Caster Level: 13	
□□□□□ Know Opponent	20	Will negates	1 standard Inst action	tantaneous	Close (55 ft.)	S,DF	Yes	Divination	SC: Pg.129
Effect: Learn strengths or weaknesses of opponent; see text.					Target: One creature			Caster Level: 13	
□□□□ Know Vulnerabilities	20	Will negates	1 standard Inst action		` '	V,S	Yes	Divination	SC: Pg.129
Effect: Learn any vulnerabilities and resistances the target has.		No.	4 -1 1 1-40		Target: One creature		V	Caster Level: 13	00 P. 100
□□□□□Light of Venya  Effect:		None	action				Yes; see text	Evocation [Good, Light]	SC: Pg.132
Same as light of Lunia except damage is 3d6 or 6d6 vs.	undead	or outsiders; see text None	1 standard 1 m		Target: You and up t Long (920 ft.)	o two rays; V,S,F/DF		Caster Level: 13 Divination	PHB: pg.249
□□□□□Locate Object  Effect:		None	action				with a radius of 400 +		гнь. ру.249
Senses direction toward object [specific or type].	20	Will negates	1 standard 10 i		40 ft. per level			Abjuration [Lawful]	I PHR: pg 249
□□□□□ Magic Circle against Chaos  Effect:	20	(harmless)	action				from touched creature		1111B. pg.240
+2 to AC and saves, counter mind control, hedge out ele	mentals 20	and outsiders in 10-ft. Will negates	adius and 10 m	inutes/level.			No; see text	Abjuration [Good]	PHB: pg.249
		(harmless)	action			.,-,	,		
Effect:					Target: 10-ftradius	emanation	from touched creature	Caster Level: 13	
+2 to AC and saves, counter mind control, hedge out ele	mentals	and outsiders in 10-ft. i	radius and 10 m	inutes/level.	_		from touched creature No; see text	Caster Level: 13 Abjuration	PHB: pg.250
+2 to AC and saves, counter mind control, hedge out ele	20	Will negates (harmless)	1 standard 10 action	inutes/level. minutes/level	Touch	V,S,M/DF		Abjuration [Chaotic]	PHB: pg.250
+2 to AC and saves, counter mind control, hedge out ele	20	Will negates (harmless) and outsiders in 10-ft. I Will negates	1 standard 10 m action radius and 10 m 1 standard 1 he	inutes/level. minutes/level inutes/level.	Touch  Target: 10-ftradius	V,S,M/DF emanation	No; see text	Abjuration [Chaotic] Caster Level: 13	PHB: pg.250 PHB: pg.251
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20	Will negates (harmless) and outsiders in 10-ft.	1 standard 10 i action adius and 10 m	inutes/level. minutes/level inutes/level. our/level	Touch  Target: 10-ftradius	V,S,M/DF emanation V,S, DF	No; see text from touched creature Yes (harmless, object)	Abjuration [Chaotic] Caster Level: 13	
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20	Will negates (harmless) and outsiders in 10-ft. I Will negates	1 standard 10 m action radius and 10 m 1 standard 1 he action	inutes/level. minutes/level inutes/level. our/level	Touch  Target: 10-ftradius  Touch  Target: Armor or shie	V,S,M/DF emanation V,S, DF eld touched	No; see text from touched creature Yes (harmless, object)	Abjuration [Chaotic] Caster Level: 13	PHB: pg.251
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)	1 standard 10 m action radius and 10 m 1 standard 1 he action	inutes/level. minutes/level inutes/level. our/level minutes/level [D]	Touch  Target: 10-ftradius  Touch  Target: Armor or shie	V,S,M/DF emanation V,S, DF eld touched	No; see text from touched creature Yes (harmless, object)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13	PHB: pg.251
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)	1 standard 10 naction radius and 10 m 1 standard 1 h 1 standard 10 naction 1 standard 10 naction 1 standard 10 naction	inutes/level. minutes/level inutes/level our/level minutes/level [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You	V,S,M/DF emanation V,S, DF eld touched V,S,M	No; see text from touched creature Yes (harmless, object)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos]	PHB: pg.251
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  Criptor.  N/A	1 standard 10 maction radius and 10 m 1 standard 1 h action 1 standard 10 m action	inutes/level. minutes/level our/level minutes/level [D] minutes/level [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You	V,S,M/DF emanation V,S, DF eld touched V,S,M	No; see text from touched creature Yes (harmless, object) N/A	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13	PHB: pg.251
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  Criptor.  N/A	1 standard 10 m action 10 m 1 standard 1 m 1 standard 1 m 1 standard 10 m	inutes/level. minutes/level. our/level minutes/level [D] minutes/level [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie  Personal  Target: You  Personal  Target: You	V,S,M/DF emanation V,S, DF eld touched V,S,M	No; see text from touched creature Yes (harmless, object) N/A	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation	PHB: pg.251
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20	Will negates (harmless) and outsiders in 10-ft. It will negates (harmless, object) N/A criptor. N/A criptor.	1 standard 10 m action action action 10 m 1 standard 1 ha action 1 standard 10 m action 1 standard 10 m action 1 standard 10 m action 1 standard 10 m	inutes/level. minutes/level. our/level minutes/level [D] minutes/level [D] minutes/level [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie  Personal  Target: You  Personal  Target: You	V,S,M/DF emanation V,S, DF eld touched V,S,M	No; see text from touched creature Yes (harmless, object) N/A	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13	PHB: pg.251 SC: Pg.137 SC: Pg.138
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20	Will negates (harmless) and outsiders in 10-ft. It will negates (harmless, object) N/A criptor. N/A criptor.	1 standard 10 m action 10 m 1 standard 1 m 1 standard 1 m 1 standard 10 m	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D]	Touch Target: 10-ftradius Touch Target: Armor or shie Personal Target: You Personal Target: You Personal Target: You	V,S,M/DF emanation V,S, DF eld touched V,S,M V,S,M	No; see text from touched creature Yes (harmless, object) N/A	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth]	PHB: pg.251 SC: Pg.137 SC: Pg.138
+2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 wful des 20 aos des	Will negates (harmless) and outsiders in 10-ft. it will negates (harmless, object) N/A Criptor. N/A N/A N/A None None	1 standard 10 i action  1 standard 1 hi action  1 standard 10 ii action	inutes/level. minutes/level our/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level	Touch  Target: 10-ftradius: Touch  Target: Armor or shiele Personal  Target: You  Personal  Target: You  Personal  Target: You  Touch  Target: Patch of brown	V,S,M/DF emanation V,S, DF eld touched V,S,M V,S,M V,S,DF	No; see text from touched creature Yes (harmless, object) N/A N/A No	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 wful des 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  N/A  N/A  None	1 standard 10 i action 10 in action 10 in action 10 in 1 standard 10 in action 1 standard 10 in standard 10 in standard Instandard In	inutes/level. minutes/level our/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You Personal  Target: You Touch  Target: Patch of brow 30 ft.	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  v,S,DF  v,S,DF  v,S,DF  v,S,DF	No; see text from touched creature Yes (harmless, object) N/A N/A	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation)	PHB: pg.251 SC: Pg.137 SC: Pg.138 PHB: pg.252
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  None  None  d to appear; see text  Fortitude negates	1 standard 10 raction action 10 raction 10 raction 1 standard Instandard Inst	inutes/level. minutes/level. our/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shie  Personal  Target: You  Personal  Target: You  Personal  Target: You  Touch  Target: Patch of brow  30 ft.  Target: Cone-shapet	V,S,M/DF emanation V,S, DF eld touched V,S,M V,S,M V,S,DF v,S,DF vn mold V,S,M d burst	No; see text from touched creature Yes (harmless, object) N/A N/A No No	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  None  None  d to appear; see text  Fortitude negates	1 standard 10 radius and 10 m action  1 standard 1 m action  1 standard 10 m action  1 standard 10 radius  1 standard 10 radius  1 standard 10 radius  1 standard 10 radius  1 standard Instandard Ins	inutes/level. minutes/level. our/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You Personal  Target: You Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF v,S,DF vn mold V,S,M d burst V,S,M/DF	No; see text from touched creature Yes (harmless, object) N/A N/A No No No Yes (object)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor. N/A  None  d to appear; see text  Fortitude negates  Will negates (object)	1 standard 10 raction  1 standard 1 haction  1 standard 1 haction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instandard  1 standard Instandard Instandard  1 standard Instandard Inst	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You  Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: One object to	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF  vn mold V,S,M d burst V,S,M/DF  puched of u	No; see text from touched creature Yes (harmless, object) N/A N/A No No No Yes (object) p to 100 lbs/level	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGiF: pg.106  SC: Pg.146  PHB: pg.258
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  None  None  d to appear; see text  Fortitude negates	1 standard 10 i action 10 in action 10 in action 11 standard 10 in action 11 standard 10 in action 12 standard 10 in action 12 standard 10 in action 13 standard 10 in action 14 standard Instandard I	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D]	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You  Touch  Target: Patch of brow 30 ft.  Target: Cone-shapet Touch  Target: One object to	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF  vn mold V,S,M d burst V,S,M/DF  puched of u	No; see text from touched creature Yes (harmless, object) N/A N/A No No No Yes (object)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Enchantment Enchantment	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor. N/A  None  d to appear; see text  Fortitude negates  Will negates (object)	1 standard 10 raction action action 10 raction 11 standard 10 raction 1 standard 10 raction 1 standard 10 raction 1 standard 10 raction 1 standard Instandard Instand	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D] bund/level	Touch  Target: 10-ftradius  Touch  Target: Armor or shie  Personal  Target: You  Personal  Target: You  Touch  Target: Patch of brow  30 ft.  Target: Cone-shaped  Touch  Target: One object to  40 ft.	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF wn mold V,S,M d burst V,S,M/DF puched of u V,S,DF	No; see text from touched creature Yes (harmless, object)  N/A  N/A  No  No  No  Yes (object) p to 100 lbs/level Yes	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13 Enchantment	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGiF: pg.106  SC: Pg.146  PHB: pg.258
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful des 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor. N/A  None  d to appear; see text  Fortitude negates  Will negates (object)	1 standard 10 raction  1 standard 1 haction  1 standard 1 haction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instan	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D] cound/level	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You  Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: One object to 40 ft.  Target: All allies and centered on you	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF  vn mold V,S,M d burst V,S,M/DF  puched of u V,S,DF  foes within	No; see text from touched creature Yes (harmless, object)  N/A  N/A  No  No  No  Yes (object) p to 100 lbs/level Yes	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) (Mind-Affecting)	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGiF: pg.106  SC: Pg.146  PHB: pg.258
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  None  d to appear; see text  Fortitude negates  Will negates (object)  None	1 standard 10 raction  action 10 raction 11 standard 1 ha action  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instand	inutes/level. minutes/level inutes/level our/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D] ound/level minutes/level or until discharged	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You  Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: One object to 40 ft.  Target: All allies and centered on you	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF vn mold V,S,M d burst V,S,M/DF buched of u V,S,DF foes within	No; see text from touched creature Yes (harmless, object)  N/A  N/A  No  No  No  Yes (object) p to 100 lbs/level Yes a 40-ftradius burst	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Enchantment Compulsion) [Mind-Affecting] Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.264
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  None  d to appear; see text  Fortitude negates  Will negates (object)  None	1 standard 10 raction  action 10 raction 11 standard 1 ha action  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instand	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous tantaneous cours [D] cound/level minutes/level or until discharged tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: All allies and centered on you Touch  Target: Creature touch	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF wn mold V,S,M d burst V,S,M/DF buched of u V,S, DF foes within V,S, DF ched	No; see text from touched creature Yes (harmless, object)  N/A  N/A  No  No  No  Yes (object) p to 100 lbs/level Yes a 40-ftradius burst	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Compulsion) Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.254
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des 20 20 aos des 20 20 ands. 20 20 and of en 20 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  None  d to appear; see text  Fortitude negates  Will negates (object)  None  Fortitude negates (harmless)	1 standard 10 raction  1 standard 1 haction  1 standard 1 haction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instandard Instandard 1 raction  1 standard 1 raction	inutes/level. minutes/level. cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous tantaneous tantaneous minutes/level minutes/level minutes/level minutes/level minutes/level minutes/level or until discharged	Touch  Target: 10-ftradius: Touch  Target: Armor or shie  Personal  Target: You  Personal  Target: You  Touch  Target: Patch of brow  30 ft.  Target: Cone-shaped  Touch  Target: All allies and centered on you  Touch  Target: Creature touch  Target: Creature touch  Target: Creature touch	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF wn mold V,S,M/DF buched of u V,S,M/DF foes within V,S,DF ched	No; see text from touched creature Yes (harmless, object) N/A N/A No No No No Yes (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Conjuration) Caster Level: 13 Conjuration (Conjuration) Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.264  PHB: pg.266  PHB: pg.270
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 wful dess 20 20 aos dess 20 20 aos dess 20 20 and of en	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  N/A  None  d to appear, see text  Fortitude negates  Will negates (object)  None	1 standard 10 raction  1 standard 1 haction  1 standard 1 haction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instandard 8 haction  1 standard 1 raction	inutes/level. minutes/level inutes/level our/level minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous  tantaneous  tantaneous  tantaneous  tantaneous  tantaneous  tantaneous  tantaneous  tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You  Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: All allies and centered on you Touch  Target: Creature tour Touch  Target: Creature tour Touch	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF vn mold V,S,M d burst V,S,M/DF buched of u V,S,DF foes within V,S,DF ched V,S	No; see text from touched creature Yes (harmless, object)  N/A  N/A  No  No  No  No  Yes (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless)  Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.264
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor. N/A  None  d to appear; see text  Fortitude negates Will negates (object)  None  Fortitude negates (harmless)  will negates (harmless)  Will negates (harmless)	1 standard 10 raction  1 standard 1 haction  1 standard 1 haction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instantion  1 standard Instantion  1 standard 1 raction  1 standard Instantion	inutes/level. minutes/level inutes/level our/level minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D] ound/level minutes/level or until discharged tantaneous tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You  Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: All allies and centered on you Touch  Target: Creature tour Touch  Target: Creature tour Touch	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF vn mold V,S,M/DF buched of u V,S,DF foes within V,S, DF ched V,S,S ched V,S ch	No; see text from touched creature Yes (harmless, object) N/A N/A No No No No Ves (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless) Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.264  PHB: pg.266  PHB: pg.270  PHB: pg.270
#2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des 20 20 aos des 20 20 ands. 20 20 and of en 20 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor. N/A  None  d to appear; see text  Fortitude negates Will negates (object)  None  Fortitude negates (harmless)  written negates (harmless)  Will negates (harmless)	1 standard 10 raction  1 standard 1 haction  1 standard 1 haction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instandard Instandard 1 reaction  1 standard Instandard Instand	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shiele Personal  Target: You Personal  Target: You  Touch  Target: Patch of brown 30 ft.  Target: Cone-shaped  Touch  Target: All allies and centered on you Touch  Target: Creature tour	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF vn mold V,S,M/DF buched of u V,S,DF foes within V,S,DF ched V,S ched V,S ched V,S elem touche V,S	No; see text from touched creature Yes (harmless, object)  N/A  N/A  No  No  No  No  Yes (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless)  Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Compulsion) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Conjuration Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.264  PHB: pg.266  PHB: pg.270
### 2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 second of en 20 20 20 20 20	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  None  d to appear; see text  Fortitude negates (barmless)  Will negates (cobject)  None  Fortitude negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)	1 standard 10 raction  1 standard Instandard Instandard 1 raction  1 standard Instandard Insta	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous tantaneous tantaneous tantaneous tantaneous tantaneous tantaneous tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shiele Personal  Target: You Personal  Target: You Touch  Target: Patch of brown 30 ft.  Target: Cone-shaped Touch  Target: All allies and centered on you Touch Target: Creature tour Touch Target: Creature tour Touch Target: Creature or it Touch Target: Creature tour	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF wn mold V,S,M d burst V,S,M/DF buched of u V,S,DF ched V,S, DF then touched V,S, DF ched V,S,Ched V,S,Ched V,S,Ched	No; see text from touched creature Yes (harmless, object) N/A N/A N/A No No No No Yes (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless) Yes (harmless) d Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Caster Level: 13 Abjuration Caster Level: 13 Conjuration Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGiF: pg.106  SC: Pg.146  PHB: pg.264  PHB: pg.264  PHB: pg.270  PHB: pg.270  PHB: pg.271
### 2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  N/A  None  d to appear; see text  Fortitude negates (barmless)  Will negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)	1 standard 10 raction  1 standard Instaction  1 standard Instaction  1 standard 1 raction  1 standard Instaction	inutes/level. minutes/level cour/level minutes/level [D] minutes/level [D] minutes/level [D] minutes/level [D] minutes/level tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shie Personal  Target: You Personal  Target: You Touch  Target: Patch of brow 30 ft.  Target: Cone-shaped Touch  Target: All allies and centered on you Touch  Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature or it Touch Target: Creature or it Touch Target: Creature or it Touch Target: Creature touch	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF  V,S,DF wn mold V,S,M/DF buched of u V,S,M/DF ched V,S,DF then then then then then then then then	No; see text from touched creature Yes (harmless, object) N/A  N/A  No  No  No  No  Yes (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless)  Yes (harmless) d  Yes (harmless)  Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Abjuration Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Caster Level: 13 Conjuration (Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration Caster Level: 13 Abjuration	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGIF: pg.106  SC: Pg.146  PHB: pg.258  PHB: pg.264  PHB: pg.266  PHB: pg.270  PHB: pg.270
### 2 to AC and saves, counter mind control, hedge out ele	20 mentals 20 20 20 aos des	Will negates (harmless) and outsiders in 10-ft. I Will negates (harmless, object)  N/A  criptor.  N/A  criptor.  N/A  criptor.  N/A  d to appear; see text  Fortitude negates (object)  Will negates (object)  Will negates (harmless)  will negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)	1 standard 10 raction  1 standard 1 had action  1 standard 1 had action  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard 10 raction  1 standard Instaction  1 standard Instaction  1 standard 1 reaction  1 standard 1 reaction  1 standard 1 reaction  1 standard 1 reaction  1 standard Instaction	inutes/level. minutes/level inutes/level our/level minutes/level [D] minutes/level [D] minutes/level tantaneous tantaneous ours [D] bound/level minutes/level or until discharged tantaneous tantaneous tantaneous tantaneous	Touch  Target: 10-ftradius: Touch  Target: Armor or shiele Personal  Target: You Personal  Target: You Touch  Target: Patch of brown 30 ft.  Target: Cone-shaped Touch  Target: All allies and centered on you Touch Target: Creature tour Touch Target: Creature tour Touch Target: Creature or it Touch Target: Creature tour	V,S,M/DF emanation V,S, DF eld touched V,S,M  V,S,M  V,S,DF vn mold V,S,M/DF buched of u V,S,M/DF ched V,S,DF ched V,S,Ched V,S ched V,S,DF ched V,S ched V,S ched V,S,DF ched V,S ched V,S ched V,S ched V,S ched V,S,DF ched V,S ched V,S ched V,S ched V,S,DF ched V,S ched V,S ched V,S,DF ched V,S,DF ched V,S ched V,S ched	No; see text from touched creature Yes (harmless, object) N/A  N/A  No  No  No  No  Yes (object) p to 100 lbs/level Yes a 40-ftradius burst Yes (harmless)  Yes (harmless) d  Yes (harmless)  Yes (harmless)	Abjuration [Chaotic] Caster Level: 13 Transmutation Caster Level: 13 Abjuration [Chaos] Caster Level: 13 Abjuration [Law] Caster Level: 13 Transmutation [Earth] Caster Level: 13 Conjuration (Creation) Caster Level: 13 Conjuration (Creation) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Caster Level: 13 Abjuration Caster Level: 13 Conjuration Caster Level: 13	PHB: pg.251  SC: Pg.137  SC: Pg.138  PHB: pg.252  PGiF: pg.106  SC: Pg.146  PHB: pg.264  PHB: pg.264  PHB: pg.270  PHB: pg.270  PHB: pg.271

			Cleric Spells				
⊒□□□□ Resurgence, Mass	20	Will negates [harmless]	1 standard Instantaneous action	Close (55 ft.) V,S,D	F Yes [harmless]	Abjuration	SC: Pg.175
Effect: Same as resurgence, except it affects multiple targets	Allow			Target: One creature/leve	I, no two of which can be	Caster Level: 13	
supernatural ability.		•		•			
□□□□□ Ring of Blades  Effect: Deals 1d6 +1 per caster level [max +10] points of damag	20	N/A	1 standard 1 minute/level action	Personal V,S,N  Target: You	1 N/A	Conjuration (Creation) Caster Level: 13	SC: Pg.177
Deals 100 +1 per caster lever (max +10) points or damage	20	None or Will negates	1 standard 10 minutes/level	Touch V,S	No or Yes [harmless]	Abjuration	SC: Pg.179
Effect:		[harmless]	action	Target: Creature touched		Caster Level: 13	
Subject can find the shortest, most direct route to safety;	see tex	t. None	1 standard Instantaneous	Medium (230 ft.) V,S	Yes	Evocation	PHB: pg.275
☐☐☐☐☐ Searing Light		110110	action		100	Caster Level: 13	1115. pg.210
Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve	el [max	10d6] against undead;	10 to undead vulnerable to bright light; construct	Target: Ray or		Caster Level. 13	
nanimate object only takes 5d6 damage.	20	Fortitude negates	1 standard 1 minute/level	Touch V,S,D	F Yes [harmless]	Abjuration	SC: Pg.188
Effect:		[harmless]	action	Target: Living creature tou	iched	Caster Level: 13	
Subject gains immunity to fatigue, exhaustion, and ability  Shield of Warding	damag 20	e or drain. Will negates	1 standard 1 minute/level	Touch V,S	No	Abjuration [Good]	SC: Pa.188
Effect:		[object,harmless]	action	Target: One shield or buck	der touched	Caster Level: 13	3 1
Grants +1 sacred bonus to Armor Class and Reflex Save		er five caster levels [ma Will negates					CC: D= 400
⊒□□□□Sink 	20	will negates	1 standard 1 round action	Close (55 ft.) V,S,D		Transmutation	SC: Pg.190
iffect: Affect creatures sink 100 ft./round; see text.				than 30 ft. apart	I, no two of which are more	Caster Level: 13	
Skull Watch	20	See text	1 standard Permanent action	Touch V,S,F	No	Necromancy	SC: Pg.191
Effect: Alarm affect; see text				Target: One humaniod ski	III	Caster Level: 13	
DDDDDDSIsshing Darkness		None	1 standard Instantaneous action	Medium (230 ft.) V,S	Yes	Evocation	SC: Pg.191
Effect:	1	da	donori	Target: Ray		Caster Level: 13	
Deal 1d8/2 caster levels [max 5d8] damage, undead heal	l equal ( 20	Will negates	1 standard 1 hour/level [D]	Close (55 ft.) V,S	Yes [harmless]	Transmutation	SC: Pg.194
ffect:		[harmless]	action		I, no two of which are more	Caster Level: 13	
Same as Snowshoes, except as noted.	20	N/A	1 standard 1 minute/level [D]	than 30 ft. apart Personal V,S	N/A	Evocation [Sonic]	SC: Pa.196
ffect:	-		action	Target: You		Caster Level: 13	. 5
The next spell you cast during the effect of sonorous hum				-	Yes		SC: Da 100
Spark of Life	20	Will negates	1 standard 1 round/level action	Touch V,S		Necromancy	SC: Pg.196
ffect: Undead touched temporarily acts as if it were alive and v				Target: Undead creature t		Caster Level: 13	
□□□□□ Speak with Dead	20	Will negates; see text	10 minutes 1 minute/level	10 ft. V,S, I	OF No	Necromancy [Language-Deper	PHB: pg.281 ident]
Effect: Corpse answers one question/2 levels.				Target: One dead creature	9	Caster Level: 13	
□□□□□ Spikes		None	1 standard 1 hour/level action	Touch V,S,N	1 No	Transmutation	SC: Pg.202
Effect:				Target: Wooden weapon t	ouched	Caster Level: 13	
As brambles, except affected weapon gains +2 enhancer	ment bo	None	1 standard Instantaneous	Touch V,S,N	M/DF No	Transmutation	PHB: pg.284
Effect:			action		ect touched, up to 10 cu. ft.	[Earth] Caster Level: 13	
Sculpts stone into any shape.		None	1 round 1 round/level [D]	+1 cu. ft./level Close (55 ft.) V,S,F	/DF No	Conjuration	PHB: pg.286
			• • •	, , , , , ,		(Summoning) Caster Level: 13	
				Target: One or more sumi			
Effect: Calls extraplanar creature to fight for you.	20	Will pagatos (phicat)	1 standard 1 minute/lovel	Target: One or more summer which can be more than 3			CC: Da 216
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you.	20	Will negates [object]	1 standard 1 minute/level action	which can be more than 3 100 ft. V,S	Yes [object]	Abjuration	SC: Pg.216
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you.	glyph of	warding; see text.	action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema	Yes [object] nation centered on you	Abjuration  Caster Level: 13	-
Effect: Calls extraplanar creature to fight for you.				which can be more than 3 100 ft. V,S	Yes [object] nation centered on you	Abjuration	-
Effect: Calls extraplanar creature to fight for you. Calls extrapl	glyph of	warding; see text.	action  1 standard 1 round/3 levels	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema	Yes [object] ination centered on you	Abjuration  Caster Level: 13	-
iffect: Calls extraplanar creature to fight for you. Calls extrapl	glyph of	warding; see text. See text Will negates	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25]	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E	Yes [object] ination centered on you	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration	_
Effect: Calls extraplanar creature to fight for you. Calls extrapl	glyph of 20 20	warding; see text. See text  Will negates [harmless]	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,D  Target: 40-ftradius sprea	Yes [object] nation centered on you  OF No  d  Yes [harmless]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13	SC: Pg.223
Effect: Calls extraplanar creature to fight for you. Calls extrapl	glyph of 20 20	warding; see text. See text  Will negates [harmless]  or the duration of the spe Will negates	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  ell at 2 hp automatically healed per round.  1 standard 10 rounds + 1 round/level [max 25]	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius sprea  Touch V,S	Yes [object] nation centered on you  OF No  d  Yes [harmless]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration  (Healing)  Caster Level: 13  Conjuration	SC: Pg.223
Effect: Calls extraplanar creature to fight for you. Calls extrapl	20 20 ability fo	warding; see text. See text  Will negates [harmless]  or the duration of the specific section of the s	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  all at 2 hp automatically healed per round.  1 standard 10 rounds + 1 round/level [max 25] action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tot.  20 ft. V,S  Target: One creature/2 lev	Yes [object] nation centered on you  F No  d  Yes [harmless]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)	SC: Pg.223 SC: Pg.229
Effect: Calls extraplanar creature to fight for you. Calls extrapl	20 20 ability fo	warding; see text. See text  Will negates [harmless]  or the duration of the specific section of the s	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  ell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  e spell at 1 hp automatically healed per round. 1 standard 1 round/level	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius sprea  Touch V,S  Target: Living creature tot.  20 ft. V,S	Yes [object] nation centered on you  F No  d  Yes [harmless] iched  Yes [harmless] rels, no two of which can be	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)	SC: Pg.223 SC: Pg.229
iffect: Calls extraplanar creature to fight for you. Calls extrapl	glyph of 20 20 ability fo 20	warding; see text. See text  Will negates [harmless]  rwill negates [harmless]  the specific seems of the spec	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round.	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tot.  20 ft. V,S  Target: One creature/2 lemore than 30 ft. apart  Personal V,S,E	Yes [object] nation centered on you  F No  d  Yes [harmless] iched  Yes [harmless] rels, no two of which can be	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Transmutation	SC: Pg.223 SC: Pg.229 SC: Pg.229
Effect: Calls extraplanar creature to fight for you. Calls extrapl	glyph of 20 20 ability fo 20	warding; see text. See text  Will negates [harmless]  or the duration of the specific planning see that the duration of the specific planning see that the specific planning see that the specific planning see text.	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round.  1 standard 1 round/level action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tout  20 ft. V,S  Target: One creature/2 lew more than 30 ft. apart Personal V,S,E  Target: You	Yes [object]  nation centered on you  F No  d  Yes [harmless]  sched  Yes [harmless]  vels, no two of which can be	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Transmutation  Caster Level: 13	SC: Pg.229 SC: Pg.229 SC: Pg.229
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight extraplanar creature to fight extraplanar creature to fight for your creature to fight for your creature to fight for your creature to fight extraplanar creature to fight e	glyph of 20 20 ability fo 20	warding; see text. See text  Will negates [harmless]  rwill negates [harmless]  the specific seems of the spec	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  ell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  e spell at 1 hp automatically healed per round. 1 standard 1 round/level	which can be more than 3 100 ft. V.S.  Target: 100-ftradius ema Medium (230 ft.) V,S,E  Target: 40-ftradius spreatouch V,S  Target: Living creature tout 20 ft. V,S  Target: One creature/2 lew more than 30 ft. apart Personal V,S,E  Target: You  Close (55 ft.) V,S,M	Yes [object]  Ination centered on you  OF No  Id  Yes [harmless]  Inched  Yes [harmless]  Inched  Yes [harmless]  Inched  Yes [harmless]  Inched  Yes [harmless]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]	SC: Pg.229 SC: Pg.229 SC: Pg.229
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for your distributions as a garden content of the co	glyph of 20 20 ability fo 20 ling abili 20	warding; see text. See text  Will negates [harmless]  vr the duration of the spe Will negates [harmless]  ty for the duration of the N/A  None  n see through the wall;	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  2ll at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text.	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius sprea  Touch V,S  Target: Living creature tou 20 ft. V,S  Target: One creature/2 lex  more than 30 ft. apart  Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall who square/level or hem//sphe	Yes [object] nation centered on you  IF No  Id  Yes [harmless] Iched  Yes [harmless] Irels, no two of which can be  IF N/A  If Yes; see text  One area is up to one 10-ft. Te 5 ft./2 levels	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234
ffect: Calls extraplanar creature to fight for you. Calls extrapla	20 ability for 20 ling ability	warding; see text.  See text  Will negates [harmless] rithe duration of the specific parmless [harmless] ty for the duration of the N/A  None	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round.  1 standard 1 round/level  1 standard 1 minute/level [D] action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,L  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tout  20 ft. V,S  Target: One creature/2 ley more than 30 ft. apart  Personal V,S,L  Target: You  Close (55 ft.) V,S,L  Target: A straight wall who square/level or hemi/sphe  Touch V,S,L	Yes [object]  nation centered on you  IF No  d  Yes [harmless]  sched  Yes [harmless]  vels, no two of which can be  F N/A  Yes; see text  ose area is up to one 10-ft. re 5 ft/2 levels  I/DF Yes (harmless)	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13	SC: Pg.229 SC: Pg.229 SC: Pg.229
ffect: Calls extraplanar creature to fight for you. Calls extrapla	glyph of 20 20 ability fo 20 ling abili 20	warding; see text.  See text  Will negates [harmless]  or the duration of the specific planning specif	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  21 at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  2 spell at 1 standard 2 specific specifi	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius sprea  Touch V,S  Target: Living creature tou 20 ft. V,S  Target: One creature/2 lex  more than 30 ft. apart  Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall who square/level or hem//sphe	Yes [object]  nation centered on you  IF No  d  Yes [harmless]  sched  Yes [harmless]  vels, no two of which can be  F N/A  Yes; see text  ose area is up to one 10-ft. re 5 ft/2 levels  I/DF Yes (harmless)	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature so financial writing such as a good and a good	glyph of 20 20 ability fo 20 ling abili 20	warding; see text. See text  Will negates [harmless] with eduration of the specific	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  2 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 ph automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D]	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,L  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tout  20 ft. V,S  Target: One creature/2 ley more than 30 ft. apart  Personal V,S,L  Target: You  Close (55 ft.) V,S,L  Target: A straight wall who square/level or hemi/sphe  Touch V,S,L	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  tched  Yes [harmless]  vels, no two of which can be  OF N/A  1 Yes; see text  ose area is up to one 10-ft. re 5 ft/2 levels  MOF Yes (harmless)  ouched	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Conjuration (Healing) Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for your as a graph of the creature to fight for your delay in the property of the point of the point for your form becomes more like your deity's; see text Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extrap	20 20 20 20 20 20 20 20 20 20 20 20 20 2	warding; see text.  See text  Will negates [harmless]  r the duration of the specific specifi	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 pp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,L  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tot.  20 ft. V,S  Target: One creature/2 ley more than 30 ft. apart Personal V,S,L  Target: You  Close (55 ft.) V,S,L  Target: A straight wall whis square/level or hemi/sphe Touch V,S,L  Target: Living creatures to	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  rels, no two of which can be  F N/A  Yes; see text  see area is up to one 10-ft.  re 5 ft./2 levels  WDF Yes (harmless)  nuched	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13  Transmutation  Caster Level: 13  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight extraplanar creature as a sale as a sale same as lesser vigor except it grants target fast healing as a lesser vigor. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature to fight extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls extraplanar creature passing through the wall becomes dazzled. Calls	20 20 20 20 20 20 20 20 20 20 20 20 20 2	warding; see text.  See text  Will negates [harmless]  r the duration of the specific specifi	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 1 round/level	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tout  20 ft. V,S  Target: One creature/2 lew more than 30 ft. apart Personal V,S,E  Target: You  Close (55 ft.) V,S,M  Target: A straight wall who square/level or hemi/sphe Touch V,S,L  Target: Living creatures to	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  rels, no two of which can be  F N/A  Yes; see text  see area is up to one 10-ft.  re 5 ft./2 levels  WDF Yes (harmless)  nuched	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation Caster Level: 13  Evocation [Light] Caster Level: 13  Transmutation Caster Level: 13  Transmutation (Caster Level: 13  Transmutation (Water] Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight the creature for your except it grants target fast healing and your calls fast healing and your calls fast healing and your calls fast healing and your deity, Lesser Calls extraplanar creature fast healing and your deity, Lesser Calls extraplanar creature fast healing and your deity, Lesser Calls extraplanar creature fast healing and your deity, Lesser Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast healing and your deity's; see text Calls extraplanar creature fast heal	20 20 20 20 20 20 20 20 20 20 20 20	warding; see text. See text  Will negates [harmless] with eduration of the specific text  Will negates (harmless) ty, for the duration of the N/A  None  n see through the wall; Will negates (harmless)  Will negates (harmless)	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  2ll at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius sprea  Touch V,S  Target: Living creature touch 20 ft. V,S  Target: One creature/2 leven ore than 30 ft. apart Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall while square/level or hemi/sphe Touch V,S,N  Target: Living creatures to  Touch V,S,N  Target: One touched creatures to	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  tched  Yes [harmless]  vels, no two of which can be  OF N/A  1 Yes; see text  ose area is up to one 10-ft.  re 5 ft./2 levels  MOF Yes (harmless)  puched  OF Yes (harmless)	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  [Water]  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300
Effect: Calls extraplanar creature to fight for you. Calls extrapl	20 20 20 20 20 20 20 20 20 20 20 20	warding; see text.  See text  Will negates [harmless]  r the duration of the specific specifi	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 1 round/level	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tout  20 ft. V,S  Target: One creature/2 lew more than 30 ft. apart  Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall who square/level or hem//sphe  Touch V,S,N  Target: Living creatures to  Touch V,S,S  Target: One touched creat  Touch V,S	Yes [object]  nation centered on you  IF No  d  Yes [harmless]  wels, no two of which can be  F N/A  1 Yes; see text  ose area is up to one 10-ft.  re 5 ft./2 levels  M/DF Yes (harmless)  nuched  DF Yes (harmless)  ture/level  Yes [harmless,object]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Coster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  [Water] Caster Level: 13  Transmutation  [Water] Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300 SC: Pg.236
Effect: Calls extraplanar creature to fight for you. Calls extrapl	20 20 20 You ca	warding; see text.  See text  Will negates [harmless]  Will negates [harmless]  ty for the duration of the N/A  None  n see through the wall;  Will negates (harmless)  Will negates (harmless)  Fortitude negates [harmless, object]	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  all at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  e spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 1 tound/level action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,C  Target: 40-ftradius spreat  Touch V,S  Target: Living creature tout  20 ft. V,S  Target: One creature/2 ley more than 30 ft. apart  Personal V,S,C  Target: You  Close (55 ft.) V,S,M  Target: A straight wall who square/level or hemi/sphe  Touch V,S,M  Target: Living creatures to touch V,S,S,M  Target: One touched creature/2 in the control of the touch V,S,M  Target: One touched creature/2 in the control V,S,M  Target: One touched creatures to touch V,S,M  Target: One weapon  Touch V,S	Yes [object]  nation centered on you  IF No  d  Yes [harmless]  tiched  Yes [harmless]  rels, no two of which can be  IF N/A  1 Yes; see text  ose area is up to one 10-ft.  re 5 ft./2 levels  M/DF Yes (harmless)  ruched  DF Yes (harmless)  ture/level  Yes [harmless,object]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation Caster Level: 13  Evocation [Light] Caster Level: 13  Transmutation Caster Level: 13  Transmutation (Water] Caster Level: 13  Transmutation [Water] Caster Level: 13  Transmutation [See text] Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for your concentration; see text. Calls extraplanar creature fast healing and the concentration of the con	20 20 20 20 20 20 20 20 20	warding; see text.  See text  Will negates [harmless]  or the duration of the specific parmless [harmless]  ty for the duration of the N/A  None  n see through the wall;  Will negates (harmless)  Will negates (harmless)  Will negates [harmless, object]  Will negates [harmless, object]	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  2 see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 1 round/level action  1 standard 1 round/level action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema Medium (230 ft.) V,S,E  Target: 40-ftradius spreat Touch V,S  Target: Living creature touch to the more than 30 ft. apart Personal V,S,E  Target: You  Close (55 ft.) V,S,M  Target: A straight wall who square/level or hemi/sphe Touch V,S,E  Target: Living creatures to the touch touch to the touch to the touch to th	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  rothed  Yes [harmless]  rels, no two of which can be  OF N/A  M Yes; see text  ose area is up to one 10-ft.  re 5 ft./2 levels  MOF Yes (harmless)  uched  OF Yes (harmless)  ture/level  Yes [harmless,object]  Yes [harmless,object]  weapon or fifty blunt  ist be touching]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Conjuration (Healing)  Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation [Water]  Caster Level: 13  Transmutation [See text]  Caster Level: 13  Transmutation [See text]  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300 SC: Pg.236 SC: Pg.237
### Company of the Deity  #### Company of the Deity  #### Company of the Deity  #### Company of the Deity  ###################################	20 20 20 You ca	warding; see text. See text  Will negates [harmless]  with eduration of the specific parmless]  with duration of the specific parmless  ty for the duration of the N/A  None  n see through the wall;  will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  2ll at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius sprea  Touch V,S  Target: Living creature touch 20 ft. V,S  Target: One creature/2 leven or than 30 ft. apart Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall which square/level or hemi/sphe Touch V,S,N  Target: Living creatures to  Touch V,S, N  Target: One touched creature/1 touch V,S,N  Target: One bludgeoning projectiles [all of which m V,DF  Target: One bludgeoning projectiles [all of which m V,DF	Yes [object]  nation centered on you  F No  d  Yes [harmless]  tched  Yes [harmless]  vels, no two of which can be  F N/A  1 Yes; see text  tose area is up to one 10-ft.  re 5 ft./2 levels  t/DF Yes (harmless)  puched  OF Yes (harmless)  ture/level  Yes [harmless,object]  Yes [harmless,object]  weapon or fifty blunt	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Evocation [Light]  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  [Water] Caster Level: 13  Transmutation  [See text] Caster Level: 13  Transmutation  [See text] Caster Level: 13  Transmutation  [See text] Caster Level: 13  Transmutation  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300 SC: Pg.236
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight writing such as a great and a great fact. Calls extraplanar creature to fight extraplanar creature fight. Calls extraplanar creature fight extraplanar creature. Calls extraplanar creature fight extraplanar creature fight. Calls extraplanar creature fight extraplanar creature fight. Calls extraplanar creature fight extraplanar creature. Calls extraplanar creature fight e	20 20 20 20 20 20 concerned and concerned an	warding; see text.  See text  Will negates [harmless]  or the duration of the spewill provided in the	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  all at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  espell at 1 hp automatically healed per round. 1 standard 1 round/level action  1 standard 1 minute/level [D] action  see text. 1 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level action  1 standard 1 round/level action  1 standard 1 round/level action  1 standard 1 standa	which can be more than 3 100 ft. V,S.  Target: 100-ftradius ema Medium (230 ft.) V,S.E.  Target: 40-ftradius spreat V,S.E.  Target: Living creature to the spread V,S.E.  Target: One creature/2 lew more than 30 ft. apart Personal V,S.E.  Target: You  Close (55 ft.) V,S.E.  Target: A straight wall who square/level or hem/sphe Touch V,S.E.  Target: Living creatures to the square/level or hem/sphe Touch V,S.E.  Target: One touched creat Touch V,S.E.  Target: One bludgeoning projectiles [all of which m Touch V,DF.  Target: Weapon touched	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  tched  Yes [harmless]  vels, no two of which can be  OF N/A  1 Yes; see text  tose area is up to one 10-ft.  re 5 ft./2 levels  MOF Yes (harmless)  puched  OF Yes (harmless)  ture/level  Yes [harmless,object]  Weapon or fifty blunt  ist be touching]  Yes [harmless,object]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation Caster Level: 13  Transmutation Caster Level: 13  Transmutation Caster Level: 13  Transmutation [Water] Caster Level: 13  Transmutation [See text] Caster Level: 13  Transmutation Caster Level: 13  Transmutation Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300 SC: Pg.236 SC: Pg.237
Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature to fight such as a good call of the call	20 20 20 20 20 20 20 20 20	warding; see text. See text  Will negates [harmless]  r the duration of the specific parallel specific	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  2 standard 10 rounds + 1 round/level [max 25] action  2 spell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level [D] action  3 standard 1 minute/level [D] action  4 standard 2 hours/level; see text action  1 standard 10 minutes/level [D] action  1 standard 1 round/level action  1 standard 1 round/level action  1 standard 1 round/level action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature touch  20 ft. V,S  Target: One creature/2 let more than 30 ft. apart  Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall who square/level or hem/sphe  Touch V,S,N  Target: Living creatures to  Touch V,S, N  Target: One touched creature/2 let with the square/level or hem/sphe  Touch V,S,N  Target: One budgeoning projectiles [all of which mu V,DF  Target: Weapon touched  Medium (230 ft.) V,S,N	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  iched  Yes [harmless]  vels, no two of which can be  OF N/A  1 Yes; see text  ose area is up to one 10-ft.  re 5 ft./2 levels  M/DF Yes (harmless)  uched  OF Yes (harmless)  ture/level  Yes [harmless,object]  Yes [harmless,object]  weapon or fifty blunt  ist be touching]  Yes [harmless,object]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  [Water] Caster Level: 13  Transmutation  [See text] Caster Level: 13  Transmutation  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300 SC: Pg.236 SC: Pg.237
Effect: Calls extraplanar creature to fight for you. Calls extrapl	20 20 20 20 20 20 concerned and concerned an	warding; see text.  See text  Will negates [harmless]  or the duration of the spewill provided in the	action  1 standard 1 round/3 levels action  1 standard 10 rounds + 1 round/level [max 25] action  1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 2 hp automatically healed per round. 1 standard 10 rounds + 1 round/level [max 25] action  2 spell at 1 hp automatically healed per round. 1 standard 1 round/level [D] action  1 standard 1 minute/level [D] action  2 see text. 1 standard 2 hours/level; see text action  1 standard 1 round/level action	which can be more than 3 100 ft. V,S  Target: 100-ftradius ema  Medium (230 ft.) V,S,E  Target: 40-ftradius spreat  Touch V,S  Target: Living creature touch  20 ft. V,S  Target: One creature/2 let more than 30 ft. apart  Personal V,S,E  Target: You  Close (55 ft.) V,S,N  Target: A straight wall who square/level or hem/sphe  Touch V,S,N  Target: Living creatures to  Touch V,S, N  Target: One touched creature/2 let with the square/level or hem/sphe  Touch V,S,N  Target: One budgeoning projectiles [all of which mu V,DF  Target: Weapon touched  Medium (230 ft.) V,S,N	Yes [object]  nation centered on you  OF No  d  Yes [harmless]  tched  Yes [harmless]  vels, no two of which can be  OF N/A  1 Yes; see text  tose area is up to one 10-ft.  re 5 ft./2 levels  MOF Yes (harmless)  puched  OF Yes (harmless)  ture/level  Yes [harmless,object]  Weapon or fifty blunt  ist be touching]  Yes [harmless,object]	Abjuration  Caster Level: 13  Evocation [Earth]  Caster Level: 13  Conjuration (Healing) Caster Level: 13  Conjuration (Healing) Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  Caster Level: 13  Transmutation  [Water] Caster Level: 13  Transmutation  [See text] Caster Level: 13  Transmutation  Caster Level: 13	SC: Pg.223 SC: Pg.229 SC: Pg.229 SC: Pg.231 SC: Pg.234 PHB: pg.300 PHB: pg.300 SC: Pg.236 SC: Pg.237

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

# Cleric Spells LEVEL 4

				LEVEL 4					
Name	DC	•		Duration 10 minutes/level	Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air	Source
□□□□□Air Walk			action	10 minutes/level				-	JFПВ. ру. 190
Effect: Subject treads on air as if solid [climb at 45-degree angle].					Target: Creature [Ga		•	Caster Level: 13	
□□□□□ Assay Spell Resistance	21		1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
Effect: Gives a +10 bonus on caster level to overcome spell resist.	ance c	f one specific creature			Target: You			Caster Level: 13	
Astral Hospice		N/A		24 hours/level	Close (55 ft.)	V,S,M	N/A	Conjuration	SC: Pg.17
ffect:			action		Target: See text			(Teleportation) Caster Level: 13	
On the Astral Plane this spell opens a portal to a demiplane DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		e natural healing can or Will negates		1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
ğ i			action	1 1111111111111111111111111111111111111			r oo (namiooo)		00.1 g.02
ffect: Grant blindsight to 30 ft.					Target: Creature tou			Caster Level: 13	
]□□□□ Briartangle (Nature)	21		1 standard action	13 minutes [D]	Long (920 ft.)	V,S, DF	Yes	Transmutation	PGtF: pg.100
ffect: Each entangled creature takes 1d8+6 in each subsequent	round	it attempts to break free	or move it	takes a like amount of damage	Target: Plants in a 4	0-ftradius	spread	Caster Level: 13	
Castigate			1 standard	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
ffect:			action		Target: 10-ft. radius	burst cente	ered on you	Caster Level: 13	
Deafen or damage foes, depending on their alignment.	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SC: Pg.52
Contingent Energy Resistance				Thousand [2]	Target: You	1,0,		Caster Level: 13	00.1 g.02
Same as Contigency, except it is more limited.	21	None; see text	1 standard	10 minutes/level [D]	Long (920 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.214
Control Water	21		action	To minutes/lever [D]				[Water]	rпв. pg.214
ffect: Raises or lowers bodies of water.					Target: Water in a v level [S]	olume of 10	0-ft. by 10-ft. by 2-ft. pe	r Caster Level: 13	
Cure Critical Wounds	21		1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
ffect:					Target: Creature tou	ıched		Caster Level: 13	
Cures 4d8 +1/level [max +20] damage.	21	Will negates	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
ffect:			action		Target: Living creatu			Caster Level: 13	
Grants immunity to death spells and negative energy effect									
Delay Death	21	[harmless]	immediate	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.63
ffect:			action		Target: One creature	e		Caster Level: 13	
Target cannot die from hit point damage during the duration	n of the		1 standard	1 minute/level	-		Vac (abject)		DUD: na 224
Dimensional Anchor			action	i minute/level	, ,	V,S	Yes (object)	Abjuration	PHB: pg.221
ffect: Bars extradimensional movement.					Target: Ray			Caster Level: 13	
Discern Lies	21		1 standard action	Concentration, up to 1 round/level	Close (55 ft.)	V,S, DF	No	Divination	PHB: pg.221
ffect:			action			evel, no two	of which can be more	Caster Level: 13	
Reveals deliberate falsehoods.	21	Will negates; see text	1 standard	Instantaneous	than 30 ft. apart Close (55 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
iffect:			action		Target: One extrapla	anar creatu	re.	Caster Level: 13	
Forces a creature to return to native plane.									B.1.B. 444
Divination		None	10 minutes	Instantaneous	Personal Target: You	V,S,M	No	Divination  Caster Level: 13	PHB: pg.224
Provides useful advice for specific proposed actions.					-				
Divine Power			1 standard action	1 round/level	Personal	V,S, DF	No	Evocation	PHB: pg.224
Effect: You gain attack bonus, +6 to Str, and 1 hp/level.					Target: You			Caster Level: 13	
Freedom of Movement	21			10 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
Effect:		(harmless)	action		Target: You or creat	ture touched	d	Caster Level: 13	
Subject moves normally despite impediments.		None	1 standard	1 minute/level	Close (55 ft.)	V,S, DF	Vac	Transmutation	PHB: pg.235
			action	Timilacolovoi	, ,				111b. pg.200
trect: Turns centipedes, scorpions, or spiders into giant vermin.					Target: Up to three more than 30 ft. apa		wo of which can be	Caster Level: 13	
Glowing Orb			1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SC: Pg.106
iffect:					Target: Magical, cor	ntrollable lig	ht source	Caster Level: 13	
Makes a light source in a globe; see text	21	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See	SC: Pg.109
ffect:							centered on a point in	text]	
Immobile zone of warding that is permeable to those of yonter or exit.	ur reliç	jion, all creature must v	vear the sar	me holy symbol or be of the same faith to			point III		
liter or exit.	21			1 round/level	Close (55 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
ffect:		,	action			evel, no two	of which can be more	Caster Level: 13	
1 creature/level moves faster, +1 on attack rolls, AC, and R	Reflex s	saves. N/A	1 standard	1 round/level [D]	than 30 ft. apart Personal	V,S,DF	N/A	Transmutation	SC: Pg.116
□□□□□ Holy Transformation	-1		action	sununovor [D]		7,0,01		[Good]	56.1 g.110
ffect: Change to good lawful outsider, size medium, gain abilities	s and a	appearance of a hound	archon [mm	n pg.16]. +4 Str & Con, Darkvision 60', +-	Target: You 4			Caster Level: 13	
acred Bonus to Saves, DR:5/evil; see text				1 round/level [D]		V,S,DF	N/A	Transmutation	SC: Pg.116
•			action			,-,	· ·	[Good]	
ffect: Change to good outsider, gain abilities of protectar [minatu					Target: You			Caster Level: 13	
]□□□□ Hypothermia	21	Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
ffect: Deals 1d6 per caster level [max 10d6] and becomes fatigue	od Sc			OUI A	Target: One creature	е		Caster Level: 13	
Deals 106 per caster level [max 1006] and becomes fatigue	ed. Sa 21	Will negates		gue. Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
		(harmless)			Target: Creature tou	uched; see t	ext	Caster Level: 13	
ffect:					Touch	V,S	Yes		PHR: pg 244
ffect: Transfer spells to subject.	21	Will half	1 standard	Instantaneous		٧,٠	100	Necromancy	PHB: pg.244
ffect: Transfer spells to subject.	21		1 standard action	Instantaneous					
ffect: Transfer spells to subject.	21			Instantaneous	Target: Creature tou	ıched		Caster Level: 13	
ffect: Transfer spells to subject.	21	Will negates	action  1 standard	Instantaneous  1 minute/level	Target: Creature tou	v,S,F	Yes [harmless]	Caster Level: 13 Transmutation	SC: Pg.125
ffect: Transfer spells to subject.		Will negates	action		Target: Creature tou	V,S,F			SC: Pg.125
ffect: Transfer spells to subject.  Julian Inflict Critical Wounds  ffect: Touch attack, 4d8 +1/level [max +20] damage  Julian Iron Bones  ffect: Skeleton changes to Iron; grants +5 to natural armor AC.	21	Will negates [harmless] Will negates	action  1 standard action  1 standard		Target: Creature tou Touch	V,S,F		Transmutation	SC: Pg.125 SC: Pg.131
ffect: Transfer spells to subject.	21	Will negates [harmless] Will negates	action  1 standard action	1 minute/level	Target: Creature tou Touch Target: Corporeal un	V,S,F ndead creat V,S,DF	ture touched	Transmutation  Caster Level: 13	-

				Cienc Spens					
□□□□ Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	1 hour/level	Close (55 ft.)	S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect:		(narmess, object)	action		Target: One weapon o	r fifty pro	jectiles [all of which	Caster Level: 13	
Weapon gains +1/4 levels [max +5] bonus.					must be in contact with casting]				
Make Manifest	21	Will negates	1 standard action	1 round/level	Close (55 ft.) V	S,M	Yes	Transmutation	SC: Pg.137
Effect: Cause one creature on a coexistant plane to appear on y	our plar	ne: see text.			Target: One creature			Caster Level: 13	
Moon Bolt	21			Instantaneous	Long (920 ft.) V	S	Yes	Evocation	SC: Pg.143
Effect:							eature, or two living or	Caster Level: 13	
Bolt unerringly strikes dealing 1d4 Str damage per three  Nature's Balance	caster le	Fortitude negates		10 minutes/level	undead creatures, that Touch V,		ft. apart Yes [harmless]	Transmutation	SC: Pg.145
Effect:		[harmless]	action		Target: Creature touch	ned		Caster Level: 13	
Take -4 to one ability score [Str, Dex, Con] and target ga	ins like	amount. None	1 etandard	Permanent	,	S,F	No		PGtF: pg.107
Nchaser's Glowing Orb  Effect:		Hone	action	Termanent	Target: Magical, contro			Caster Level: 13	1 Oil : pg.107
Makes a light source in a globe; see text									
Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal V,	S	N/A	Necromancy	SC: Pg.146
Effect: Living creatures within 10 ft. lose 1 hp/3 caster level [ma.	x 5] eacl	h round.			Target: 10-ftradius er	nanation		Caster Level: 13	
□□□□ Neutralize Poison	21	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch V,	S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
Effect: Immunizes subject against poison, detoxifies venom in o	r on sub				Target: Creature or ob touched	ject of up	to 1 cu. ft./level.	Caster Level: 13	
" *Otiluke's Resilient Sphere	21	Reflex negates		1 minute/level [D]		S,M	Yes	Evocation [Force]	PHB: pg.258
Effect:			action			eter sphe	ere, centered around a	Caster Level: 13	
Force globe protects but traps one subject.  Panacea	21	Will half [harmless];		Instantaneous	creature Touch V,	S	Yes [harmless]	Conjuration	SC: Pg.152
Effect:		see text	action		Target: Creature touch		-	(Healing) Caster Level: 13	
Removes most conditions; see text.		None	10 minutes	Instantaneous	-		No	Conjuration	PHB: pq.261
Planar Ally, Lesser		······	70 minutes		Close (55 It.) V,	P , DI ,		(Calling) [See Text]	ι.υ. ρg.201
Effect:					Target: One called ele	mental or	outsider of 6 HD or	Caster Level: 13	
Your deity sends you an elemental or outsider of the deit	y's choi	ce of 6 HD or less. None	1 round	1 round/level [D]	less 0 ft. V,	S,DF	No	Conjuration	SC: Pg.159
Effect:				÷	Target: One called cre			(Calling) Caster Level: 13	
Call a celestial creature see list; see text		None	1	1 hour/level	20 ft. V		Yes [harmless]	Abjuration	SC: Pg.159
Planar Tolerance		TAUTIC	immediate action	i iloui/ievei	20 II. V		res [namiess]	Aujuration	CC. F g. 109
Effect:			action		Target: One creature/le	evel in a	20-ft. radius burst	Caster Level: 13	
Gain temporary respite from the natural effects of a spec	ific plan 21		1 standard	Instantaneous; see text	centered on you Touch V,	S, DF	Yes	Necromancy	PHB: pg.262
Effect:		text	action		Target: Living creature	touched		Caster Level: 13	
Touch deals 1d10 Con damage, repeats in 1 minute.		None	1 standard	1 round/lovel			No		SC: Da 161
Positive Energy Aura  Effect:		None	action	1 round/level	Personal V,		No	Conjuration (Healing)	SC: Pg.161
Each round all living creatures within 10 ft. gain 1 hp per	three ca				Target: 10-ftradius er			Caster Level: 13	
Recitation		None	1 standard action	1 round/level	60 ft. V,	S,DF	Yes	Conjuration (Creation)	SC: Pg.170
Effect: Allies gain +2 [or +3 for worshipers] on attacks and save	s. and e	nemies suffer -2.			Target: All allies and for centered on you.	es within	a 60 ftradius burst	Caster Level: 13	
Repel Vermin	21	None or Will negates; see text	1 standard action	10 minutes/level [D]		S, DF	Yes	Abjuration	PHB: pg.271
Effect:		SCC ICXI	action		Target: 10 ft. radius en	nanation	centered on you	Caster Level: 13	
Insects, spiders, and other vermin stay 10 ft. away.	21	Will negates	1 standard	24 hours	Touch V,	S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature touch	ned		Caster Level: 13	
As resistance, except you grant the subject +3 resistance	e bonus. 21	Will negates	3 rounds	Instantaneous	Touch V.	S,M	Yes (harmless)	Conjuration	PHB: pg.272
Effect:		(harmless)			Target: Creature touch		,	(Healing) Caster Level: 13	
Restores level and ability score drains.					-				
Revenance	21	None; see text	1 standard action	1 minute/level			Yes [harmless]	Conjuration (Healing)	SC: Pg.175
Effect: Brings an ally back to life for duration of spell; see text.					Target: Dead ally touc	hed		Caster Level: 13	
□□□□□ Sending		None	10 minutes	1 round/level; see text		S,M/DF	No	Evocation	PHB: pg.275
Effect: Delivers short message anywhere, instantly.					Target: One creature			Caster Level: 13	
□□□□□ Shadowblast	21	Fort negates	1 standard action	Insta	Long (920 ft.) V	S,M	Yes	Evocation [Light]	SC: Pg.186
Effect: Creatures stunned for 1d6 rounds; natives of shadow vu	Inerable	take damage: see test	-		Target: 20-ftradius sp	oread		Caster Level: 13	
Shield of Faith, Mass	21	Will negates		1 minute/level	Close (55 ft.)	S,M	Yes [harmless]	Abjuration	SC: Pg.188
Effect:		[harmless]	action			evel, no t	wo of which are more	Caster Level: 13	
As shield of faith, except it affects multiple creatures.	21	Fortitude half	1 standard	Instantaneous	than 30 ft. apart Medium (230 ft.) V,	S	Yes	Evocation [Sonic]	SC: Pg.196
Effect:			action		Target: One creature of			Caster Level: 13	. 5
Deals 1d8 per caster level [max 10d8].	21	Will possess	1 stand !	10 minutes/loyel	-	•	Voc (harmlans)		DHR: ng 202
Spell Immunity	∠1	Will negates (harmless)	1 standard action	10 minutes/level		S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 3 spells, up to 4th-level spells.					Target: Creature touch			Caster Level: 13	
□□□□□ Spell Vulnerability		man and a second	1 round	1 minute/level	Close (55 ft.) V	S	No	Transmutation	SC: Pg.200
	21	Fortitude negates						Caster Level: 13	
Effect: Reduces subject's spell resistance by 1 per caster level		duction 15]. Reduction c	an't reduce		Target: One creature				
		-	an't reduce	below 0. Concentration, up to 1 round/level + 1 round	-	S,DF	No	Conjuration (Summoning)	SC: Pg.214
Reduces subject's spell resistance by 1 per caster level		duction 15]. Reduction c	an't reduce	Concentration, up to 1 round/level + 1	Close (55 ft.) V			Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
Reduces subject's spell resistance by 1 per caster level  Company Summon Hound Archon  Effect: Summons a hound archon [MM 16]; see text		duction 15]. Reduction c None	an't reduce l 1 round	Concentration, up to 1 round/level + 1 round	Close (55 ft.) V,	d archon	hound	Conjuration (Summoning) [Good, Lawful] Caster Level: 13	
Reduces subject's spell resistance by 1 per caster level  Company Summon Hound Archon  Effect: Summons a hound archon [MM 16]; see text  Company Summon Monster IV		duction 15]. Reduction c	an't reduce l 1 round	Concentration, up to 1 round/level + 1	Close (55 ft.) V,  Target: One summone Close (55 ft.) V,	d archon	hound No	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning)	SC: Pg.214 PHB: pg.286
Reduces subject's spell resistance by 1 per caster level  Company Summon Hound Archon  Effect: Summons a hound archon [MM 16]; see text		duction 15]. Reduction c None	an't reduce i 1 round 1 round	Concentration, up to 1 round/level + 1 round  1 round/level [D]	Close (55 ft.) V,  Target: One summone Close (55 ft.) V,  Target: One or more s which can be more tha	d archon S,F/DF ummoned in 30 ft. a	hound No d creatures, no two of part	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning) Caster Level: 13	PHB: pg.286
Reduces subject's spell resistance by 1 per caster level  Common Hound Archon  Effect: Summons a hound archon [MM 16]; see text  Commons Summon Monster IV  Effect:		duction 15]. Reduction c None	an't reduce i 1 round 1 round	Concentration, up to 1 round/level + 1 round	Close (55 ft.) V,  Target: One summone Close (55 ft.) V,  Target: One or more s	d archon S,F/DF ummoned in 30 ft. a	hound  No d creatures, no two of	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning)	
Reduces subject's spell resistance by 1 per caster level  Common Hound Archon  Effect: Summons a hound archon [MM 16]; see text  Commons a hound archon [MM 16]; see text	max rec	duction 15). Reduction c None None	an't reduce 1 round 1 round 1 standard action	Concentration, up to 1 round/level + 1 round  1 round/level [D]  Instantaneous	Close (55 ft.) V,  Target: One summone Close (55 ft.) V,  Target: One or more s which can be more tha	d archon S,F/DF ummoned in 30 ft. a	hound No d creatures, no two of part	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning) Caster Level: 13	PHB: pg.286
Reduces subject's spell resistance by 1 per caster level  Grand Summon Hound Archon  Effect: Summons a hound archon [MM 16]; see text  Grand Summon Monster IV  Effect: Calls extraplanar creature to fight for you.  Grand Thorn Spray (Malar Nature)	max rec	duction 15]. Reduction c None  None  Fortitude partial ad amoung those you cl Will negates	an't reduce l 1 round 1 round 1 standard action	Concentration, up to 1 round/level + 1 round  1 round/level [D]  Instantaneous	Close (55 ft.) V,  Target: One summone Close (55 ft.) V,  Target: One or more s which can be more that Close (55 ft.) V,  Target: 13 creatures	ed archon S,F/DF ummoned in 30 ft. a S	hound No d creatures, no two of part	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Transmutation	PHB: pg.286
Reduces subject's spell resistance by 1 per caster level  Grand Summon Hound Archon  Effect: Summons a hound archon [MM 16]; see text  Grand Summon Monster IV  Effect: Calls extraplanar creature to fight for you.  Grand Thorn Spray (Malar Nature)  Effect: MALAR:Make a touch attack, the attack causes 13d6 to  Grand Tongues  Effect:	max rec	duction 15]. Reduction of None  None  Fortitude partial	an't reduce 1 round 1 round 1 standard action	Concentration, up to 1 round/level + 1 round  1 round/level [D]  Instantaneous  ack.	Close (55 ft.) V,  Target: One summone Close (55 ft.) V,  Target: One or more s which can be more that Close (55 ft.) V,  Target: 13 creatures	s,F/DF ummoned in 30 ft. a S	hound  No d creatures, no two of part Yes	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Transmutation Caster Level: 13	PHB: pg.286 PGtF: pg.115
Reduces subject's spell resistance by 1 per caster level  Commons a hound archon [MM 16]; see text  Commons a houn	max rec	duction 15]. Reduction c None  None  Fortitude partial ad amoung those you cl Will negates	an't reduce l 1 round 1 round 1 standard action	Concentration, up to 1 round/level + 1 round  1 round/level [D]  Instantaneous  ack.	Close (55 ft.) V,  Target: One summone  Close (55 ft.) V,  Target: One or more s which can be more that Close (55 ft.) V,  Target: 13 creatures  Touch V,	s,F/DF ummoned in 30 ft. a S	hound  No d creatures, no two of part Yes	Conjuration (Summoning) [Good, Lawful] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Transmutation Caster Level: 13 Divination	PHB: pg.286 PGtF: pg.115

				Cleric Spells					
Undead Bane Weapon	21	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.226
Effect: Give weapon touched undead bane special ability; add +	2 enha		ls +2d6 of b	onus damage.	Target: Weapon tou must be touching at		projectiles [all of which casting]	Caster Level: 13	
□□□□□Wall of Chaos	21	See text	1 standard action	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SC: Pg.233
Effect: +2 to AC and saves, counter mind control, hedge out of hostile side.	element	als and outsiders in 10	-ft. radius a	and 10 minutes/level from the designate			rea is up to one 10-ft. t./2 levels	Caster Level: 13	
□□□□□ Wall of Good	21	See text	1 standard action	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
Effect: +2 to AC and saves, counter mind control, hedge out of hostile side.	element	als and outsiders in 10	-ft. radius a	and 10 minutes/level from the designate			rea is up to one 10-ft. t./2 levels	Caster Level: 13	
□□□□□Wall of Law	21	See text	1 standard	10 minutes/level	Close (55 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
Effect: +2 to AC and saves, counter mind control, hedge out of	element	als and outsiders in 10		and 10 minutes/level from the designate			rea is up to one 10-ft. t./2 levels	Caster Level: 13	
hostile side.		None	1 standard action	Concentration +1 round/level	Medium (230 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
Effect: Creates a churning wall of sand.			action		Target: A straight was square/level [S]	all whose a	rea is up to one 10-ft.	Caster Level: 13	
				LEVEL 5					
Name	DC	Saving Throw None	Time 1 hour	Duration Instantaneous	Range Touch	Comp. V,S,M,F,	Spell Resistance Yes	School Abjuration	Source PHB: pg.201
Atonement Effect:		None	THOU	Instantaneous		DF, XP		•	гнв. pg.zu i
Removes burden of misdeeds from subject.		No	1 standard	1 minute/loval	Target: Living create			Caster Level: 13	CC: Da 19
□□□□□ Aura of Evasion		No	action	1 minute/level	10 ft.	V,S,M,DF		Abjuration	SC: Pg.18
Effect: You and all creatures within the area gain evasion but of	nly agai	nst breath weapons, the	se who hav	ve evasion or improved evasion gain a +	Target: 10-ft. radius +4	emanation	centered on you	Caster Level: 13	
to Reflex saves against breath weapons.  Blistering Radiance	22	None and Fortitude		1 round/level	Long (920 ft.)	V,S,M	Yes	Evocation [Fire,	SC: Pg.33
Effect: All sighted creatures in area are dazzled [no save], and to	ake 2de	partial; see text	action		Target: 50-ftradius	spread		Light] Caster Level: 13	
□□□□□ Break Enchantment	22 22	See text		Instantaneous	Close (55 ft.)	V,S	No	Abjuration	PHB: pg.207
Effect: Frees subjects from enchantments, alterations, curses, a	nd petr	fication.			other		all within 30 ft. of each	Caster Level: 13	
Call Zelekhut		None	10 minutes	Instantaneous	Close (55 ft.)  Target: One called 2	V,S,DF,XF	<sup>o</sup> No	Conjuration (Calling) [Lawful] Caster Level: 13	SC: Pg.42
You recieve the aid of a Zelekhut inevitable in performing	one ta	sk that cannot exceed 1 Will negates		1 round/level	Close (55 ft.)	V	Yes	Enchantment	PHB: pq.211
Command, Greater	22	will negates	action	Troundhever	Close (33 It.)	•	163	(Compulsion) [Language-Dependind-Affecting]	, ,
Effect: As command, but affects 1 subject/level.					Target: 1 creature/le than 30 ft. apart	evel, no two	of which can be more	Caster Level: 13	
Commune		None	10 minutes	1 round/level	Personal	V,S,M, DF XP	, No	Divination	PHB: pg.211
Effect: Deity answers one yes-or-no question/level.					Target: You			Caster Level: 13	
Crawling Darkness	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: Pg.55
Effect: Tentacles surround you but don't interfere with movem competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence bonus to Grapple, Climb and Escape Artist of the competence between the competence betwe								Caster Level: 13	
damage.	22	Will half (harmless) or		Instantaneous	Close (55 ft.)	V,S	Yes (harmless) or Yes		PHB: pg.216
Effect:		Will half; see text	action		Target: 1 creature/le	evel, no two	see text of which can be more	(Healing) Caster Level: 13	
Cures 1d8 +1/level [max +25] damage for many creature Curse of III Fortune, Mass	s. 22	Will negates	1 standard	1 minute/level	than 30 ft. apart Medium (230 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
Effect:			action		Target: Enemies in	a 20-ftrad	us burst	Caster Level: 13	
Cause -3 penalty on attack rolls, saving throws, ability ch	ecks ar	nd skill checks to all effer None		es. 1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.58
Effect:			action		Target: 5 ft./level-ra	dius emana	ition centered on you	Caster Level: 13	
Purifies surrounding area; see text.		None	1 standard	1 hour/level or until you are killed	Personal	V,S	No	Necromancy	SC: Pg.60
Effect:			action		Target: You			[Force] Caster Level: 13	
If you are killed, your body is destroyed by an explosion t Dispel Chaos	that dea	lls 1d8/level to everyone See text	1 standard	1 round/level or until discharged,	Touch	V,S, DF	See text	Abjuration [Lawful]	PHB: pg.222
Effect:			action	whichever comes first	Target: You and a to	ouched cha	otic creature from	Caster Level: 13	
+4 bonus against attacks.					another plane; or yo spell on a touched of	u and an e reature or	nchantment or chaotic object		
Dispel Evil	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF		Abjuration [Good]	PHB: pg.222
Effect: +4 bonus against attacks.					plane; or you and ar	n enchantm	creature from another ent or evil spell on a	Caster Level: 13	
Dispel Law	22	See text		1 round/level or until discharged,	touched creature or Touch		See text	Abjuration	PHB: pg.223
Effect:			action	whichever comes first	Target: You and a to			[Chaotic] Caster Level: 13	
+4 bonus against attacks.		NAPH	4	4 10 1	spell on a touched of	reature or		<b>T</b>	DUD
Disrupting Weapon	22	Will negates (harmless, object); see text		1 round/level	Touch	V,S	Yes (harmless, object)	ransmutation	PHB: pg.223
Effect: Melee weapon destroys undead.					Target: One melee	weapon		Caster Level: 13	
Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SC: Pg.69
Effect: Grants +10 enhancement to Dex.					Target: Living create	ure touched	l	Caster Level: 13	
Doomtide	22	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: Pg.70
Effect:					Target: Eight 10-ft.	cubes exter	nding straight from you	Caster Level: 13	
Creatures must save or be dazed for 1 round. Mist obscu-	ıres visi	on to 5 ft.							SC: Pg.72
Creatures must save or be dazed for 1 round. Mist obscu	ıres visi 22	on to 5 ft. See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	30. r g./2
Dragonbreath				1 round/level	Personal  Target: You	V,S,M/DF	No	Evocation  Caster Level: 13	30. Fg.72
□□□□□ Dragonbreath				1 round/level 13 rounds		V,S,M/DF	No Yes (harmless,object)	Caster Level: 13	Race Sto: Pg.162
☐☐☐☐☐ Dragonbreath  Effect: Gain a true dragons breath weapon attack; see text	22	Will negates (harmless,object)	action  1 swift action	13 rounds	Target: You	V		Caster Level: 13	
Effect: Gain a true dragons breath weapon attack; see text Gain a true dragons breath weapon attack; see text Gain a true dragons breath weapon attack; see text Gain a true dragons breath weapon attack; see text	22	Will negates (harmless,object)	1 swift action	13 rounds	Target: You Touch Target: Weapon tou	V		Caster Level: 13 Transmutation	
Effect: Gain a true dragons breath weapon attack; see text  Cain a true dragons breath weapon attack; see text  Effect: Weapon overcomes DR as if Adamantite and increases of the second	22 22 damage 22	Will negates (harmless,object) by one step, it deals ble Reflex partial	1 swift action udgeoning of 1 standard	13 rounds lamage regardless of type.	Target: You Touch Target: Weapon tou	V ched V,S	Yes (harmless,object)	Caster Level: 13 Transmutation Caster Level: 13 Transmutation	Race Sto: Pg.162

				Cieric Spells					
□□□□□ Fireward (Nature)	22	None or Will negates (object)	1 standard action	13 hours			No or Yes (object)	Transmutation	PGtF: pg.100
As quench; suppresses all magical fire spells					Target: 13 20-ft. cube item			Caster Level: 13	
Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (230 ft.) V Target: Cylinder 10	/,S, DF	Yes	Evocation [Fire]  Caster Level: 13	PHB: pg.231
Smite foes with divine fire for 1d6/level [max 15d6] dama	ge. 22	See text	24 hours	Instantaneous	Touch \	/,S,M, DF	See text	Evocation [Good]	PHB: pg.238
Effect: Designates location as holy.					Target: 40-ft. radius e	emanating	from the touched point	Caster Level: 13	
□□□□ Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	, ,	/,S	Yes	Necromancy [Death]	SC: Pg.121
Effect: The spell destroys 1d4/caster level [max 20d4] HD worth					Target: 50-ftradius b			Caster Level: 13	
Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	` '	/,S	Yes	Necromancy	PHB: pg.244
Deals 1d8 +1/level damage to many creatures.		None	1 round	1 minute/level	than 30 ft. apart		of which can be more	Conjuration	PHB: pg.244
Insect Plague		None	riouna	i illinute/level	Target: One swarm of			(Summoning)	FTID. pg.244
Locust swarms attack creatures.	22	Will negates	1 standard	1 minute/level	which must be adjace	ent to at lea	ast one other swarm Yes [harmless]	Abjuration	SC: Pg.131
Effect:		[harmless]	action		Target: Living creatur			Caster Level: 13	2011 9.111
Subjects become immune to all death spells, magical dea	ath effec	cts, energy drain, and ar None		energy effects; see text Permanent;see text		/,S, DF	Yes	Necromancy	PHB: pg.252
Effect: Designates action that will trigger curse on subject.					Target: Creature touc			Caster Level: 13	
Designates action that will trigger curse on subject.  DDDDDDPlane Shift	22	Will negates	1 standard action	Instantaneous	Touch \	/,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
Effect: As many as eight subjects travel to another plane.			dollori		Target: Creature touc creatures joining hand		to eight willing	Caster Level: 13	
□□□□□ Raise Dead	22	None; see text	1 minute	Instantaneous			Yes (harmless)	Conjuration (Healing)	PHB: pg.268
Effect: Restores life to subject who died as long as 1 day/level a	go.				Target: Dead creature	e touched		Caster Level: 13	
Revivify	22	None; see text	1 standard action	Instantaneous	Touch \	/,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.176
Effect:  If cast within one round of death, this spell restores the se	ubject to				Target: Dead creature			Caster Level: 13	
Righteous Might		None	1 standard action	1 round/level [D]		/,S, DF	No	Transmutation	PHB: pg.273
Effect: Your size increases, and you gain combat bonuses.					Target: You			Caster Level: 13	
Righteous Wrath of the Faithful		None	1 standard action	1 round/level	30 ft. \	/,S,DF	Yes	Enchantment (Compulsion)	SC: Pg.177
Effect: Allies gain one additional melee attack each round at the	ir hiaho	et attack honue (not eur	aulativo with	other effects that grant extra attacks] +		n 30-ftra	dius burst centered on	[Mind-Affecting] Caster Level: 13	
morale bonus to attack and damage.	22			1 round/level		/,S,DF	Yes [harmless]	Abjuration	SC: Pg.179
□□□□□Santuary, Mass  Effect:		[harmless]	action	Tround to the			wo of which are more	•	00.1 g.170
Opponents can't attack you, and you can't attack; see tex	ct. 22	Will negates	1 hour	1 minute/level	than 30 ft. apart	/,S,M/DF,		Divination	PHB: pg.274
Effect:		, and the second			Target: Magical sensor	=		(Scrying) Caster Level: 13	
Spies on subject from a distance.  Slay Living	22	Fortitude partial		Instantaneous	Touch \	/,S	Yes	Necromancy	PHB: pg.280
Effect:			action		Target: Living creatur	e touched		[Death] Caster Level: 13	
Touch attack kills subject.	22	Will negates	1 standard	1 minute/level	Touch \	/,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
	22								
Effect:	22	(harmless)	action		Target: Creature touc	hed		Caster Level: 13	
	22	(harmless) Will negates	10 minutes	Permanent until triggered, then 1		hed /,S,DF	Yes [harmless]	Caster Level: 13 Evocation	SC: Pg.204
Effect: Subject gains SR 12+1/level.  Stalwart Pact  Effect:	22	(harmless) Will negates [harmless]	10 minutes	round/level		/,S,DF			SC: Pg.204
Effect: Subject gains SR 12 +1/level.  Graph Stallwart Pact	22	(harmless) Will negates [harmless]	10 minutes onus on sav 1 standard	round/level	Touch \\Target: Willing living o	/,S,DF	ouched	Evocation  Caster Level: 13  Transmutation	SC: Pg.204 SC: Pg.208
Effect: Subject gains SR 12 +1/level. Stalwart Pact Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]	22	(harmless)  Will negates [harmless]  S/magic and +2 luck bo	10 minutes	round/level ing throws.	Touch \ \tag{Target: Willing living of touch \ \ \tag{Volume 1.5}	/,S,DF creature to /,S,M/DF	ouched	Evocation  Caster Level: 13  Transmutation [Earth]	_
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35] Stone Shape, Greater Effect: Sculpts stone into any shape.	22	(harmless)  Will negates [harmless]  S/magic and +2 luck bo	10 minutes onus on sav 1 standard action	round/level ing throws.	Touch  Target: Willing living of Touch  Target: Stone or stone + 10 cu. ft./level Medium (230 ft.)	/,S,DF creature to /,S,M/DF e object to /,S,M/DF	No No uuched, up to 10 cu. ft.	Evocation  Caster Level: 13  Transmutation [Earth] Caster Level: 13  Transmutation	_
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Stalwart Pact Effect: Sculpts stone into any shape. Subvert Planar Essence Effect: Outsiders that fail their save have their damage reduction	22 hp], DF	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates	10 minutes onus on sav 1 standard action 1 standard action by 10.	round/level ing throws. Instantaneous 1 round/level	Touch V.  Target: Willing living of  Touch V.  Target: Stone or stone + 10 cu. it./level Medium (230 ft.) V.  Target: 20-ftradius e space	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation	No buched, up to 10 cu. ft. Yes centered on a point in	Evocation  Caster Level: 13  Transmutation [Earth] Caster Level: 13  Transmutation Caster Level: 13	SC: Pg.208 SC: Pg.211
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35] Stone Shape, Greater Effect: Sculpts stone into any shape. Subvert Planar Essence Effect:	22 hp], DF	(harmless)  Will negates [harmless]  8.5/magic and +2 luck box None  Fortitude negates	10 minutes onus on sav 1 standard action 1 standard action by 10.	round/level ing throws. Instantaneous	Touch V.  Target: Willing living of Touch V.  Target: Stone or stone + 10 cu. it./level Medium (230 ft.) V.  Target: 20-ftradius e space	/,S,DF creature to /,S,M/DF e object to /,S,M/DF	No No uuched, up to 10 cu. ft.	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning)	SC: Pg.208
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Stalwart Pact Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35] Stone Shape, Greater Effect: Sculpts stone into any shape. Subvert Planar Essence Effect: Outsiders that fail their save have their damage reduction Summon Bralani Eladrin Effect:	22 hp], DF	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates	10 minutes onus on sav 1 standard action 1 standard action by 10.	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1	Touch V.  Target: Willing living of  Touch V.  Target: Stone or stone + 10 cu. it./level Medium (230 ft.) V.  Target: 20-ftradius e space	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF	No ouched, up to 10 cu. ft. Yes centered on a point in	Evocation  Caster Level: 13  Transmutation [Earth]  Caster Level: 13  Transmutation  Caster Level: 13  Conjuration	SC: Pg.208 SC: Pg.211
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Seffect: Supon losing half HP, gain 5 hp/two caster levels [max 35] Stone Shape, Greater Effect: Sculpts stone into any shape. Subvert Planar Essence Effect: Outsiders that fail their save have their damage reduction Summon Bralani Eladrin	22 hp], DF	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates	10 minutes onus on sav 1 standard action 1 standard action by 10. 1 round	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1	Touch V.  Target: Willing living of Touch V.  Target: Stone or stone + 10 cu. it./level Medium (230 ft.) V.  Target: 20-ftradius e space Close (55 ft.) V.  Target: One summon	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF	No puched, up to 10 cu. ft. Yes centered on a point in No eladrin	Evocation  Caster Level: 13  Transmutation [Earth]  Caster Level: 13  Transmutation  Caster Level: 13  Conjuration (Summoning) [Chaotic, Good]  Caster Level: 13  Conjuration	SC: Pg.208 SC: Pg.211
Effect: Subject gains SR 12 +1/level.  Gradient Stallwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]  Gradient Stone Shape, Greater  Effect: Sculpts stone into any shape.  Gradient Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction Gradient Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]; see text Gradient Summon Monster V  Effect:	22 hp], DF	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates  rell resistance reduced to None	10 minutes onus on sav 1 standard action 1 standard action by 10. 1 round	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round	Touch  Target: Willing living of Touch  Target: Stone or stone + 10 cu. ft./level Medium (230 ft.)  Target: 20-ftradius espace Close (55 ft.)  Target: One summon Close (55 ft.)  Target: One or more stone	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone	No puched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13	SC: Pg.208 SC: Pg.211 SC: Pg.213
Effect: Subject gains SR 12 +1/level.  Subject gains SR 12 +1/level.  Subject gains SR 12 +1/level.  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]  Stone Shape, Greater  Effect: Sculpts stone into any shape.  Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction  Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]; see text	22 hp], DF	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates  rell resistance reduced to None	10 minutes onus on sav 1 standard action 1 standard action by 10. 1 round	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]	Touch \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone	No puched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Conjuration) (Conjuration) (Conjuration) (Conjuration) (Summoning)	SC: Pg.208 SC: Pg.211 SC: Pg.213
Effect: Subject gains SR 12 +1/level.  Gradient Stalwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]  Gradient Stone Shape, Greater  Effect: Sculpts stone into any shape.  Gradient Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction  Gradient Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]; see text  Gradient Summon Monster V  Effect: Calls extraplanar creature to fight for you.  Gradient Summon of Sleep  Effect:	22 hp], DF 22 22 an and sp	(harmless)  Will negates [harmless] 2 5/magic and +2 luck be None  Fortitude negates  Portitude negates  None  None	10 minutes onus on sav 1 standard action 1 standard action 29 10. 1 round	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]	Touch \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone an 30 ft. a	No No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment	SC: Pg.208 SC: Pg.211 SC: Pg.213 PHB: pg.286
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Stalwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35] Stone Shape, Greater  Effect: Sculpts stone into any shape. Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]; see text Summons a bralani eladrin Monster V  Effect: Calls extraplanar creature to fight for you. Symbol of Sleep  Effect: Triggered rune puts nearby creatures into catatonic slum	22 hp], DF 22 22 an and sp	(harmless)  Will negates [harmless] 2 5/magic and +2 luck be None  Fortitude negates  Portitude negates  None  None	10 minutes onus on sav 1 standard action 1 standard action 29 10. 1 round	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]  See text	Touch  Target: Willing living of the following of the fol	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone an 30 ft. a	No No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.208 SC: Pg.211 SC: Pg.213 PHB: pg.286
Effect: Subject gains SR 12 +1/level.  Gradient Stalwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]  Gradient Stone Shape, Greater  Effect: Sculpts stone into any shape. Gradient Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction Gradient Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]: see text Gradient Summon Monster V  Effect: Calls extraplanar creature to fight for you. Gradient Symbol of Sleep  Effect: Triggered rune puts nearby creatures into catatonic slum Gradient Symbol of Spell Loss  Effect:	22 22 22 an and sp	(harmless)  Will negates [harmless]  2 S/magic and +2 luck be None  Fortitude negates  Fortitude negates  None  None  Will negates  Will negates	10 minutes  onus on sav 1 standard action 1 standard action 2 y 10. 1 round 1 round 10 minutes	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text	Touch  Target: Willing living of the transport of transport of the transport of trans	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summoned an 30 ft. a /,S,M	No No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] (Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291
Effect: Subject gains SR 12 +1/level.	22 22 22 an and sp	(harmless)  Will negates [harmless]  2 S/magic and +2 luck be None  Fortitude negates  Fortitude negates  None  None  Will negates  Will negates	10 minutes  onus on sav 1 standard action 1 standard action 2 y 10. 1 round 1 round 10 minutes	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text bs 30 levels.	Touch  Target: Willing living of the state o	/,S,DF creature tc /,S,M/DF e object tc /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone ian 30 ft. a /,S,M	No No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291
Effect: Subject gains SR 12 +1/level.  Subject gains SR 12 +1/level.  Stalwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]  Effect: Sculpts stone into any shape.  Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction  Summons a bralani eladrin  Effect: Summons a bralani eladrin [MM 93]; see text  Summons a bralani eladrin fight for you.  Effect: Calls extraplanar creature to fight for you.  Symbol of Sleep  Effect: Triggered rune puts nearby creatures into catatonic slum  Symbol causes spellcasters within 60 ft. to lose their high	22 22 22 an and sp	(harmless)  Will negates [harmless]  t 5/magic and +2 luck be None  Fortitude negates  Hell resistance reduced to None  None  Will negates  Will negates  el each round until the sy	10 minutes onus on sav 1 standard action  1 standard action  1 standard action  1 round  1 round  1 minutes  10 minutes  1 minutes 1 minutes 1 minutes	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text bs 30 levels.	Touch  Target: Willing living of Touch  Touch  Target: Stone or stone + 10 cu. ft./level Medium (230 ft.)  Target: 20-ftradius e space Close (55 ft.)  Target: One summon Close (55 ft.)  Target: One or more a which can be more the 0 ft.; see text  Target: One symbol  Oft.; see text  Target: One symbol	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summoner an 30 ft. a /,S,M	No No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Caster Level: 13 Conjuration	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218
Effect: Subject gains SR 12 +1/level.	22 22 22 an and sp	(harmless)  Will negates [harmless]  t 5/magic and +2 luck be None  Fortitude negates  Hell resistance reduced to None  None  Will negates  Will negates  el each round until the sy	10 minutes  onus on sav 1 standard action  1 standard action  1 round  1 round  10 minutes  10 minutes  ymbol absor 1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text bs 30 levels.	Touch  Target: Willing living of Target: Stone or stone + 10 cu. It./level Medium (230 ft.)  Target: 20-ftradius e space Close (55 ft.)  Target: One summon Close (55 ft.)  Target: One or more twich can be more the 0 ft.; see text  Target: One symbol Of t.; see text  Target: One symbol Personal and touch \ Target: You and one the personal	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summoner an 30 ft. a /,S,M	No No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation)	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218
Effect: Subject gains SR 12 +1/level.	22 hp), DR 22 a and sp 22 22 22 ber. 22	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates  Fortitude negates  Will negates  Will negates  Will negates  le each round until the sy None  None	10 minutes onus on sav 1 standard action  1 standard action  1 standard 1 round  1 round  1 minutes  10 minutes  10 standard action  1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text  bs 30 levels. 1 day [D]  1 hour/level or until expended; see text	Touch  Target: Willing living of the state o	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone an 30 ft. a /,S,M /,S, DF tree /,S, DF	No No uuched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes  No No No	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGiF: pg.116  PHB: pg.296
Effect: Subject gains SR 12 +1/level.	22 22 22 an and sp	Will negates [harmless]  \$ 5/magic and +2 luck be None  Fortitude negates  Fortitude negates  None  Will negates  Will negates  el each round until the sy None	10 minutes onus on sav 1 standard action  1 standard action  1 standard 1 round  1 round  1 minutes  10 minutes  10 standard action  1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]  See text  See text  bs 30 levels. 1 day [D]	Touch  Target: Willing living of the state o	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone an 30 ft. a /,S,M /,S,DF tree	No No puched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes No	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Transmutation	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGiF: pg.116
Effect: Subject gains SR 12 +1/level.  Subject gains SR 12 +1/level.  Subject gains SR 12 +1/level.  Stalwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35]  Stone Shape, Greater  Effect: Sculpts stone into any shape.  Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction  Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]; see text  Summons a bralani eladrin [MM 93]; see text  Summons a bralani eladrin [MM 93]; see text  Effect: Triggered rune puts nearby creatures into catatonic slum  Symbol of Sleep  Effect: NaTure: Hide and be healed inside a large tree  NATURE: Hide and be healed inside a large tree  Effect: Step from one tree to another far away.  Triadspell  Effect: Cast one 3rd or lower spell an additional two times.	22 hpl, DR 22 an and sp 22 22 22 22 22 22 22 22 22 22 22 22 22	(harmless)  Will negates [harmless]  t 5/magic and +2 luck be None  Fortitude negates  Fortitude negates  Will resistance reduced to None  Will negates  Will negates  el each round until the sy None  None	10 minutes  onus on sav 1 standard action  1 standard action  1 round  1 round  1 o minutes  10 minutes  ymbol absor 1 standard action  1 standard action  1 standard action  1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text  See text  bs 30 levels. 1 day [D]  1 hour/level or until expended; see text Instantaneous	Touch  Target: Willing living of Target: Stone or stone + 10 cu. ft./level Medium (230 ft.)  Target: 20-ftradius e space Close (55 ft.)  Target: One summon Close (55 ft.)  Target: One or more which can be more the offic; see text  Target: One symbol Personal and touch to Target: You and one in Personal Target: You  Target: You  Target: You  Target: You	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF end bralani /,S,F/DF summone an 30 ft. a /,S, M /,S /,S, DF tree /,S, DF	No No uched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes  No No No No	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Transmutation Caster Level: 13	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGIF: pg.116  PHB: pg.296  SC: Pg.224
Effect: Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Subject gains SR 12 +1/level. Stalwart Pact  Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35] Stone Shape, Greater  Effect: Sculpts stone into any shape. Subvert Planar Essence  Effect: Outsiders that fail their save have their damage reduction Summon Bralani Eladrin  Effect: Summons a bralani eladrin [MM 93]; see text	22 hp), DR 22 a and sp 22 22 22 ber. 22	(harmless)  Will negates [harmless]  t 5/magic and +2 luck be None  Fortitude negates  Fortitude negates  Will resistance reduced to None  Will negates  Will negates  el each round until the sy None  None	10 minutes  onus on sav 1 standard action  1 standard action  1 round  1 round  1 o minutes  10 minutes  ymbol absor 1 standard action  1 standard action  1 standard action  1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text  bs 30 levels. 1 day [D]  1 hour/level or until expended; see text	Touch  Target: Willing living of Target: Stone or stone + 10 cu. ft./level Medium (230 ft.)  Target: 20-ftradius e space Close (55 ft.)  Target: One summon Close (55 ft.)  Target: One summon Of tt.; see text  Target: One symbol Of tt.; see text  Target: One symbol Target: You and one it Personal Target: You Personal Target: You	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF emanation /,S,F/DF summonedan 30 ft. a /,S,M /,S, DF tree /,S, DF	No No uuched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes  No No No	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGiF: pg.116  PHB: pg.296
Effect: Subject gains SR 12 +1/level.	22 hpl, DR 22 an and sp 22 22 ber. 22 22 22 22	Will negates Portitude negates (harmless)  Viil negates (harmless)  15 //magic and +2 luck bo None  Fortitude negates  Fortitude negates  Will negates  Will negates  Viil negates  Viil negates  None  None  Will negates  Will negates  Will negates  Will negates  Viil negates  Viil negates  Viil negates	10 minutes onus on sav 1 standard action 1 standard action 1 round 1 minutes 10 minutes 11 standard action 1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]  See text  See text  See text  this 30 levels. 1 day [D]  1 hour/level or until expended; see text  Instantaneous  1 minute/level	Touch  Target: Willing living of the transpet of t	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone ann 30 ft. a /,S,M /,S, DF tree /,S, DF	No No puched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes No	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 13 Universal Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Transmutation Caster Level: 13 Divination Caster Level: 13	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGiF: pg.116  PHB: pg.296  SC: Pg.224  PHB: pg.296
Effect: Subject gains SR 12 +1/level.	22 hpl, DR 22 an and sp 22 22 22 22 22 22 22 22 22 22 22 22 22	(harmless)  Will negates [harmless]  15/magic and +2 luck be None  Fortitude negates  Fortitude negates  Will negates  Will negates  Will negates  I cach round until the sy None  None  None  Will negates  Will negates	10 minutes onus on sav 1 standard action 1 standard action 1 round 1 minutes 10 minutes 11 standard action 1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/ 1 round/level [D]  See text  See text  See text  bs 30 levels. 1 day [D]  1 hour/level or until expended; see text Instantaneous	Touch  Target: Willing living of the control of the	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone sum 30 ft. a /,S,M /,S, DF tree /,S, DF /,S, DF /,S, DF	No No uched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes  No No No No Va Yes (harmless)	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) [Chaotic, Good] Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Transmutation Caster Level: 13 Divination Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration (Healing)	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGiF: pg.116  PHB: pg.296  SC: Pg.224
Effect: Subject gains SR 12 +1/level.	22 hpl, DR 22 22 22 22 22	(harmless)  Will negates [harmless]  t 5/magic and +2 luck be None  Fortitude negates ell resistance reduced to None  Will negates el each round until the sy None  None  None  Will negates (harmless)	10 minutes  onus on sav 1 standard action  1 standard action  1 round  1 round  1 minutes  10 minutes  1 standard action  1 standard action	round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]  See text  See text  bs 30 levels. 1 day [D]  1 hour/level or until expended; see text  Instantaneous  1 minute/level  10 rounds + 1 round/level [max 35]	Touch  Target: Willing living of the transpet of t	/,S,DF creature to /,S,M/DF e object to /,S,M/DF emanation /,S,DF ed bralani /,S,F/DF summone sum 30 ft. a /,S,M /,S, DF tree /,S, DF /,S, DF /,S, DF	No No uched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes  No No No No Va Yes (harmless)	Caster Level: 13 Transmutation [Earth] Caster Level: 13 Transmutation Caster Level: 13 Transmutation Caster Level: 13 Conjuration (Summoning) (Chaotic, Good) Caster Level: 13 Conjuration (Summoning) Caster Level: 13 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 13 Universal Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Transmutation Caster Level: 13 Divination Caster Level: 13 Divination Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration	SC: Pg.208  SC: Pg.211  SC: Pg.213  PHB: pg.286  PHB: pg.291  SC: Pg.218  PGiF: pg.116  PHB: pg.296  SC: Pg.224  PHB: pg.296

UDD Vulnerability	22	Will negates	1 standard	1 round/level	Touch	V,S	Yes	Transmutation	SC: Pg.232
Effect:			action		Target: Creature to	uched		Caster Level: 13	
Lowers subject's damage reduction by 5 [to a minimum Wall of Dispel Magic	5].	None	1 standard	1 minute/level	Close (55 ft.)	V,S,DF	No	Abjuration	SC: Pg.233
Effect:		110.10	action	· ····································				Caster Level: 13	00.1 g.200
Anyone crossing is subject to dispel magic; see text.					square/level		area is up to one 10-ft		B.1.B
□□□□ *Wall of Force		None	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.298
Effect: Wall is immune to damage.					Target: Wall whose square/level	area is up	to one 10-ft.	Caster Level: 13	
UUUUWall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (230 ft.)	V,S	Yes	Evocation	SC: Pg.234
Effect: A creature attempting to move through the wall takes 50	de and n		hacama stud	k in the wall: see text	Target: A wall of whor ring with radius u		s up to 20 ft. long/level,	Caster Level: 13	
Wall of Stone	22	See text	1 standard	Instantaneous	Medium (230 ft.)			Conjuration	PHB: pg.299
Effect:			action		Target: Stone wall v	whose area	is up to one 5-ft.	(Creation) [Earth] Caster Level: 13	
Creates a stone wall that can be shaped. Zone of Respite		None	2 rounds	1 minute/level	square/level [S] 20 ft.	V,S,M	Yes	Abjuration	SC: Pg.244
Effect:					Target: 20-ftradius		n centered on you	Caster Level: 13	, and the second
Creates a region that is temporarily protected from inter	planar ir	ntrusion; see text. None	1 standard	1 minute/level	Close (55 ft.)	V,S,M/DF	Yes	Divination	SC: Pg.244
Effect:			action		Target: 5-ft -radius/l	level eman	ation centered on a poir	nt Caster Level: 13	-
All creatures and objects with a zone of relevation are n	nade vis	ible; see text.			in space				
				LEVEL 6					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Objects		None	1 standard action	1 round/level	Medium (230 ft.)	V,S	No	Transmutation	PHB: pg.199
Effect: Objects attack your foes.					Target: One Small of	object/leve	; see text	Caster Level: 13	
Antilife Shell		None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
Effect: 10-ft. field hedges out living creatures.					Target: 10-ftradius	emanatio	n, centered on you	Caster Level: 13	
□□□□□Banishment	23	Will negates	1 standard	Instantaneous	Close (55 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
Effect: Banishes 2 HD/level of extraplanar creatures.					Target: One or more which can be more	e extraplar	nar creatures, no two of	Caster Level: 13	
Banishes 2 HD/level of extraplanar creatures.  Banishes 2 HD/level of extraplanar creatures.  Banishes 2 HD/level of extraplanar creatures.	23	Will negates		1 minute/level	Close (55 ft.)	V,S, DF		Transmutation	PHB: pg.203
Effect:		(harmless)	action		Target: 1 creature/le	evel, no tw	o of which can be more	Caster Level: 13	
As bear's endurance, affects 1 subject/level.	23	Reflex half or Reflex	1 standard	1 minute/level IDI	than 30 ft. apart	V,S	Yes	Evocation [Force]	PHB: pg.205
	20	negates; see text	action	· ····································					1 112. pg.200
Effect: Wall of blades deals 1d6/level [max 15d6] damage.					a ringed wall of white	rling blade	up to 20 ft./level long, on the swith a radius of up to	on Caster Level: 13	
□□□□□ Bull's Strength, Mass	23	Will negates		1 minute/level	32 ft; either form 20 Close (55 ft.)		Yes (harmless)	Transmutation	PHB: pg.207
Effect:		(harmless)	action		Target: 1 creature/le	evel, no tw	o of which can be more	Caster Level: 13	
As bull's strength, affects one subject/ level.		None	1 minute	2d4 hours	than 30 ft. apart 1 mile	V,S	No	Transmutation	SC: Pg.50
Cold Snap		None	Tillillule	204 Hours				[Cold]	3C. Fg.50
Effect: Lowers temperature by 5 degrees per level [Max 50 deg	grees]				Target: 1-mile-radiu	s circle ce	ntered on you	Caster Level: 13	
Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (230 ft.)	V,S,DF	No	Conjuration (Creation)	SC: Pg.50
Effect: Comet falls to the ground dealing 1d6/level [max 15d6]	to every	thing in the area. Creatu	res that fail	their Reflex are prone; see text	Target: 400-pound l	ball of rock	and ice	Caster Level: 13	
Cure Moderate Wounds, Mass	23	Will half (harmless) of Will half: see text	r 1 standard		Close (55 ft.)	V,S	Yes (harmless) or Yes		PHB: pg.216
Effect:		wiii riaii, see text	action			evel, no tw	see text o of which can be more	(Healing) Caster Level: 13	
Cures 2d8 +1/level [max +30] damage for many creatur  Dispel Magic, Greater	es.	None	1 standard	Instantaneous	than 30 ft. apart Medium (230 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect:			action		Target: One spellca	ster. creat	ure, or object; or	Caster Level: 13	
As dispel magic, but +20 on check.	23	Will negates	1 standard	1 minute/level	20-ftradius burst	V,S,M/DF	·	Transmutation	PHB: pg.225
□□□□□ Eagle's Splendor, Mass	20	(harmless)	action	i milatorio voi					1 11b. pg.220
Effect: As eagle's splendor, affects 1 subject/level.					than 30 ft. apart		o of which can be more		
Energy Immunity		None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
Effect: Become immune to one energy type.					Target: Creature to	uched		Caster Level: 13	
□□□□□ Find the Path	23	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V,S,F	No or Yes (harmless)	Divination	PHB: pg.230
Effect:		(Halliness)			Target: You or crea	ture touch	ed	Caster Level: 13	
Shows most direct way to a location.  The problem of the problem o	23	See text	6 rounds	Permanent	Medium (230 ft.)	V,S,M, D	F Yes	Abjuration	PHB: pg.232
Effect:					Target: 60-ft. cubes	/level [S]		Caster Level: 13	
Blocks planar travel, damages creatures of different alig	inment.	None	10 minutes	1 day/level or until discharged [D]	Close (55 ft.)	V	Yes	Enchantment	PHB: pg.234
								(Compulsion) [Language-Depen	ident,
Effect:					Target: One living c	reature		Mind-Affecting] Caster Level: 13	
As lesser geas, plus it affects any creature.		None	1 standard	1 minute/level [D]	5 ft./level	V,S	No		SC: Pg 103
Ghost Trap		None	1 standard action	i miliute/level [D]				Abjuration	SC: Pg.103
Effect: Field of energy negates incorporealness within a 5 ft./ca					-		ation centered on you	Caster Level: 13	
□□□□□Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.237
Effect: As glyph of warding, but up to 10d8 damage or 6th-leve	spell				Target: Object touch	hed or up t		Caster Level: 13	
As gryph of warding, but up to 1008 damage or oth-leve	23	Will half; see text		Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.239
Effect:			action		Target: Creature to	uched		Caster Level: 13	
Deals 10 points damage/level to target.	23	Will negates	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: pg.239
Effect:		(harmless)	action	<del>-</del>	Target: Creature to			(Healing) Caster Level: 13	, 5:
Cures 10 points of damage/level [max 150], all diseases	s and me				-				
□□□□ **Heroes' Feast		None	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	V,S, DF	No	Conjuration (Creation)	PHB: pg.240
Effect:					Target: Feast for 1	creature/le	vel	[Creation] Caster Level: 13	
Food for 1 creature/level cures and grants combat bonu	ises.	None	10 minutes	s 1 hour plus 12 hours; see text	Close (55 ft.)	V,S, DF		Conjuration	PHB: pg.240
Heroes' Feast		NOTIC	ro minutes	i i noui pius 12 nouis, see text	GiO36 (55 if.)	v,3, DF	140	(Creation)	. пр. pg.z40
Effect:					Target: Feast for 1	creature/le	vel	[Creation] Caster Level: 13	
Food for 1 creature/level cures and grants combat bonu	ises.			* =Domain/Speciality Spell					

				Cleric Spells					
Hide the Path		None	10 minutes 2	24 hours [D]	area to be warded	V,S,F	No	Abjuration	SC: Pg.114
Effect: Protects area against divinations; see text	23	Reflex half	1 standard I	nstantaneous	Target: Up to 200 sq Long (920 ft.)	v.s	J No	Caster Level: 13 Transmutation	SC: Pg.119
Effect: Creates dense rumble and causes 1d6/caster level [max 1	E461 I	No affect in desert or so	action		Target: 20-ftradius	burst		[Cold] Caster Level: 13	·
Inflict Moderate Wounds, Mass	23	Will half		nstantaneous	` '	V,S	Yes	Necromancy	PHB: pg.244
Effect: Deals 2d8 +1/level [max +30] damage to many creatures.					than 30 ft. apart		of which can be more		
Effect: Ranged touch attack blinds creature for 1 round; see text.		None	1 standard I action	nstantaneous	Close (55 ft.)  Target: Ray	V,S,F	Yes; see text	Transmutation [Light] Caster Level: 13	SC: Pg.134
□□□□ Make Manifest, Mass	23	N/A	1 standard action	1 round/level		V,S,M	N/A	Transmutation	SC: Pg.137
Effect: As make manifest, except all creatures and unattended of					space		centered on a point is		
Effect:	23	Will negates	1 standard action	1 hour/level	Touch  Target: Creature tou	V,S,M ched	Yes	Transmutation [Cold] Caster Level: 13	SC: Pg.138
Grants Cold Subtype to target.  Opalescent Glare	23	Will partial; see text	1 standard I action	nstantaneous		V,S,DF	Yes	Necromancy [Death, Good]	SC: Pg.150
Effect: Gain gaze attack, evil creatures of 5 or less hit dice meets					Target: You			Caster Level: 13	
Effect: Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	1 minute/level		V,S,M/DF vel, no two	Yes of which can be more	Transmutation  Caster Level: 13	PHB: pg.259
As owl's wisdom, affects one subject/ level.		None	10 minutes I	nstantaneous	than 30 ft. apart Close (55 ft.)	V,S, DF,	No	Conjuration	PHB: pg.261
Effect:					Target: 1-2 called ele	XP ementals o	r outsiders totaling no	(Calling) [See Text] Caster Level: 13	10
As lesser planar ally, but up to 12 HD.		None	1	1 round/lovel ID	more than 12 HD, wi apart when they app	ear		Conjustis	CC: Da 450
Effect: Call a celestial creature see list: see text		None	1 round	1 round/level [D]	0 ft.  Target: One called c	V,S,DF reature	No	Conjuration (Calling) Caster Level: 13	SC: Pg.159
Rejection	23	Fortitude negates	1 standard I action	nstantaneous	60 ft.	V,S	Yes	Abjuration	SC: Pg.172
Effect: Creatures in the area must save or be pushed away from	you to	a distance of 5 ft. per ca			Target: Cone-shape	d burst		Caster Level: 13	
□□□□□*Repulsion	23	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V,S,F/DF	Yes	Abjuration	PHB: pg.271
Effect: Creatures can't approach you.					-		ation centered on you	Caster Level: 13	
Resistance, Superior	23	Will negates [harmless]	1 standard 2 action	24 hours			Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resistance, except you grant the subject +6 resistance	bonus.	None; see text	1 minute	nstantaneous	Target: Creature tou		Van [harmland]	Caster Level: 13 Conjuration	SC: Pg.175
Effect: As raise dead, except it affects an outsider.	23	None, see text	i illillute i	nstantaneous	Target: Touch	V,S,IVI,DF	Yes [harmless]	(Healing) Caster Level: 13	30. Fg.175
As raise dead, except it affects an outsider.  Sarcophagus of Stone  Effect:	23	Reflex negates	1 standard action	1 round/level?		V,S,M	No	Conjuration (Creation) Caster Level: 13	SC: Pg.180
Airtight coffin; see text.		None	1 round	1 round/level	Target: Creature tou Close (55 ft.)	V,S	No	Conjuration	SC: Pg.201
Effect:					Target: Five summo	ned spiders	3	(Summoning) [Se text] Caster Level: 13	e
Summon five celestial or fiendish Large monstrous spiders  Stone Body	23	N/A		1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SC: Pg.207
Effect: Body becomes stone with DR 10/adamantine and a +4 en	hanco	ment to Strongth, but to	action	ty to Daytority: san tayt	Target: You			Caster Level: 13	
Summon Monster VI	папсе	None		1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more t		d creatures, no two of	Caster Level: 13	
Symbol of Fear	23	Will negates	10 minutes	See text		V,S,M	Yes	Necromancy [Fea Mind-Affecting] Caster Level: 13	r,PHB: pg.290
Triggered rune panics nearby creatures.	23	Will negates	10 minutes	See text		V,S,M	Yes	Enchantment	PHB: pg.290
Effect:					Target: One symbol			(Charm) [Mind-Affecting] Caster Level: 13	
Triggered rune charms nearby creatures.  UDUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU	23	Will negates		nstantaneous	- '	V,S,M/DF	Yes	Necromancy	PHB: pg.297
Effect:			action			ead creatur	es within a 40-ftradius	[Death] s Caster Level: 13	
Destroys 1d4 [max 20d4] HD of undead.  UUUUU Vigorous Circle	23	Will negates		10 rounds + 1 round/level [max 40]	burst 20 ft.	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fast					more than 30 ft. apa	rt	no two of which can be		00 B. 622
Under the Deity  Effect:	23	N/A	1 standard action	1 round/level	Personal  Target: You	V,S,DF	N/A	Transmutation  Caster Level: 13	SC: Pg.230
Your form becomes more like your deity's, take on celestic	al or fie 23			1 hour/level [D]; see text	-	V,S, DF	No and Yes (harmless)	Transmutation [Ai	r]PHB: pg.302
Effect: You and your allies turn vaporous and travel fast.					Target: You and One		creature/3 levels	Caster Level: 13	
UUUUWind Walk  Effect:	23	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch  Target: You and One	V,S, DF	No and Yes (harmless) creature/3 levels	Transmutation [Ai Caster Level: 13	r]PHB: pg.302
You and your allies turn vaporous and travel fast.	23	None or Will negates	1 standard I	nstantaneous		V	No or Yes (harmless,	Conjuration	PHB: pg.303
Effect:		(harmless, object)	action		Target: You and tou		object)	(Teleportation) Caster Level: 13	
Teleports you back to designated place.  Zealot Pact	23	Will negates [harmless]		Permanent until triggered, then 1	creatures		Yes [harmless]	Evocation	SC: Pg.244
Effect: Gain +4 bonus and deal double damage against opposite	alignm				Target: Willing living	creature to	ouched	Caster Level: 13	
	9.11		. ,	* =Domain/Speciality Spell					

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

# Cleric Spells LEVEL 7

				LEVEL 7					
Name	DC	Saving Throw	Time	Duration	•	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	action	Permanent	Touch \\ Target: Creature touc	/,S thed	Yes	Necromancy  Caster Level: 13	SC: Pg.27
See text for details of curse options.	0.4	Form to Law	4	Latertana a			V		00 0
Blood to Water	24	Fortitude half	1 standard action	Instantaneous	` ′	/,S	Yes	Necromancy [Water]	SC: Pg.33
Effect: Deals 2d6 Con damage to subject. Save halves damage.					more than 30 ft. apart	t	es, no two of which are	Caster Level: 13	
□□□□□ Brain Spider	24	Will negates	1 round	1 minute/level	Long (920 ft.)	/,S,M,DF	Yes	Divination [Mind-Affecting]	SC: Pg.38
Effect: Eavesdrop on thoughts of up to eight other creatures.					Target: Up to eight liv	ing creatu	res within range.	Caster Level: 13	
Brilliant Blade	24	Will negates		1 minute/level	Close (55 ft.)	/,S	Yes [harmless,object]	Transmutation	SC: Pg.40
Effect:		[harmless,object]	action		Target: One melee or	thrown we	eapon, or fifty	Caster Level: 13	
Transform weapons into brilliant energy.  Call Kolyarut		None	10 minutes	Instantaneous	projectiles Close (55 ft.)	/,S,DF,XP	No	Conjuration	SC: Pg.42
Effect:					Target: One called ko	dvarut		(Calling) [Lawful] Caster Level: 13	-
You recieve the aid of a Kolyarut inevitable in performing	one tas	sk that cannot exceed 1 Will negates		1 minute/level		/,S,M	Yes	Transmutation	PHB: pg.208
□□□□□*Cat's Grace, Mass	24	(harmless)	action	i minute/level					FПБ. ру.206
Effect: As cat's grace, affects 1 subject/level.					than 30 ft. apart		of which can be more		
Control Weather		None	10 minutes;	4d12 hours; see text	2 miles \	/,S	No	Transmutation	PHB: pg.214
Effect:			see text		Target: 2-mile-radius	circle, cen	itered on you; see text	Caster Level: 13	
Changes weather in local area.	24	Will half (harmless) or	1 standard	Instantaneous	-	/,S	Yes (harmless) or Yes		PHB: pg.216
Cure Serious Wounds, Mass	24	Will half; see text	action	III Statitatie Ous			see text	(Healing)	111b. pg.210
Effect: Cures 3d8 +1/level [max +35] damage for many creature:					than 30 ft. apart		of which can be more		
Destruction	24	Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	/,S,F	Yes	Necromancy [Death]	PHB: pg.218
Effect: Kills subject and destroys remains.					Target: One creature			Caster Level: 13	
Dictum	24	None or Will negates; see text	1 standard	Instantaneous	40 ft. \	/	Yes	Evocation [Lawful Sonic]	, PHB: pg.220
Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.					Target: Nonlawful cre centered on you	atures in a	a 40-ftradius spread	Caster Level: 13	
Ethereal Jaunt		None		1 round/level [D]		/,S	No	Transmutation	PHB: pg.227
Effect:			action		Target: You			Caster Level: 13	
You become ethereal for 1 round/level.  The state of the		None	1 standard	2 hours/level [D]	Close (55 ft.)	/,S,M	No	Evocation [Force]	PHB: pg.233
Effect:			action		Target: Barred cage 2	20 or wind	owless cell 10	Caster Level: 13	
Cube or cage of force imprisons all inside.	24	None [harmless]	1 minute	10 minutes/level or until discharged		/,S	Yes [harmless]	Conjuration	SC: Pg.99
Fortunate Fate	24	None [namiess]	Tillilute	To minutes/level of until discharged				(Healing)	30. Fg.99
Effect:  If an attack would kill target she is healed as if by a heal s					Target: Living creatur			Caster Level: 13	
Holy Star	24	N/A	1 standard action	3 rounds [D]	0 t. \	/,S	N/A	Abjuration	SC: Pg.115
Effect: Creates light and has three functions; see text					Target: Protective sta	r of energy	y	Caster Level: 13	
□□□□□ Holy Word	24	None or Will negates;		Instantaneous	40 ft. \	/	Yes	Evocation [Good,	PHB: pg.242
Effect:	24	None or Will negates; see text	1 standard action	Instantaneous	Target: Nongood crea			Evocation [Good, Sonic] Caster Level: 13	PHB: pg.242
·	24		action  1 standard	Instantaneous	Target: Nongood crea			Sonic]	PHB: pg.242 PHB: pg.244
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.		see text	action		Target: Nongood createntered on you Close (55 ft.)	atures in a	40-ftradius spread	Sonic] Caster Level: 13 Necromancy	
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24	see text Will half	action  1 standard action	Instantaneous	Target: Nongood createned on you Close (55 ft.)  Target: 1 creature/levthan 30 ft. apart	atures in a /,S rel, no two	40-ftradius spread Yes of which can be more	Sonic] Caster Level: 13 Necromancy Caster Level: 13	PHB: pg.244
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Implicit Serious Wounds, Mass  Effect:	24	see text	action  1 standard action	Instantaneous	Target: Nongood createned on you Close (55 ft.)  Target: 1 creature/levthan 30 ft. apart	atures in a	40-ftradius spread Yes	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm)	
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Implict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Implication  *Phantasmal Disorientation	. 24 . 24	see text Will half	1 standard action 1 standard	Instantaneous	Target: Nongood createned on you Close (55 ft.)  Target: 1 creature/levthan 30 ft. apart	atures in a //,S rel, no two //,S	40-ftradius spread Yes of which can be more	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion	PHB: pg.244
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  The phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see te	. 24 . 24	see text  Will half  Will negates; see text  Will negates	action  1 standard action  1 standard action  1 standard	Instantaneous	Target: Nongood creat centered on you Close (55 ft.) V.  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V.  Target: One living creature centered than the control of the contro	atures in a /,S rel, no two /,S eature	40-ftradius spread Yes of which can be more	Sonic] Caster Level: 13  Necromancy Caster Level: 13  Illusion (Phantasm) [Mind-Affecting]	PHB: pg.244
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Implict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Implication  *Phantasmal Disorientation	24 . 24	see text  Will half  Will negates; see text	action  1 standard action  1 standard action	Instantaneous  1 minute/level [D]	Target: Nongood creacentered on you Close (55 ft.) Varget: 1 creature/lev than 30 ft. apart Medium (230 ft.) Varget: One living creature (15 ft.) Varget: One l	atures in a //,S rel, no two //,S eature //,S,M/DF	40-ftradius spread Yes of which can be more Yes	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) [Mind-Affecting] Caster Level: 13 Abjuration	PHB: pg.244 SC: Pg.155
Effect: Kills, paralyzes, blinds, or deafens nongood subjects. Inflict Serious Wounds, Mass Effect: Deals 3d8 +1/level [max +35] damage to many creatures  """ *Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see to """ Planar Bubble  Effect: Area around creature emulates it's native plane [gravity, 1]	24 . 24 ext 24	see text  Will half  Will negates; see text  Will negates [harmless]	action  1 standard action  1 standard action  1 standard action	Instantaneous  1 minute/level [D]	Target: Nongood creacentered on you Close (55 ft.) Varget: 1 creature/lev than 30 ft. apart Medium (230 ft.) Varget: One living creature touch Varget: 10-ftradius e	atures in a //,S rel, no two //,S eature //,S,M/DF	40-ftradius spread Yes of which can be more Yes No; see text	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 . 24 ext 24	see text  Will half  Will negates; see text  Will negates [harmless] ature, magic, etc].	action  1 standard action  1 standard action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level	Target: Nongood createred on you Close (55 ft.) V Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V Target: One living cre Touch V Target: 10-ftradius e Long (920 ft.) V	atures in a  //S  rel, no two  //S  eature  //S,M/DF  emanation  //S,F	40-ftradius spread Yes of which can be more Yes No; see text from touched creature	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light]	PHB: pg.244  SC: Pg.155  SC: Pg.158
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 . 24 ext 24 seempera 24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial	1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level Instantaneous	Target: Nongood createred on you Close (55 ft.) V Close (55 ft.) V Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V Target: One living creature (50 ft.) V Target: 10-ftradius e Long (920 ft.) V Target: 20-ftradius b	atures in a //,S wel, no two //,S eature //,S,M/DF emanation //,S,F burst	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 . 24 ext 24 seempera 24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial	1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level	Target: Nongood createred on you Close (55 ft.) V. Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V. Target: One living createred to the transport of transport of the transport of the transport of the transport of transport of the transport of the transport of the transport of transport of the transport of the transport of the transport of transport of the transport of the transport of transport of the transport of the transport of the transport of the transport of transport of the t	atures in a //,S rel, no two //,S eature //,S,M/DF emanation //,S,F ourst //,S,M	40-ftradius spread Yes of which can be more Yes No; see text from touched creature	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleporitation)	PHB: pg.244  SC: Pg.155  SC: Pg.158
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 . 24 . 24 . 24 . 24 s creatu	see text  Will half  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial  ures.  None	action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged	Target: Nongood creacentered on you Close (55 ft.) Varget: 1 creature/lev than 30 ft. apart Medium (230 ft.) Varget: One living creature (250 ft.) Varget: 10-ftradius et Long (920 ft.) Varget: 20-ftradius by Target: 20-ftradius by Target: Object touched	atures in a //,S rel, no two //,S eature //,S,M/DF emanation //,S,F ourst //,S,M	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleportation) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 . 24 ext 24 seempera 24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial	action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level Instantaneous	Target: Nongood createred on you Close (55 ft.) Varget: 1 creature/lev than 30 ft. apart Medium (230 ft.) Varget: One living creature (250 ft.) Varget: 10-ftradius et Long (920 ft.) Varget: 20-ftradius be Touch Varget: Object touche Touch Varget: Object touche Touch Varget: Object touche Varget: Object Varget	atures in a //S rel, no two //S eature //S,M/DF emanation //S,F ourst //S,M	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleporitation)	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24	see text  Will half  Will negates; see text  Will negates [harmless] ature, magic, etc].  Will partial  Jures.  None  Fortitude negates (harmless)	action  1 standard action  3 full	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged	Target: Nongood creacentered on you Close (55 ft.) Varget: 1 creature/lev than 30 ft. apart Medium (230 ft.) Varget: One living creature (250 ft.) Varget: 10-ftradius et Long (920 ft.) Varget: 20-ftradius by Target: 20-ftradius by Target: Object touched	atures in a //S rel, no two //S eature //S,M/DF emanation //S,F ourst //S,M	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phaniasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13 Conjuration	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see te  Red to make a Will save to discern true landarks; see te  Red to make a Will save to discern true landarks; see te  Refect: Area around creature emulates it's native plane [gravity, tellow)  Red around creature emulates it's native plane [gravity, tellow)  Refuge  Effect: Alters item to transport its possessor to you.	24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24	will negates; see text  Will negates; see text  Will negates [harmless] ature, magic, etc].  Will partial  Jures.  None  Fortitude negates (harmless)  Isl.  Will negates	action  1 standard action  3 full rounds	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged	Target: Nongood createred on you Close (55 ft.) V Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V Target: One living cre Touch V Target: 10-ftradius e Long (920 ft.) V Target: 20-ftradius b Touch V Target: Object touche Touch V Target: Living creatur	atures in a  //S  rel, no two  //S  eature  //S,M/DF  emanation  //S,F  burst  //S,M  ed  //S, DF  re touched	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Image: Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see to the second parallel of the second	24 . 24 . 24 tempera 24 s create 24 max +3	will negates; see text  Will negates; see text  Will negates [harmless]  atture, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)	action  1 standard action  3 full rounds	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous	Target: Nongood createred on you Close (55 ft.) V Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V Target: One living cre Touch V Target: 10-ftradius e Long (920 ft.) V Target: 20-ftradius b Touch V Target: Object touche Touch V Target: Living creatur	atures in a //S rel, no two //S pature //S,M/DF paranation //S,F pourst //S,M pd //S,DF e touched //S,DF	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to discern true landarks; see to the seed to discern true landarks; see to discer	24 . 24 . 24 tempera 24 s create 24 max +3	will negates; see text  Will negates; see text  Will negates [harmless] ature, magic, etc].  Will partial  Jures.  None  Fortitude negates (harmless)  Isl.  Will negates	action  1 standard action  3 full rounds  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous	Target: Nongood createred on you Close (55 ft.) V Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V Target: One living creature (100 ft.) V Target: 10-ftradius et Long (920 ft.) V Target: 20-ftradius b Touch V Target: Object touchet V Target: Living creature Touch V Target: Living creature Touch V Target: Willing living of	atures in a //S rel, no two //S pature //S,M/DF paranation //S,F pourst //S,M pd //S,DF e touched //S,DF	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] uuched	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phaniasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleporation) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24  24  24  24  24  24  24  24  24	will negates; see text  Will negates; see text  Will negates [harmless] ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  15].  Will negates [harmless]	action  1 standard action  3 full rounds  10 minutes	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered	Target: Nongood createred on you Close (55 ft.) V Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V Target: One living creature (150 ft.) V Target: 10-ftradius e Long (920 ft.) V Target: 20-ftradius b Touch V Target: Object touche Touch V Target: Living creatur Touch V Target: Living creatur Touch V Target: Willing living of	atures in a  //S  rel, no two  //S  reature  //S,M/DF  remanation  //S,F  retouched  //S,DF  creature to  //S,F/DF	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] uuched	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to landarks; see	24  24  24  24  24  24  24  24  24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  i5].  Will negates [harmless]  Will negates	action  1 standard action  3 full rounds  1 standard action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered	Target: Nongood createred on you Close (55 ft.) Varieties of the content of the c	atures in a //S rel, no two //S eature //S,M/DF emanation //S,F ourst //S,M ed //S,DF creature to //S,F/DF evel emana	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you	Sonic) Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Pindasm) (Pindasm) (Pindasm) (Pindasm) (Pindasm) Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Caster Level: 13 Abjuration Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Inflict: Need to make a Will save to discern true landarks; see to the same of the same o	24 . 24 . 24 . 24 . 24 . 24 . 24 . 24 .	will negates; see text  Will negates; see text  Will negates [harmless] ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  15].  Will negates [harmless]	action  1 standard action  3 full rounds  1 standard action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living cre Touch  Target: 10-ftradius e Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Willing living creatur Touch  Up to 10 ft./level  Target: 10 ft. radius/le  Target: 10 ft. radius/le  Target: 10 ft. radius/le	atures in a  //S  rel, no two  //S  eature  //S,M/DF  emanation  //S,F  burst  //S,M  ed  //S,DF  creature to  //S,F/DF  avel emana  //S,XP	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] uuched Yes	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation (Light) Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration Caster Level: 13 Conjuration Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24	will negates; see text  Will negates; see text  Will negates [harmless] ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  Isj.  Will negates [harmless]  Will negates (harmless)	action  1 standard action  3 full rounds  1 standard action  1 o minutes  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous	Target: Nongood createred on you Close (55 ft.) V. Target: 1 creature/lev than 30 ft. apart Medium (230 ft.) V. Target: One living creature 1. Consider the second of the	atures in a  //S  rel, no two  //S  eature  //S,M/DF  emanation  //S,F  ourst  //S,M  ed  //S,DF  creature to  //S,F/DF  evel emana  //S,XP  ched	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Inflict Serious Wounds, Mass  Effect: Need to make a Will save to discern true landarks; see te Inflict Planar Bubble  Effect: Area around creature emulates it's native plane [gravity, 1] Radiant Assault  Effect: Deals 1d6 damage per caster level [max 15d6] and daze Inflict Planar Bubble  Effect: Deals 1d6 damage per caster level [max 15d6] and daze Inflict Refuge  Effect: Subjects severed limbs grow back, cures 4d8+ +1/level [Inflict Planar Bubble]  Effect: Creatures carit approach you.  Inflict Serious Wounds, or deafer  Effect: Creatures carit approach you.  Inflict Serious Wounds, Planar Bubble  Effect: Creatures carit approach you.  Inflict Serious Wounds, Planar Bubble  Effect: Creatures carit approach you.  Inflict Serious Wounds, Planar Bubble  Effect: Creatures carit approach you.  Restoration, Greater  Effect: As restoration, plus restores all levels and ability scores.	24 . 24 . 24 . 24 . 24 . 24 . 24 . 24 .	will negates; see text  Will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  15].  Will negates [harmless]  Will negates  Will negates	action  1 standard action  3 full rounds  1 standard action  1 o minutes  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature 10 ft. radius et Cong (920 ft.)  Target: 20-ftradius et Cong (920 ft.)  Target: Object touchet 10 ft. radius ft.  Touch 10 ft. radius ft.  Touch 10 ft. radius ft.  Target: Willing living ft.  Target: 10 ft. radius/let.  Touch 10 ft. radius/let.  Touch 10 ft. radius/let.  Target: 10 ft. radius/let.  Touch 10 ft. radius/let.  Target: Creature toucket.	atures in a  //S  rel, no two  //S  reature  //S,M/DF  remanation  //S,F  burst  //S,DF  re touched  //S,DF  creature to  //S,F/DF  revel emana  //S,XP  reled  //S,XP	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless) Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Phind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 24 24 24 24 24 24	will negates (harmless)	action  1 standard action  3 full rounds  10 minutes  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature/lev than 30 ft. apart  Touch  Target: 10-ftradius e Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Willing living of Target: 10 ft. radius/le Touch  Target: Creature touc Close (55 ft.)  Target: One creature/more than 30 ft. apart	atures in a  //S  rel, no two  //S  pature  //S,M/DF  paranation  //S,F  pourst  //S,DF  re touched  //S,DF  creature to  //S,F/DF  avel emana  //S,XP  ched  //S,M  //level, no tot  t	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Ves [harmless] Juched Yes ation centered on you Yes (harmless) Yes (harmless) We (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Evocation [Light] Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Flealing) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  SC: Pg.174
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to l	24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial  Jures.  None  Fortitude negates (harmless)  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard action  3 full rounds  10 minutes  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature/lev than 30 ft. apart  Touch  Target: 10-ftradius e Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Willing living of Target: 10 ft. radius/le Touch  Target: Creature touc Close (55 ft.)  Target: One creature/more than 30 ft. apart	atures in a  //S  rel, no two  //S  pature  //S,M/DF  paranation  //S,F  pourst  //S,DF  re touched  //S,DF  creature to  //S,F/DF  avel emana  //S,XP  ched  //S,M  //level, no tot  t	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless) Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Phind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 24 24 24 24 24 24	will negates (harmless)	action  1 standard action  3 full rounds  10 minutes  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature/lev than 30 ft. apart  Touch  Target: 10-ftradius e Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Willing living of Target: 10 ft. radius/le Touch  Target: Creature touc Close (55 ft.)  Target: One creature/more than 30 ft. apart	atures in a  /,S  rel, no two  /,S  rel, no two  /,S  relature  /,S,M/DF  remanation  /,S,F  retouched  /,S,DF  retouched  /,S,F/DF  revel emana  /,S,XP  retouched  /,S,K/DF  revel emana  /,S,XP  retouched  /,S,M,DF	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Ves [harmless] Juched Yes ation centered on you Yes (harmless) Yes (harmless) We (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13 Conjuration	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  SC: Pg.174
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  Image: Inflict Serious Wounds, Mass  Effect: Deals 3d8 +1/level [max +35] damage to many creatures  Image: Phantasmal Disorientation  Effect: Need to make a Will save to discern true landarks; see to the second seed to make a Will save to discern true landarks; see to the second seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to the seed to make a Will save to discern true landarks; see to landarks; see	24 24 24 24 24 24 24	will negates (harmless)	action  1 standard action  3 full rounds  10 minutes  1 round  10 minutes  1 round	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living cre Touch  Target: 10-ftradius et Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Willing living creature Touch  Up to 10 ft./level  Target: 10 ft. radius/le  Touch  Target: Creature touc Close (55 ft.)  Target: One creature/more than 30 ft. apart Touch  Target: Dead creature/	atures in a  /,S  rel, no two  /,S  rel, no two  /,S  relature  /,S,M/DF  remanation  /,S,F  retouched  /,S,DF  retouched  /,S,F/DF  revel emana  /,S,XP  retouched  /,S,K/DF  revel emana  /,S,XP  retouched  /,S,M,DF	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Ves [harmless] Juched Yes ation centered on you Yes (harmless) Yes (harmless) We (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Evocation [Light] Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  SC: Pg.174
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  Isj.  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard action  3 full rounds  1 o minutes  1 round  10 minutes	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous  Instantaneous	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living cre Touch  Target: 10-ftradius et Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Willing living creature Touch  Up to 10 ft./level  Target: 10 ft. radius/le  Touch  Target: Creature touc Close (55 ft.)  Target: One creature/more than 30 ft. apart Touch  Target: Dead creature/	atures in a //,S rel, no two //,S rel, no two //,S remanation //,S,F remanation //,S,F remanation //,S,F remanation //,S,DF remanation //,S,DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,M remanation //	40-ftradius spread Yes of which can be more Yes  No; see text from touched creature Yes  No Yes (harmless)  Yes [harmless] uuched Yes ation centered on you Yes (harmless)  Yes [harmless] wo of which can be Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Abjuration Caster Level: 13 Evocation (Light) Caster Level: 13 Conjuration (Flealing) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Abjuration Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  SC: Pg.174  PHB: pg.272
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24  . 24	will negates; see text  Will negates; see text  Will negates [harmless]  ature, magic, etc].  Will partial  ures.  None  Fortitude negates (harmless)  Isj.  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard action  3 full rounds  10 minutes  1 round  10 minutes  1 standard action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous  Instantaneous	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature/lev than 30 ft. apart  Touch  Target: 20-ftradius be Touch  Target: Object touche  Touch  Target: Willing living creature/lev than 30 ft. apart Touch  Target: 10 ft. radius/level  Touch  Target: 10 ft. radius/level	atures in a //,S rel, no two //,S rel, no two //,S remanation //,S,F remanation //,S,F remanation //,S,F remanation //,S,DF remanation //,S,DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,F/DF remanation //,S,M remanation //	40-ftradius spread Yes of which can be more Yes  No; see text from touched creature Yes  No Yes (harmless)  Yes [harmless] uuched Yes ation centered on you Yes (harmless)  Yes [harmless] wo of which can be Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Evocation [Light] Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination (Scrying) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  SC: Pg.174  PHB: pg.272
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24 24 24 24 24 24 24 24	see text  Will negates; see text  Will negates [harmless] ature, magic, etc]. Will partial  Jures. None  Fortitude negates (harmless)  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard action  3 full rounds  10 minutes  1 round  10 minutes  1 round  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous  Instantaneous  1 hour/level	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature/lev than 30 ft. apart Touch  Target: 20-ftradius e Long (920 ft.)  Target: 20-ftradius b Touch  Target: Object touche Touch  Target: Living creature Touch  Target: Living creature Touch  Target: 10 ft. radius/le Touch  Target: 10 ft. radius/le Touch  Target: One creature/more than 30 ft. apart Touch  Target: Dead creature/ Touch  Target: Dead creature/ Touch  Target: Dead creature/ Target: Magical sense See text  Target: Magical sense Close (55 ft.)	atures in a  //S  rel, no two  //S  rel, no two  //S  relature  //S,M/DF  remanation  //S,F  retouched  //S,DF  creature to  //S,F/DF  revel emana  //S,XP  retouched  //S,M	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless) Wes [harmless] wo of which can be Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Evocation [Light] Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination (Scrying) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB: pg.272
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.	24  24  24  24  24  24  24  24  24  24	see text  Will negates; see text  Will negates [harmless] ature, magic, etc]. Will partial  Jures. None  Fortitude negates (harmless)  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Reflex negates	action  1 standard action  3 full rounds  10 minutes  1 round  10 minutes  1 standard action  1 standard action	Instantaneous  1 minute/level [D]  10 minutes/level  Instantaneous  Permanent until discharged  Instantaneous  Permanent until triggered  1 round/level [D]  Instantaneous  Instantaneous  Instantaneous  1 hour/level	Target: Nongood createred on you Close (55 ft.)  Target: 1 creature/lev than 30 ft. apart Medium (230 ft.)  Target: One living creature/lev than 30 ft. apart  Touch  Target: 20-ftradius be Touch  Target: Object touche  Touch  Target: Willing living creature/lev than 30 ft. apart Touch  Target: 10 ft. radius/level  Touch  Target: 10 ft. radius/level	atures in a  //S  rel, no two  //S  rel, no two  //S  relature  //S,M/DF  remanation  //S,F  retouched  //S,DF  creature to  //S,F/DF  revel emana  //S,XP  retouched  //S,M	40-ftradius spread Yes of which can be more Yes No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless) Wes [harmless] wo of which can be Yes (harmless)	Sonic] Caster Level: 13 Necromancy Caster Level: 13 Illusion (Phantasm) (Mind-Affecting) Caster Level: 13 Evocation [Light] Caster Level: 13 Evocation [Light] Caster Level: 13 Conjuration (Teleportation) Caster Level: 13 Conjuration (Healing) Caster Level: 13 Divination (Scrying) Caster Level: 13 Conjuration (Healing) Caster Level: 13	PHB: pg.244  SC: Pg.155  SC: Pg.158  SC: Pg.164  PHB: pg.269  PHB: pg.270  SC: Pg.173  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB: pg.272

□□□□□ Spell Resistance, Mass	24	Will negates [harmless]	1 standard 1 round/level action	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
Effect: Each target gains Spell Resistance 12 + caster level.				Target: Up to One be more than 30 to		vel, no two of which can	Caster Level: 13	
□□□□□ Summon Monster VII		None	1 round 1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
Effect: Calls extraplanar creature to fight for you.				Target: One or me which can be more		ed creatures, no two of apart	Caster Level: 13	
Symbol of Stunning	24	Will negates	10 minutes See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
Effect: Triggered rune stuns nearby creatures.				Target: One symb	ool		Caster Level: 13	
□□□□□ Symbol of Weakness	24	Fortitude negates	10 minutes See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
Effect: Triggered rune weakens nearby creatures.				Target: One symb	ool		Caster Level: 13	
Symphonic Nightmare	24	Will negates	1 standard 24 hours/level [D] action	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.218
Effect: Causes creature not to be able to rest; see text.				Target: Living cre	ature touche	ed; see text	Caster Level: 13	
□□□□ Withering Palm	24	Fortitude negates	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	SC: Pg.241
Effect: Your touch deals 1 pt of damage to both Strength & Cor	stitutio	n per two caster levels.		Target: Living cre	ature touche	ed	Caster Level: 13	
□□□□□ Word of Chaos	24	None or Will negates; see text	; 1 standard Instantaneous action	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	PHB: pg.303
Effect: Kills, confuses, stuns, or deafens nonchaotic subjects.				Target: Nonchaot centered on you	ic creatures	in a 40-ft radius spread	d Caster Level: 13	

### LEVEL 9

				LEVEL 9					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Astral Projection		None	30 minute:	s See text	Touch	V,S,M	Yes	Necromancy	PHB: pg.201
Effect: Projects you and companions onto Astral Plane.					Target: You plus o levels touched	ne additiona	I willing creature/2	Caster Level: 13	
Call Marut		None	10 minute:	s Instantaneous	Close (55 ft.)	V,S,DF,XF	P No	Conjuration (Calling) [Lawful]	SC: Pg.42
Effect: You recieve the aid of a Marut inevitable in performing or	ne task	that cannot exceed 1 ho	our.		Target: One called	marut		Caster Level: 13	
□□□□ Energy Drain	26	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy	PHB: pg.226
ffect: Subject gains 2d4 negative levels.					Target: Ray of neg	ative energy	,	Caster Level: 13	
☐☐☐☐ Etherealness		None	1 standard action	d 1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
Effect: Travel to Ethereal Plane with companions.					Target: You and or	ne other touc	ched creature/3 levels	Caster Level: 13	
□□□□ Gate		None	1 standard action	Instantaneous or concentration 0; see text	Medium (230 ft.)	V,S, XP; see text	No	Conjuration (Creation, Calling)	PHB: pg.234
Effect: Connects two planes for travel or summoning.					Target: See text			Caster Level: 13	
□□□□ Heal, Mass	26	Will negates (harmless)	1 standard action	i Instantaneous	Close (55 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
Effect: As heal, but with several subjects.					Target: One or mo more than 30 ft. ap		, no two of which can b	e Caster Level: 13	
□□□□ Heavenly Host		None	10 minute:	s 10 minutes/level	Medium (230 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.113
ffect: Summons multiple creatures; see text					Target: Two or mo which are more that		ed creatures, no two of	Caster Level: 13	
IIII Implosion	26	Fortitude negates	1 standard action	d Concentration [up to 4 rounds]	Close (55 ft.)	V,S	Yes	Evocation	PHB: pg.243
ffect: Kills one creature/round.					Target: One corpor	real creature	/round	Caster Level: 13	
) Miracle	26	See text	1 standard action	I See text	See text	V,S, XP; see text	Yes	Evocation	PHB: pg.254
ffect: Requests a deity's intercession.					Target: See text			Caster Level: 13	
]Soul Bind	26	Will negates	1 standard action	d Permanent	Close (55 ft.)	V,S,F	No	Necromancy	PHB: pg.281
ffect: Traps newly dead soul to prevent resurrection.					Target: Corpse			Caster Level: 13	
Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D	] Long (920 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285
ffect: Storm rains acid, lightning, and hail.					Target: 360-ftradi	ius storm clo	ud	Caster Level: 13	
Summon Elemental Monolith		None	1 round	Concentration, up to 1 round/level	Medium (230 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
ffect: Summon monolith to do your bidding.					Target: One summ	oned eleme	ntal monolith	Caster Level: 13	
Cummon Monster IX		None	1 round	1 round/level [D]	Close (55 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.288
ffect: Calls extraplanar creature to fight for you.					Target: One or mo		ed creatures, no two of	Caster Level: 13	
True Resurrection	26	None; see text	10 minutes	s Instantaneous	Touch		Yes (harmless)	Conjuration (Healing)	PHB: pg.296
iffect: As resurrection, plus remains aren't needed.					Target: Dead creat	ture touched		Caster Level: 13	
Undeath's Eternal Foe		None	1 standard	1 1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.226
Effect: Grant subjects special abilities against undead; see text					Target: One creatu	ire/5 levels		Caster Level: 13	

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

# Turk



Kercpa
RACE
17
AGE
Male
GENDER
Darkvision (60')
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
1' 6"
HEIGHT
1 lbs.
WEIGHT
Hazel
EYE COLOUR
Red
SKIN COLOUR
Red, Wild
HAIR
PHOBIAS
PHOBIAS
PERSONALITY TRAITS
PERSONALITY TRAITS
INTERESTS
WENESTO
SPOKEN STYLE
or oriental real
RESIDENCE
LOCATION
None
REGION

# **Description:**

You are 18 inches tall and look like a Red Squirrel. You wear Forest Garb to easily blend into the background **Biography:**15 years old is an Adult. Kercpas live to be about 60 years old. You'll reach Mid life at 30.

### Notes:

#### **Character Sheet Notes:**

Lu - Phil

Jessabelle - Rebekah

Gian - Dan

Fox - Nick

Lo - Cody

FAITH: 137 (157 w/ Helm)

15

4

4

5

7

′

9

12

10

# Quests:

In-progress:

Defeat four elemental temples Prevent Tharizdun's return

Completed:

Clear Brightstone Keep

Figure out dream (Eye behind gate)

Defeat Belak the Druid and stop the gulthias tree

Recover Wyrmling for Kobolds - Aquired key to Dragon Priest

Tomb

Find Siblings in Sunless Citadel - Monentary Reward

#### NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship. Enemy is self explanatory - Unfriendly intentions at time of meeting

Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.

Current Mission for Duke: Clear Brightstone Keep; party may keep it and property it resides on. No taxable interest

Tom - Friend - Messenger from Duke Borba Drefus

The Hunter - ENEMY - An agent of the drow after Lu.

Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.

**SUNLESS CITADEL Contacts:** 

Yesdryl - Friend - Kobold Sorceress and Leader of Sunless

Citadel Tribe

Calcryx - Friend - White Wyrmling