

	TURN AIR		
TURNING CHEC RESULT	CK AIR AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	6	Turn level	10
1 - 3	7	Turn damage	2d6 +13
4 - 6	8	J	A:
7 - 9	9		Air creatures
10 - 12	10	with total hit	dice up to 5.
13 - 15	11		•
16 - 18	12		
19 - 21	13		
22+	14		
TURN/DAY			

	REBUKE EA	RTH					
TURNING CHEC RESULT	CK EARTH AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3				
Up to 0	6	Turn level	10				
1 - 3 4 - 6	8	Turn damage	2d6 +13				
7 - 9	9		You command Earth				
10 - 12	10	creatures with t	•				
13 - 15 16 - 18	11 12	to	10				
19 - 21	13						
22+	14						
REBUKE/DAY							

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Backpack	Equipped	1	2.0	2.0
13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 lnk (1 Oz. Vial), 1 lnkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle				
Bedroll	Backpack	1	5.0	0.1
Candle	Backpack	1	0.0	0.01
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01
Flask (Empty)	Backpack	1	1.5	0.03
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0
Healer's Kit	Backpack	1	1.0	50.0
00000 00000				
Helmet (WIS +1)	Equipped	1	0.0	1000.0
Enhancement bonus to ability WIS +1 Holy Symbol (Silver)	Equipped	1	1.0	25.0
, , ,		3	1.0	25.0
Holy Water (Flask)	Pouch (Belt)	3	(3.0)	(75.0)
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Mithral Heavy Shield +3 (Exceptional Arrow Deflection)	Equipped	1	7.5	122020.0
Reflex save (DC 20+weapon enhancement bonus or spell level) to deflect any type of ranged attack;1/round, 30hp/inch and 15 hardness				
Moradin's Faithful	Equipped	1	0.0	152500.0
(Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2				
Morningstar +3 (Mithral/Shock/Thundering)	Equipped	1	3.0	53008.0
30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)				
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)
Pouch (Belt) 3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)	Equipped	1	0.5	1.0
Rations (Trail/Per Day)	Backpack	2	1.0 (2.0)	0.5 (1.0)
	F	4	` '	0000 0
Ring of Protection +1	Equipped	1	0.0	2000.0
Sewing Needle	Backpack	1	0.0	0.5
Cleric's Vestments	Equipped	1	6.0	5.0
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0
Waterskip (Filled)	Backpack	1	4.0	1.0
Waterskin (Filled)	Backpack			
TOTAL WEIGHT CARRIED/VA	LUE		lbs.	346748.95 gp

	,	WEIGHT ALLO	WANCE		
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

#### SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Aura of Good (Ex): Strong

Aura of Law (Ex): Strong

Literacy: Character is able to read & write in any language he can speak.

Rebuke Earth (Su) 6/day (turn level 10) (turn damage 2d6+13)

Spontaneous casting - Can spontaneously cast Cure spells

Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.

Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth.

Turn Air (Su) 6/day (turn level 10) (turn damage 2d6+13)

Turn Undead (Su) 6/day (turn level 10) (turn damage 2d6+13)

	FEATS
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Divine Spell Power	Spend turn/rebuke attempts to increase your caster level
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Turning	You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Modify Spell	Laden spell has additional power
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
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.
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.

	DOMAINS
Earth	Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.
Good	You cast good spells at +1 caster level.

#### PROFICIENCIES

### LANGUAGES

Celestial, Common, Dwarven, Giant, Terran

#### TEMPLATES

Truename

# Cleric Spells

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

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Amanuesis  Effect:	16	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)  Target: Object or of	V,S	Yes [object]	Transmutation  Caster Level: 9	SC: Pg.9
Copies 250 words per minute.	40	Nana	4 -4	Lindantana	,	•			DUD: 245
Create Water	16	None	action	Instantaneous	Close (45 ft.)  Target: Up to 2 gal	V,S llons/level of	No	Conjuration (Creation) [Water] Caster Level: 9	PHB: pg.215
Creates 2 gallons/level of pure water.  Cure Minor Wounds	16	Will half (harmless);	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.216
Effect:		see text	action		Target: Creature to		text	(Healing) Caster Level: 9	
Cures 1 point of damage.  Detect Magic	16	None	1 standard	Concentration, up to 1 minutes/level [D	] 60 ft.	V,S	No	Divination	PHB: pg.219
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shap	ed emanation	on	Caster Level: 9	
Detect Poison	16	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: pg.219
Effect: Detects poison in one creature or small object.					Target: One creatu	ıre, one obje	ct, or a 5-ft. cube	Caster Level: 9	
Guidance  Effect:	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch  Target: Creature to	V,S	Yes	Divination  Caster Level: 9	PHB: pg.238
+1 on one attack roll, saving throw, or skill check.	40	Mell	4 -4	l landardan ann	-		V		DUD: 044
Inflict Minor Wounds	16	Will negates	1 standard action	Instantaneous	Touch  Target: Creature to	V,S	Yes	Necromancy  Caster Level: 9	PHB: pg.244
Touch attack, 1 point of damage.	16	None	1 standard	1.0 minutes/level [D]	-		No		DUD: no 249
Effect:	16	None	action	10 minutes/level [D]	Touch  Target: Object touch	V, M/DF	No	Evocation [Light]  Caster Level: 9	PHB: pg.248
Object shines like a torch.	40	AACH	4 - 4 1	United			V. d. and a selection		DUD OSO
Mending  Effect:	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.  Target: One object	V,S t of up to 1 lb	Yes (harmless, object)	) Transmutation  Caster Level: 9	PHB: pg.253
Makes minor repairs on an object.  Durify Food and Drink	16	Will negates (object)	1 standard	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
Effect:	. 0	- g (oojoot)	action				ninated food and water		, g.=+·
Purifies 1 cu. ft./level of food or water.	16	None		10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.			action		Target: You			Caster Level: 9	
Resistance	16	Will negates	1 standard	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect:		(harmless)	action		Target: Creature to	ouched		Caster Level: 9	
Subject gains +1 on saving throws.	16	Fortitude negates	1 standard	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Effect:		(harmless)	action		Target: Creature to	ouched		Caster Level: 9	
Subject gains 1 temporary hp.				LEVEL 1					
Name	DC	Saving Throw	Time	LCVCL I	Range	Comp.	Spell Resistance	School	Source
Axiomatic Water	17	Will negates [object]		Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
Effect: Water damages chaotic outsiders for 2d4 points of dam					Target: Flask of wa			Caster Level: 9	
□□□□ Bane	17	Will negates	1 standard action	1 1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: pg.203
Effect: Enemies take -1 on attack rolls and saves against fear.					Target: All enemie	s within 50 ft	t.	Caster Level: 9	
□□□□□ Blade of Blood	17	None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
Effect: Weapon deals an additional 1d6 damage, if you take 5	ots of da	mage the weapon deals	a total of 3	d6 extra damage.	Target: Weapon to	uched		Caster Level: 9	
DDDD Bless	17	None		1 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 fe	ar.				Target: The caster centered on the ca		s within a 50-ft. burst,	Caster Level: 9	
□□□□□ Blessed Aim	17	Will negates [harmless]	1 standard	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within	the spr				Target: 50 ft. sprea	ad, centered	on you	Caster Level: 9	
DDDDBless Water	17	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			Caster Level: 10	
Blood Wind	17	Will negates [harmless]	1 swift action	1 round	Close (45 ft.)	V,S eature with I	Yes [harmless] ntelligence 4 or higher	Evocation  Caster Level: 9	SC: Pg.33
Full attack action allows creature to use natural or unarr									r DHR: pc 200
Cause Fear	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 ft.)  Target: One living	V,S creature with	Yes n 5 or fewer HD	Necromancy [Fea Mind-Affecting] Caster Level: 9	ı,гпв: pg.208
One creature of 5 HD or less flees for 1d4 rounds.	17	No [fire] or Fortitude	1 standard	1 minute/level [fire source] or	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: Pg.50
Effect:	.,	half	action	Instantaneous [creature]			a 20-ft. cube] or one	[Cold] Caster Level: 9	
Flames deal cold damage; see text	17	Will negates	1 standard	1 round	creature; see text Close (45 ft.)	V	Yes	Enchantment	PHB: pg.211
□□□□ Command	17	vviii negates	action	. i iouriu	5105C (40 ft.)	V	100	(Compulsion) [Language-Depen	· -
Effect:					Target: One living	creature		Mind-Affecting] Caster Level: 9	
One subject obeys selected command for 1 round.  Comprehend Languages	17	None	1 standard	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect:			action		Target: You			Caster Level: 9	
You understand all spoken and written languages.	17	Will negates	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
Effect:		[harmless]	action		Target: Creature to			Caster Level: 9	
+2 morale bonus to saves, +1 for every six levels [max	+5 at 181	h level]; see text.		* =Domain/Speciality Spell					

Cleric Spells  Cure Light Wounds 17 Will half (harmless); see text action Target: Creatur Target: Cures 1d8 +1/level [max +5] damage.  Target: Creatur Target: Creatur Saction Target: Cone-sit Saction Saction Saction Saction Saction Saction Saction Target: Creatur Saction Sactio	V,S,DF haped emanatic V,S, DF haped emanatic V,S, DF haped emanatic V,S, DF haped emanatic V,S,DF haped emanatic V,S,M/DF haped emanatic V,S,M/DF haped emanatic	No on No on No on	Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9	PHB: pg.215 SC: Pg.63 PHB: pg.218 PHB: pg.218 PHB: pg.219 PHB: pg.219 PHB: pg.220
Effect: Target: Creature 1d8 +1/level [max +5] damage.	V,S,DF haped emanatic V,S, DF haped emanatic V,S, DF haped emanatic V,S, DF haped emanatic V,S,MDF haped emanatic V,S,M/DF haped emanatic V,S,M/DF haped emanatic	Yes [harmless]  No on	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Divination	PHB: pg.218  PHB: pg.218  PHB: pg.219  PHB: pg.219
Delay Disease	v,S, DF haped emanation V,S, DF haped emanation V,S, DF haped emanation V,S, DF haped emanation V,S,M/DF haped emanation	No N	(Healing) Caster Level: 9 Divination	PHB: pg.218  PHB: pg.218  PHB: pg.219  PHB: pg.219
Halts any nonmagical disease for the duration of the spell.	V,S, DF haped emanatic V,S, DF haped emanatic V,S, DF haped emanatic V,S, DF haped emanatic V,S,M/DF haped emanatic V,S,M/DF haped emanatic	on No	Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Divination	PHB: pg.218  PHB: pg.219  PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignment.    I standard Concentration, up to 10 minutes/level [D] 60 ft. action    Target: Cone-sl	V,S, DF haped emanatic V,S, DF haped emanatic V,S, MDF haped emanatic V,S,M/DF haped emanatic V,S,M/DF	No n No n No n No n No n No n	Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Divination	PHB: pg.218  PHB: pg.219  PHB: pg.219
Islandard Concentration, up to 10 minutes/level [D]60 ft. action   Target: Cone-sl action   Ta	haped emanatic V,S, DF haped emanatic V,S, MDF haped emanatic V,S,M/DF haped emanatic L) V,S arded object or a	on No on No on No	Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Divination	PHB: pg.219 PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignment.	V,S, DF haped emanation V,S, MDF haped emanation V,S,M/DF haped emanation L) V,S arded object or a	No on No on No	Divination  Caster Level: 9  Divination  Caster Level: 9  Divination	PHB: pg.219
Detect Good	haped emanatic V,S,DF haped emanatic V,S,M/DF haped emanatic .) V,S	on No on No	Caster Level: 9 Divination Caster Level: 9 Divination	PHB: pg.219
Reveals creatures, spells, or objects of selected alignment.	V,S, DF haped emanatio V,S,M/DF haped emanatio .) V,S	No No No	Divination  Caster Level: 9  Divination	
Effect: Reveals creatures, spells, or objects of selected alignment.	V,S,M/DF haped emanation .) V,S arded object or a	on No on	Caster Level: 9 Divination	
Reveals creatures, spells, or objects of selected alignment.	V,S,M/DF haped emanation.) V,S arded object or a	No on	Divination	PHB: pg.220
### Action  ### Target: Cone-si Reveals undead within 60 ft.  ### Target: Medium (190 ft.  ### Target: One via action  ### Target: One was action  ### Target: One was action  ### Target: One via act	haped emanation.) V,S	on		PHB: pg.220
Reveals undead within 60 ft.	.) V,S arded object or a		Caster Level: 9	
Effect: Functions like dispel magic; see text  DDDIVINE Favor  17 None 1 standard 1 minute action  Effect: You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]  DDDDDOOM  17 Will negates 1 standard 1 minute/level  Medium (190 ft.	arded object or a	No		
Functions like dispel magic; see text	·		Abjuration	SC: Pg.67
Action  Effect:  You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	V,S, DF	irea	Caster Level: 9	
You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]  17 Will negates 1 standard 1 minute/level Medium (190 ft.		No	Evocation	PHB: pg.224
	)	Vos	Caster Level: 9	r PHR: no 225
Effect: Target: One livi		Yes	Necromancy [Fear Mind-Affecting] Caster Level: 9	,r 110. pg.225
One subject takes -2 on attack rolls, damage rolls, saves, and checks.  DDDDDDEbon Eyes 17 None 1 standard 10 minutes/level Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
Effect: action Target: Creatur		1	Caster Level: 9	•
See normally in darkness both magical and natural.    One of the darkness both magical and natural.   One of the darkness both	V,S	Yes (harmless)	Abjuration	PHB: pg.226
(harmless) action  Effect: Target: Creatur			Caster Level: 9	
Exist comfortably in hot or cold environments.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	V,S	No	Abjuration	PHB: pg.227
Effect: action Target: You			Caster Level: 9	
Ranged attacks against you have 20% miss chance.	V,S	Yes [harmless]	Conjuration	SC: Pg.87
[harmless] action  Effect: Target: Living c	creature touched	I	(Healing) Caster Level: 9	
Heal 8 + caster level [max +5] hit points.  To None 1 standard 1 round/level Close (45 ft.)	V,M	Yes [harmless]	Transmutation	SC: Pg.99
		two of which are more	[Earth] Caster Level: 9	
As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.  than 30 ft. apar  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  than 30 ft. apar  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  than 30 ft. apar  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  than 30 ft. apar  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  The subjects don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move they gain +2 AC and +4 to Str against bull rush.  The subject don't move th	t V,DF	N/A	Divination [Good]	SC: Pg.107
Effect: Target: You Allows you to make sneak attacks against undead if you have the ability.			Caster Level: 10	
Guiding Light 17 None 1 standard 1 minute/level [D] Long (760 ft.)	V,S	Yes	Evocation	SC: Pg.108
Effect: Target: Creatur +2 on ranged attacks	es in a 5-ftradi	ius burst	Caster Level: 9	
Healthful Rest 17 Will negates 10 minutes 24 hours Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
· ·		two of which can be	Caster Level: 9	
Hide from Undead  17 Will negates 1 standard 10 minutes/level [D]  Touch (harmless); see text action	•	Yes	Abjuration	PHB: pg.241
Effect: Target: One tou Undead can't perceive 1 subject/level.	uched creature/l	evel	Caster Level: 9	
□□□□□□ Ice Gauntlet 17 N/A 1 standard 1 minute/level [D] Personal action	V,DF	N/A	Evocation [Cold]	SC: Pg.119
Effect: Target: You Attack as if wearing a +1 spiked guantlet. Deals normal damage for your size + 1d4 cold damage.			Caster Level: 9	
To Will negates 1 swift 1 minute/level Close (45 ft.)	V,S	Yes	Enchantment (Compulsion)	SC: Pg.121
Effect: Target: Creatur	es in a 10-ft. bu	rst	[Mind-Affecting] Caster Level: 9	
Forces creature to act, it cannot delay or ready an action.	V,S	Yes	Necromancy	PHB: pg.244
action  Effect: Target: Creatur	e touched		Caster Level: 9	
Touch deals 1d8 +1/level [max +5] damage.  17 Will negates 1 standard Instantaneous Medium (190 ft. action	.) V,S	Yes	Enchantment (Compulsion)	SC: Pg.123
Effect: Target: One cre	eature		[Mind-Affecting] Caster Level: 9	
Subject is forced to delay; see text.	V,S	Yes (harmless); see	Caster Level: 9  Conjuration	PHB II: pg.115
Invest Light Protection		text	(Healing) Caster Level: 9	
Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.	_ 10001100		Judior E0761. 3	
Ironguts 17 Will negates 1 standard 10 minutes/level Touch	V,S,M	Yes	Abjuration	SC: Pg.126
Effect: Target gains +5 alchemical bonus on Fort saves against all poisons.			Caster Level: 9	
Light of Lunia 17 None 1 standard 10 minutes/level [D] Medium (200 ft. action	.) V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and	d up to two rays	; see text	Caster Level: 10	
outsiders]; see text  \textsiders] \textsiders \textsi	V,S, DF	Yes (harmless, object)	) Transmutation	PHB: pg.251
(harmless, object) action  Effect: Target: Up to th	nree pebbles tou		Caster Level: 9	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.	V,S, DF	Yes (harmless, object)	) Transmutation	PHB: pg.251
(harmless, object) action  Effect: Target: Up to th	nree pebbles tou	ıched	Caster Level: 9	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.  * =Domain/Speciality Spell				

				Cleric Spells					
⊒⊒⊒⊒Magic Weapon	17	Will negates (harmless, object)	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1 bonus.			200011		Target: Weapon to	uched		Caster Level: 9	
	17	Will negates [harmless]	1 standard action	1 round/level	Medium (190 ft.)  Target: Creature to		Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 9	SC: Pg.143
Creature becomes fascinated for the duration of the spell.	17	N/A	1 standard	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
Effect: +1 resistance on Saving throws, increases to +2 at caster le	evel 6	th and +3 at caster leve		es magic missiles.	Target: You			Caster Level: 9	
		N/A		1 minute/level or until discharged [D]	Personal  Target: You	V,S,DF	N/A	Evocation [Light]  Caster Level: 9	SC: Pg.148
Creates light 30' Can use as ranged touch attack 30' for 1d	8 plus 17	1 point per round that's None		nce casting to max of [1d8 + caster level 1 minute/level	I]. 20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
iffect: Fog surrounds you.					Target: Cloud sprea high	ads in 20-ft.	radius from you, 20 ft.	Caster Level: 9	
Portal Beacon	17	None	1 standard action	1 hour/level	Close (45 ft.)  Target: One interpla	V,S anar gate or	No portal	Transmutation  Caster Level: 9	SC: Pg.161
Up to six creatures can be chosen to recieve mental beaco	n. 17	Will negates	1 standard	1 minute/level [D]	Touch	-	No; see text	Abjuration [Lawful	I PHB: pa.266
Effect:		(harmless)	action	· ····································	Target: Creature to		110,000 10.11	Caster Level: 9	, 1 115. pg.200
+2 to AC and saves, counter mind control, hedge out elements and a saves, received the saves are saves as the saves are saves.	entals 17	and outsiders. Will negates (harmless)	1 standard	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<pre>iffect: +2 to AC and saves, counter mind control, hedge out eleme</pre>	entals		dollori		Target: Creature to	uched		Caster Level: 10	
Protection from Evil	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch		No; see text	Abjuration [Good]	PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out elements	entals 17	and outsiders. Will negates	1 standard	1 round/level [max 10 rounds]	Target: Creature to	v,S	No	Caster Level: 10 Conjuration	FH.P: pg.37
□□□□□ Purifying Flame	"	wiii riegales	action	Tround/lever [max 10 founds]	Target: One object			Caster Level: 9	111.r . pg.57
Flames deal 1d4 points of damage to evil creatures; will no	t cons	ume inanimate object; s Will negates		10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
Effect:		(harmless)	action		Target: One creatu	re/4 levels, r	no two of which can be	•	
Suppresses fear or gives +4 on saves against fear for one		ct/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. ap		Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature to			Caster Level: 9	,
Grants limited protection from a plane's alignment traits; se	e text 17	Will negates		Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 9	
Allows one retry on a failed save against an ongoing spell, Sanctuary	spell-l	ike ability, or supernatu Will negates	1 standard	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: pg.274
Effect:			action		Target: Creature to	uched		Caster Level: 9	
Opponents can't attack you, and you can't attack.  Company Scholar's Touch	17	None	1 standard action	Concentration, up to 9 rounds	Personal	V,S,M,F	No	Divination	Is This: Races of D Pg.167
Effect: Absorb the contents of an entire book as if you had read it it					Target: One book/r	ound		Caster Level: 9	
	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
iffect: Aura grants +3 deflection bonus. □□□□□□ Sign	17	N/A	1 standard	10 minutes/level or until discharged	Target: Creature to Personal	V,S,M	N/A	Caster Level: 9 Enchantment	SC: Pg.189
Effect:			action		Target: You	.,_,		(Compulsion) [Mind-Affecting] Caster Level: 9	g
+4 bonus on your next initiative check.  Snowshoes	17	Will negates	1 standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 9	
Speed increases by 10 ft. and no Balance checks or Reflex		red to walk on snow. N/A		1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
Effect: Hold the charge of one touch spell per arm; see text.			action		Target: You			Caster Level: 9	
	17	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
Effect: Calls extraplanar creature to fight for you.					Target: One summe	oned creatu	re	Caster Level: 9	
Updraft  Gfect:		N/A	1 swift action	Instantaneous	Personal  Target: You	V,S,M	N/A	Conjuration (Creation) [Air] Caster Level: 9	SC: Pg.228
Gain 10 ft. per level of altitude, and then gently float back to	the (	Will negates		10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect:		[harmless]	action		Target: Living creat	ure touched		(Healing) Caster Level: 9	
Grants target fast healing ability for the duration of the spel		ls 1 hp automatically pe None		1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
Effect: Grants a +1 morale bonus to a single saving throw [target's	choic	ce].			Target: Creature to	uched		Caster Level: 9	
□□□□ Wings of the Sea	17	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
Effect: Increases creatures swim speed by 30 ft.					Target: Creature to	uched		Caster Level: 9	
				LEVEL 2					
	<b>DC</b>	Saving Throw None	Time	Duration 1 minute/level	Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Enchantment	Source PHB: pg.196
		140116	action	i initiate/ievei				(Compulsion) [Mind-Affecting]	. пр. þg. 190
⊒□□□□**Aid						ure touched		Caster Level: 9	
#Aid  ##################################	empo				Target: Living creat				
ffect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] t	empo	rary hp. None	1 standard action	1 minute/level	Target: Living creat		Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
#Aid  ##################################	empo 18	None		1 minute/level		V,S, DF	Yes (harmless)	(Compulsion)	PHB: pg.196
Cffect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] t  Aid  Cffect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] t	empo 18	None	action	1 minute/level 1 minute/level	Touch	V,S, DF	Yes (harmless)	(Compulsion) [Mind-Affecting] Caster Level: 9	PHB: pg.196 PHB: pg.197

				Cleric Spells					
□□□□ Animalistic Power	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Cons	stitution		dollori		Target: Creature to	uched		Caster Level: 9	
□□□□□ Augury  Effect:  Learns whether an action will be good or bad.	18	None	1 minute	Instantaneous	Personal Target: You	V,S,M,F	No	Divination  Caster Level: 9	PHB: pg.202
□□□□□ Aura Against Flame	18	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
Effect: Protects against first 10 points of fire damage, it also extin					Target: You			Caster Level: 9	
□□□□ Avoid Planar Effects	18	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
Effect: Gain temporary respite from the natural effects of a specifi	fic plan	ie. N/A	4	1 round/level	Target: One creatur centered on you	V,S,M/DF		Caster Level: 9	SC: Pg.24
⊒□□□□ Balor Nimbus  Effect:	10	N/A	action	i round/ievei	Personal  Target: You	V,5,IVI/DF	N/A	Transmutation  Caster Level: 9	50: Pg.24
Any creature grappling you takes 6d6 points of fire damag	ge. 18	Will negates	1 standard	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
□□□□□ Bear's Endurance  Effect:	10	(harmless)	action	T Illinato/ievei	Target: Creature to		103	Caster Level: 9	1 11b. pg.200
Subject gains +4 to Con for 1 minutes/level.	18	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB II: pg.103
Effect:  If the target fails it's save, it immediately takes damage as	s if strue	ck by it's currently held t	veanon or m	ost damaging natural attack	Target: One creatur	е		[Mind-Affecting] Caster Level: 9	
☐☐☐☐ Blade Brothers	18	Will negates (harmless)		1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
Effect: Once during the spell, if a subject attempts a saving throv	w, both	,		st favorable result. If both saves fail, bo	Target: Two willing oth	creatures		Caster Level: 9	
are affected by the spell.	18	N/A		1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
Effect: Sprouts dagger blades across your body able to inflict 1d6					Target: You			Caster Level: 9	
□□□□ Brambles	18	None		1 round/level	Touch	V,S,M	No	Trasmutation	SC: Pg.38
Effect: Small magical thorns/spikes protrude from wooden weapo					Target: Wooden we			Caster Level: 9	
⊒□□□□ Bull's Strength	18	Will negates (harmless)	1 standard action	1 minute/level	Touch		Yes (harmless)	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature to		u.	Caster Level: 9	
□□□□□ Calm Emotions	18	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (190 ft.)  Target: Creatures in		Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB: pg.207
Calms creatures, negating emotion effects.	18	Will half [harmless];	1	Instantaneous	Close (45 ft.)	v V	Yes [harmless]	Caster Level: 9  Conjuration	SC: Pg.48
Close Wounds	.0	see text	immediate action		Target: One creatur		. oo [arrinooo]	(Healing)  Caster Level: 9	20 g.+0
Cure 1d4 +1/level [max +5].	18		1 atondard	4 round/lovel	-				DUD III og 107
□□□□□ Cloud of Knives	10		action	1 round/level	Personal  Target: You	V,S,M		Conjuration  Caster Level: 9	PHB II: pg.107
Each round as a free action you can release a knife at a Damage 1d6 +1/3 level [max +5] Crit 19-20.	any op	ponent you can see wit	:hin 30 ft. At	ttack bonus = Caster level + Key Abili	ty.			Oddier Level. 5	
Consecrate	18	None	1 standard action	2 hours/level	Close (50 ft.)	V,S,M, DF		Evocation [Good]	PHB: pg.212
Fills area with positive energy, making undead weaker.	18	Will half (harmless):	1 standard	Instantaneous	Target: 20-ftradius	V,S		Caster Level: 10	DHB: pg 216
□□□□□□ Cure Moderate Wounds  Effect: Cures 2d8 +1/level [max +10] damage.	10	Will half (harmless); see text	action	instantaneous	Target: Creature to		Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB: pg.216
Curse of III Fortune	18	Will negates	1 standard action	1 minute/level	Medium (190 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability che	ecks an	ad alvill ab a alva			Target: One living of	reature		Caster Level: 9	
Darkness		ia skili checks.		10 minutes/level [D]		V, M/DF	No	Evenetion	
=ffect:	18	None	1 standard action	To minutes/level [D]	Touch  Target: Object touch			Evocation [Darkness] Caster Level: 9	PHB: pg.216
20-ft. radius of supernatural shadow.	18		action 1 standard	1 round/level			Yes	[Darkness]	
20-ft. radius of supernatural shadow.  Carlon Dark Way  Effect: Create a ribbonlike, weightless, unbreakable bridge.	18	None	action  1 standard action	1 round/level	Target: Object touck Close (45 ft.) Target: One bridge up to 20 ft./level lon	hed V,S,DF of force 5 ft g	Yes . wide, 1 in. thick, and	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9	SC: Pg.58
20-ft. radius of supernatural shadow.	18	None  Will half	action  1 standard action		Target: Object touck Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.)	hed V,S,DF of force 5 ft g V,S,DF	Yes	[Darkness] Caster Level: 9 Illusion (Shadow)	
20-ft. radius of supernatural shadow.  Dark Way  Effect: Create a ribbonlike, weightless, unbreakable bridge.  Deific Vegeance  Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level i	18	None  None  Will half  ead [max 10d6].  Fortitude negates	1 standard action  1 standard action  1 standard action	1 round/level	Target: Object touck Close (45 ft.) Target: One bridge up to 20 ft./level lon	hed V,S,DF of force 5 ft g V,S,DF	Yes . wide, 1 in. thick, and	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration	SC: Pg.58
20-ft, radius of supernatural shadow.	18 18 if unde	None  Will half ead [max 10d6].	action  1 standard action  1 standard action	1 round/level	Target: Object touch Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur	v,S,DF of force 5 ft g v,S,DF ee	Yes . wide, 1 in. thick, and Yes	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9	SC: Pg.58 SC: Pg.62
20-ft. radius of supernatural shadow.	18 18 if unde	None  None  Will half  ead [max 10d6].  Fortitude negates	action  1 standard action  1 standard action  1 standard action	1 round/level	Target: Object toucl Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch	v,S,DF of force 5 ft g v,S,DF ee	Yes . wide, 1 in. thick, and Yes	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing)	SC: Pg.58 SC: Pg.62
20-ft. radius of supernatural shadow.	18 18 if under 18	None  None  Will half  ead [max 10d6].  Fortitude negates (harmless)	action  1 standard action	1 round/level Instantaneous 1 hour/level	Target: Object toucl Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch	hed  V,S,DF  of force 5 ft g  V,S,DF  re  V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9	SC: Pg.58 SC: Pg.62 PHB: pg.217
20-ft. radius of supernatural shadow.	18 18 if under 18	None  None  Will half  ead [max 10d6].  Fortitude negates (harmless)	action  1 standard action  spell.	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Target: Object toucl Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: Creature to Personal Target: You Close (45 ft.)	V,S,DF of force 5 ft g V,S,DF ee V,S,DF uched V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; setext	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 eAbjuration	SC: Pg.58 SC: Pg.62 PHB: pg.217
20-ft. radius of supernatural shadow.	18  18  if unde: 18  18  theck di 18	None  None  Will half  ead [max 10d6].  Fortitude negates (harmless)  N/A  luring the duration of the Will negates or None [object]; see text	action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Close (45 ft.)  Target: One bridge up to 20 ft./level ion Close (45 ft.)  Target: One creatur Touch  Target: Creature to Personal  Target: You  Close (45 ft.)  Target: 10-ftradius object, or point in sg	v,s,DF of force 5 ft g v,s,DF e v,s,DF uched v,s,DF	Yes . wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; setext centered on a creature	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 e Abjuration e, Caster Level: 9	SC: Pg.58 SC: Pg.62 PHB: pg.217 SC: Pg.70 SC: Pg.70
20-ft. radius of supernatural shadow.	18 18 if under 18 18	None  None  Will half  ead [max 10d6].  Fortitude negates (harmless)  N/A  luring the duration of the Will negates or None	action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Target: Object toucl Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: Creature to Personal Target: You Close (45 ft.) Target: 10-ftradius Object, or point in sy	v,s,DF of force 5 ft g v,s,DF ve v,s,DF vs v,s,DF vs semanation sace v,s,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A  Yes or No [object]; se text centered on a creature Yes [harmless]	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 e Abjuration e, Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.58 SC: Pg.62 PHB: pg.217 SC: Pg.70
20-ft. radius of supernatural shadow.	18 18 18 18 18 18	None  Will half  ead [max 10d6]. Fortitude negates (harmless)  N/A  luring the duration of the Will negates or None [object]; see text  Will negates [harmless]	action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Close (45 ft.)  Target: One bridge up to 20 ft./level ion Close (45 ft.)  Target: One creature Touch  Target: Creature to Personal  Target: You  Close (45 ft.)  Target: 10-ftradius object, or point in sy Medium (190 ft.)	hed  V,S,DF  of force 5 ft g  V,S,DF  e  V,S,DF  uched  V,S,DF  V  or emanation space V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; setext centered on a creature Yes [harmless]	[Darkness] Caster Level: 9  Conjuration (Summoning) Caster Level: 9  Conjuration (Healing) Caster Level: 9  Divination Caster Level: 9  e Abjuration e, Caster Level: 9  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70
20-ft. radius of supernatural shadow.	18  18  if unde: 18  18  theck di 18	None  Will half  and [max 10d6]. Fortitude negates (harmless)  N/A  turing the duration of the Will negates or None [object]; see text  Will negates	action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Target: Object toucl Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in sy Medium (190 ft.) Target: Allies in a 2 Touch	hed  V,S,DF  of force 5 ft 9  V,S,DF  e  V,S,DF  V s emanation sace V,S,DF  V V,S,DF  V V,S,M/DF	Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; setext centered on a creature Yes [harmless]	[Darkness] Caster Level: 9  Conjuration (Summoning) Caster Level: 9  Conjuration (Healing) Caster Level: 9  Divination Caster Level: 9  e Abjuration e, Caster Level: 9  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9  Transmutation	SC: Pg.58 SC: Pg.62 PHB: pg.217 SC: Pg.70 SC: Pg.70
20-ft. radius of supernatural shadow.	18  18  18  18  18  18  18	None  Will half  and [max 10d6]. Fortitude negates (harmless)  N/A  turing the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Target: Object touci Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in sy Medium (190 ft.) Target: Allies in a 2 Touch Target: Creature tou	hed  V,S,DF  of force 5 ft g  V,S,DF  e  V,S,DF  v  semanation  ace  V,S,DF  V  semanation  ace  V,S,DF  V  semanation  ace  V,S,DF	Yes . wide, 1 in. thick, and Yes Yes (harmless)  N/A  Yes or No [object]; se text text centered on a creature Yes [harmless] burst Yes	[Darkness] Caster Level: 9  Conjuration (Summoning) Caster Level: 9  Conjuration (Healing) Caster Level: 9  Divination Caster Level: 9  e Abjuration a, Caster Level: 9  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9  Transmutation Caster Level: 9	SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225
20-ft. radius of supernatural shadow.	18 18 18 18 18 18	None  Will half  and [max 10d6]. Fortitude negates (harmless)  N/A  turing the duration of the Will negates or None [object]; see text  Will negates [harmless]	action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Target: Object touci Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in sy Medium (190 ft.) Target: Allies in a 2 Touch Target: Creature tou Touch	hed  V,S,DF  of force 5 ft 9  V,S,DF  e  V,S,DF  V s emanation sace V,S,DF  V V,S,DF  V V,S,M/DF	Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; setext centered on a creature Yes [harmless]	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 e Abjuration e, Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text]	SC: Pg.58 SC: Pg.62 PHB: pg.217 SC: Pg.70 SC: Pg.70 SC: Pg.70
20-ft. radius of supernatural shadow.	18 18 18 18 18 18 18 18 18	None  None  Will half  and [max 10d6]. Fortitude negates (harmless)  N/A  turing the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None	action  1 standard action  1 standard action  1 standard action  1 standard action  spell. 1 standard action  2 standard action  2 standard action  2 standard action  2 standard action	1 round/level Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level  1 minute/level	Close (45 ft.)  Target: One bridge up to 20 ft./level loc Close (45 ft.)  Target: One creature Touch  Target: Creature to Personal  Target: You  Close (45 ft.)  Target: 10-ftradius object, or point in sy Medium (190 ft.)  Target: Allies in a 2  Touch  Target: Creature touch  Target: Creature touch  Target: Touch	v,s,DF of force 5 ft g v,s,DF e v,s,DF v v,s,DF v s emanation sace v,s,DF v v,s,DF v v s emanation sace v,s,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A  Yes or No [object]; setext centered on a creature Yes [harmless]  burst Yes No	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 e Abjuration e, Caster Level: 9 Enchantusion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9	SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79
20-ft. radius of supernatural shadow.	18 18 18 18 18 18 18 18	None  Will half  and [max 10d6]. Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]: see text  Will negates [harmless]  Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  1 standard action  spell. 1 standard action  2 standard action  2 standard action  2 standard action  2 standard action	1 round/level Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level  1 minute/level	Target: Object touci Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: Creature tou Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in sy Medium (190 ft.) Target: Allies in a 2 Touch Target: Creature tou Touch	hed  V,S,DF  of force 5 ft g  V,S,DF  e  V,S,DF  v  s emanation bace V,S,DF  V  s emanation bace V,S,DF  V  v,S,MDF  V,S,MDF  V,S,MDF  V,S,MDF  V,S,MDF	Yes . wide, 1 in. thick, and Yes Yes (harmless)  N/A  Yes or No [object]; setext centered on a creature Yes [harmless]  burst Yes  No Yes	[Darkness] Caster Level: 9 Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 e Abjuration e, Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text]	SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225
20-ft. radius of supernatural shadow.	18 18 18 18 18 18 18 18 18	None  None  Will half  and [max 10d6]. Fortitude negates (harmless)  N/A  turing the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None	action  1 standard action  spell. 1 standard action  1 standard action	1 round/level Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level  1 minute/level	Close (45 ft.)  Target: One bridge up to 20 ft./level lon Close (45 ft.)  Target: One creature to the control of the control o	hed  V,S,DF  of force 5 ft g  V,S,DF  e  V,S,DF  v  s emanation bace V,S,DF  V  s emanation bace V,S,DF  V  v,S,MDF  V,S,MDF  V,S,MDF  V,S,MDF  V,S,MDF	Yes . wide, 1 in. thick, and Yes Yes (harmless)  N/A  Yes or No [object]; setext centered on a creature Yes [harmless]  burst Yes  No Yes	[Darkness] Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment (Caster Level: 9 Enchantment Caster Level: 9 Enchantment Caster Level: 9 Enchantment Caster Level: 9 Enchantment Caster Level: 9 Enchantment	SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79
Effect: Cain 5 + your caster level [max bonus of 15] to one skill chambers.  Temp loss of turning power & domain powers.  Divine Protection  Effect: Temp loss of turning power & domain powers.  Divine Protection  Effect: Temp loss of turning power & domain powers.  Divine Protection  Effect: 1 morale bonus to AC and saving throws.  Effect: Subject gains +4 to Cha for 1 minutes/level.  Effect: Protects against on energy type [fire, cold, electricity, acid, and a content of the cold.	18 18 18 18 18 18 18 18 18 18 18	None  Will half  ead [max 10d6]. Fortitude negates (harmless)  N/A  during the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)  None  None	action  1 standard action  2 standard action  1 standard action	1 round/level Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Target: Object touci Close (45 ft.) Target: One bridge up to 20 ft./level lon Close (45 ft.) Target: One creatur Touch Target: You Close (45 ft.) Target: You Close (45 ft.) Target: 10-ftradius object, or point in sy Medium (190 ft.) Target: Creature tou Target: Touch Target: Touch Medium (190 ft.) Target: Any number	v,s,DF of force 5 ft g y,s,DF e v,s,DF v semanation sace v,s,DF v,s,DF v,s,DF v,s,DF v,s,DF v semanation sace v,s,DF v,	Yes . wide, 1 in. thick, and Yes  Yes (harmless)  N/A  Yes or No [object]; see text . centered on a creature Yes [harmless]  burst  Yes  No  Yes	[Darkness] Caster Level: 9  Conjuration (Summoning) Caster Level: 9  Conjuration (Summoning) Caster Level: 9  Conjuration (Healing) Caster Level: 9  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9  Transmutation Caster Level: 9  Abjuration [See text] Transmutation Caster Level: 9  Enchantment (Caster Level: 9  Enchantment (See text] Transmutation (See text] Enchantment (Caster Level: 9  Enchantment (Charm) Caster Level: 9	SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79  PHB: pg.227

			Cleric Spel	ls				
□□□□□ Find Traps	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.230
Effect: Notice traps as a rogue does.			action	Target: You			Caster Level: 9	
Total Regard Cook	18	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5	d4] and	d creatures are also daz		Target: Cone-s	aped burst		Caster Level: 9	
□□□□□ Fuse Arms	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
Effect: Gain +4 Str for every set of limbs fused to the primary limb	<b>o</b> .			Target: Creatur touched	with at least t	wo arms or tentacles	Caster Level: 9	
□□□□□ Gentle Repose	18	Will negates (object)	1 standard 1 day/level action	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
Effect: Preserves one corpse.				Target: Corpse	touched		Caster Level: 9	
Ghost Touch Armor	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
Effect: Armor gains Ghost Touch property.				Target: Armor o	f creature touc	hed	Caster Level: 9	
□□□□□ Hand of Divinity	18	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.				Target: Creatur	e touched		Caster Level: 9	
□□□□□ Healing Lorecall	18	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
Effect: Allows caster with Heal ranks to remove other ailments when the second	nen usi	ng Conjuration [Healing	] spells. Can also heal more; see text.	Target: You			Caster Level: 9	
□□□□□ Hold Person	18	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (190 ft	) V,S,F/DF	Yes	Enchantment (Compulsion)	PHB: pg.241
Effect:				Target: One hu	nanoid creatur	е	[Mind-Affecting] Caster Level: 9	
Paralyzes one humanoid for 1 round/level.  Inflict Moderate Wounds	18	Will half	1 standard Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect:			action	Target: Creatur	e touched		Caster Level: 9	
Touch attack, 2d8 +1/level [max +10] damage.	18	None	1 standard 10 minutes/level	30 ft.	V,S,M	No	Conjuration	SC: Pg.123
Effect:			action	Target: 30-ftra	dius spread ce	ntered on you	(Creation) Caster Level: 9	
Inky cloud that works under water.  Insight of Good Fortune	18	Will negates	1 standard 1 minute/level or until discharge	ed Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
Effect:	W 07	(harmless)	action	Target: One cre	ature		Caster Level: 9	
Reroll once after making an attack, skill check, saving thro	ow or a	Will negates [harmless,object]	t is known and take the better result.  1 standard 1 hour/level [D] action	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
Effect: Hide and Move Silent check ignore the Armor penalty duri	ing the		action	Target: One su	of armor touc	ned/3 levels	Caster Level: 9	
Light of Mercuria	18	None	1 standard 10 minutes/level [D] action	Medium (200 ft	) V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. u	ndoad	or outsidors	action	Target: You and	up to two rays	s; see text	Caster Level: 10	
Living Undeath	18	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha	score	[Harriness]	dolon	Target: Creatur	e touched		Caster Level: 9	
Make Whole	18	Will negates (harmless, object)	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes (harmless, object	) Transmutation	PHB: pg.252
Effect: Repairs an object.		(narmoss, object)	addidii	Target: One ob	ect of up to 10	cu. ft./level	Caster Level: 9	
□□□□□ Mark of Judgement	18	Will negates	1 standard 1 round/level action	Medium (190 ft	) V,S,DF	Yes	Necromancy	PHB II: pg.119
Effect: Whenever a creature succeeds on a melee or ranged atta	ick ags	inst the marked creature		Target: One cre more than 30 ft		no two of which are	Caster Level: 9	
Mark of the Outcast	18	Will negates	1 standard Permanent action	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.				Target: One cre	ature		Caster Level: 9	
□□□□ Master's Touch	18	Will negates (harmless)	1 Instantaneous immediate	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
Effect:			action	Target: One cre	ature		Caster Level: 9	
Subject gains +4 insight bonus to one skill check.	18	Will negates	1 standard 1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect:		(harmless)	action	Target: Creatur			Caster Level: 9	. 5
Subject gains +4 to Wis for 1 minutes/level.  DDDDDProtection from Negative Energy	18	Will negates	1 standard 10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
Elicigy		[harmless]	action				Caster Level: 9	=
				Target: Creatur	e touched			
Subtract 10 hp worth of damage from each negative energ		ck. Will negates	1 standard 10 minutes/level	Target: Creatur	e touched V,S	Yes [harmless]	Abjuration	SC: Pg.163
Subtract 10 hp worth of damage from each negative energy  Protection from Positive Energy  Effect:	18	ck. Will negates [harmless]	1 standard 10 minutes/level action	-	V,S	Yes [harmless]		SC: Pg.163
Subtract 10 hp worth of damage from each negative energ  Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energ	18	ck. Will negates [harmless] k. Will negates	action 1 standard 1 round	Touch	V,S e touched	Yes [harmless]	Abjuration	SC: Pg.163 SC: Pg.164
Subtract 10 hp worth of damage from each negative energy  Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Quick March  Effect:	18 y attac	ck. Will negates [harmless]	action	Touch  Target: Creatur	V,S e touched ) V,S,DF	Yes [harmless]	Abjuration  Caster Level: 9	-
Subtract 10 hp worth of damage from each negative energy   Effect: Subtract 10 hp worth of damage from each positive energy   Effect: Subtract 10 hp worth of damage from each positive energ   Quick March  Effect: Subjects base land speed increased by 30 feet.	18 y attac	ck. Will negates [harmless] k. Will negates [harmless]	action  1 standard 1 round action  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft	V,S e touched ) V,S,DF	Yes [harmless]	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration	
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subtract 10 hp worth of damage from each positive energy  Guick March  Effect: Subjects base land speed increased by 30 feet.  Company Remove Paralysis  Effect:	18 y attac 18	ck. Will negates [harmless] k. Will negates [harmless]	action  1 standard 1 round action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n	Yes [harmless] burst	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9	SC: Pg.164
Subtract 10 hp worth of damage from each negative energy   Effect: Subtract 10 hp worth of damage from each positive energy   Compared to the	18 y attac 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level	Touch Target: Creatur Medium (190 ft Target: Allies ir Close (45 ft.)	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart	Yes [harmless] burst Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)	SC: Pg.164
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Resist Energy  Effect:	18 y attac 18 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless)	action  1 standard 1 round action  1 standard Instantaneous action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft	V,S e touched  V,S,DF  a 20-ftradius  V,S  ur creatures, n apart  V,S, DF	Yes [harmless] burst Yes (harmless) o two of which can be	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9	SC: Pg.164 PHB: pg.271
Subtract 10 hp worth of damage from each negative energy Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Great Quick March  Effect: Subjects base land speed increased by 30 feet.  Great Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Great Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy	18 y attac 18 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless)  Fortitude negates (harmless) pe. Will negates	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fo more than 30 ft  Touch	V,S e touched  V,S,DF  a 20-ftradius  V,S  ur creatures, n apart  V,S, DF	Yes [harmless] burst Yes (harmless) o two of which can be	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration	SC: Pg.164 PHB: pg.271
Subtract 10 hp worth of damage from each negative energy Protection from Positive Energy Effect: Subtract 10 hp worth of damage from each positive energy Quick March Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis Effect: Frees one or more creatures from paralysis or slow effect.  Resist Energy Effect: Ignores first 20 points of damage/attack from specified energy Restoration, Lesser	18 y attac 18 18 18 ergy ty 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe.	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fe more than 30 ft  Touch  Target: Creatur	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S,DF e touched V,S	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272
Subtract 10 hp worth of damage from each negative energy Include Protection from Positive Energy Effect: Subtract 10 hp worth of damage from each positive energy Quick March  Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy Restoration, Lesser  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.	18 y attac 18 18 18 ergy ty 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless)	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S,DF e touched V,S	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)	SC: Pg.164  PHB: pg.271  PHB: pg.272
Subtract 10 hp worth of damage from each negative energy Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Guick March  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Guident Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.	18  y attac 18  18  18  18  18  ge. 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless)	1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Effect: Frees one or more creatures from paralysis or slow effect.  Comparison of the subtract from specified energing energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Comparison of the subtraction of	18  y attac 18  18  18  18  18  ge. 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) Power of the service of the servi	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch  Target: Creatur  Touch	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures to	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Effect: Frees one or more creatures from paralysis or slow effect.  Comparison of the subtract from specified energing energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Comparison of the subtraction of	18  18  18  18  18  18  18  18  sis long	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless)  Power of the service of the serv	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fe more than 30 ft Touch  Target: Creatur  Touch  Target: Creatur  Touch  Target: Two wil	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures to	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
Subtract 10 hp worth of damage from each negative energ	18  18  18  18  18  18  18  18  sis long	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) will negates (harmless) as one has at least 1 ra Will negates (object); Will negates (object)	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch  Target: Two will  Close (45 ft.)  Target: 5-ftrac	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures t V,S,M/DF	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
### Protection from Positive Energy  ###################################	18  18  18  18  18  18  18  18  sis long	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) will negates (harmless) as one has at least 1 ra Will negates (object) or Fortitude half; see text Will negates	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level unk in the skill.  1 standard Instantaneous action  1 standard 1 hour/level [D]	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch  Target: Creatur  Touch  Target: Touch  Target: Touch  Target: Creatur  Touch  T	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures t V,S,M/DF	Yes [harmless] burst  Yes (harmless) of two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  uched  Yes (object)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Sonic]	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
Subtract 10 hp worth of damage from each negative energy  Effect: Subjects base land speed increased by 30 feet.  Great Remove Paralysis  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Sonic vibration damages objects or crystalline creatures.	18  y attacc 18  18  18  18  18  18  18  18  18  1	ck. Will negates [harmless] k. Will negates [harmless] k. Will negates (harmless) Fortitude negates (harmless) Pe. Will negates (harmless) Will negates (harmless) as one has at least 1 re Will negates (object); Will negates (object); Will negates (object) Fortitude half; see text	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level and in the skill.  1 standard Instantaneous action	Touch Target: Creatur Medium (190 ft Target: Allies in Close (45 ft.) Target: Up to fc more than 30 ft Touch Target: Creatur Touch Target: Creatur Touch Target: Two wil Close (45 ft.) Target: 5-ftrac crystalline crea	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures to V,S,M/DF itus spread; or oure V,S,F	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  uched Yes (object)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Sonic]	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124  PHB: pg.278

				Cleric Spells					
Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal  Target: You	V,S,M	N/A	Necromancy  Caster Level: 9	SC: Pg.189
Shroud yourself in invisbile negative energy so noninte oposite effect on you as if you were undead.	elligent	undead percieve you a	as a fellow ι	undead. Cure and inflict spells have the				Caster Level. 9	
Company of the state of the sta	18	Will negates; see text or none (object)	1 standard action	1 minute/level [D]			Yes; see text or no (object) centered on a creature		PHB: pg.279
Negates sound in 15-ft. radius.	18	None	1 standard action	Instantaneous	object, or point in sp Close (45 ft.) Target: 10 ft./level s	V,S, DF	No	Transmutation [Earth] Caster Level: 9	PHB: pg.280
Turns stone to clay or dirt to sand or mud.	18	Fortitude partial	1 standard	Instantaneous	Close (45 ft.)	V,S,F/DF		Evocation [Sonic]	PHB: pg.281
fect: Deals 1d8 sonic damage to subjects; may stun them.			action		Target: 10-ftradius			Caster Level: 9	
D□□□□Spawn Screen	18	Will negates [harmless]	1 standard action	1 hour/level	Touch  Target: One creatur	V,S,DF e/level	Yes [harmless]	Necromancy  Caster Level: 9	SC: Pg.197
Subject will not rise as spawn if killed by an undead capa	able of c 18	creating spawn. Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
ffect: Protects one creature from a single 1st- or 2nd-level spell					Target: Creature to			Caster Level: 9	
l□□□□Spiritual Weapon	18	None	1 standard action	1 round/level [D]	Medium (190 ft.)  Target: Magic weap		Yes	Evocation [Force]  Caster Level: 9	PHB: pg.283
Magical weapon attacks on its own.  Carrier Stabilize	18	Will negates [harmless]; see text	1 swift action	Instantaneous	See text		Yes [harmless]	Conjuration (Healing)	SC: Pg.204
flect: Spell designed for battle fields, heals all creatures for 1 h					Target: 50-ftradius			Caster Level: 9	DUD ood
]□□□□ Status	18	Will negates (harmless)	1 standard action	1 nour/ievei	Touch  Target: One/per 3 le	V,S evels living o	Yes (harmless) creatures touched	Divination  Caster Level: 9	PHB: pg.284
Monitors condition, position of allies.	18	Will negates	1 immediate action	Instantaneous		V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: pg.126
ffect: Target refrains from attacking you or targetting you with s DDDDDStone Bones	spells fo	or the remainder of the o		10 minutes/level	Target: One human		Yes [harmless]	Caster Level: 9 Transmutation	SC: Pg.208
IStone Bones  ffect: Target gains natural armor AC bonus of +3.	10	[harmless]	action		Target: Corporeal u			Caster Level: 9	00. i g.200
□□□□□ Stretch Weapon	18	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
Adds 5 feet of reach for one attack.	10		40	0 haves	Target: Melee weap		Ma	Caster Level: 9	CO. D. C1.
l□□□□ Summon Elysian Thrush	18	None	10 minutes	8 hours	Close (50 ft.)  Target: One summo		No thrush	Conjuration (Summoning) [Good] Caster Level: 10	SC: Pg.214
Summons a Elysian thrush [Planar Handbook 118]; see to in the summon Monster II	text 18	None	1 round	1 round/level [D]	Close (45 ft.)  Target: One or more	V,S,F/DF	No d creatures, no two of	Conjuration (Summoning) Caster Level: 9	PHB: pg.286
Calls extraplanar creature to fight for you.  Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	which can be more Close (45 ft.)	than 30 ft. a V,S	part Yes (object)	Abjuration	PHB: pg.297
ffect: Conceals alignment for 24 hours.					Target: One creatur	,		Caster Level: 9	
□□□□ Unstoppable  ffect:	18	None	action	10 minutes/level	Personal or touch  Target: You or crea		No i	Abjuration  Caster Level: 9	CoD.P: pg.58
When your movement is negated by magic such as hold ke a partial action each round.		on, or web or by effects		alysis, you are not immobolized but ma	Personal	V,S	N/A	Evocation	SC: Pg.228
I□□□□ Veil of Shadow  ffect: Grants you a 20% miss chance from concealment.	10	N/A	action	T minute/level	Target: You	۷,5	IVA	[Darkness] Caster Level: 9	30. F 9.220
☐☐☐☐Zone of Truth	18	Will negates	1 standard action	1 minute/level	Close (45 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
ffect: Subjects within range cannot lie.					Target: 20-ftradius	emanation		Caster Level: 9	
Name	DC	Saving Throw	Time	LEVEL 3	Range	Comp.	Spell Resistance	School	Source
							Yes [harmless]	Enchantment	SC: Pg.8
	19	None	action	1 minute/level	Close (45 ft.)		no two of which	(Compulsion) [Mind-Affecting]	
fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 +1/cast	ter level [max 15] tempo	action orary hp.		Close (45 ft.)  Target: One or more more than 30 ft. apa	e creatures,	no two of which are	[Mind-Affecting] Caster Level: 9	SC: Pa 8
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19		action orary hp.	1 minute/level 2 hours/level; see text	Close (45 ft.)  Target: One or more	e creatures, art S,M/DF	Yes [harmless]	[Mind-Affecting]	SC: Pg.8
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 +1/cast	ter level [max 15] tempo Will negates	orary hp. 1 standard action		Close (45 ft.)  Target: One or more more than 30 ft. apa Touch  Target: Living creat  Close (45 ft.)	e creatures, art S,M/DF ures touched V,S,DF	Yes [harmless] d Yes [harmless, object]	[Mind-Affecting] Caster Level: 9  Transmutation Caster Level: 9  Transmutation [See text]	SC: Pg.8 SC: Pg.9
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 s +1/cast 19	ter level [max 15] tempo Will negates [harmless] Will negates [harmless, object]	action  prary hp. 1 standard action  1 standard action  1 standard action  action	2 hours/level; see text	Close (45 ft.)  Target: One or more more than 30 ft. apa Touch  Target: Living creat  Close (45 ft.)	e creatures, art S,M/DF ures touched V,S,DF	Yes [harmless]	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 3 +1/cast 19 19 19 eapons c	ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  or projectiles at a distan None	action  prary hp. 1 standard action  1 standard action  ce.	2 hours/level; see text 1 minute/level	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat  Close (45 ft.)  Target: One weapo than 30 ft. apart	e creatures, art S,M/DF ures touched V,S,DF n/level, no to	Yes [harmless] d Yes [harmless, object] wo of which are more	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9	SC: Pg.9
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 3 +1/cast 19 19 19 eapons c	ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] or projectiles at a distant None  Will negates	action  prary hp. 1 standard action  1 standard action  1 standard action  ace. 1 immediate action  1 standard	2 hours/level; see text 1 minute/level	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat  Close (45 ft.)  Target: One weapo than 30 ft. apart  Close (45 ft.)	e creatures, art S,M/DF ures touched V,S,DF n/level, no to V,X	Yes [harmless] d Yes [harmless, object] wo of which are more	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination	SC: Pg.9
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8    \	19 s+1/cast 19 19 19 eapons c 19 ond roll. 19 anything	ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] or projectiles at a distan None  Will negates [harmless] g dragon, bonus increas	action  prary hp. 1 standard action  1 standard action  sce. 1 immediate action  1 standard action  se +1 per fou	2 hours/level; see text  1 minute/level  Instantaneous  1 minute/level  r levels above 5th; see text	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat Close (45 ft.)  Target: One weapo than 30 ft. apart Close (45 ft.)  Target: One creatur Close (45 ft.)  Target: One creatur Close (45 ft.)	e creatures, art S,M/DF  S,M/DF  ures touched  V,S,DF  n/level, no to  V,X  e  V,S,M,DF	Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination  Caster Level: 9 Abjuration Caster Level: 9	SC: Pg.9  PHB II: pg.101  SC: Pg.14
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 s+1/cast 19 19 eapons c 19 ond roll. 19 anything	ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  or projectiles at a distan None  Will negates [harmless] g dragon, bonus increas N/A	action  orary hp. 1 standard action  1 standard action  orace. 1 immediate action  1 standard action  se +1 per fou 1 standard action	2 hours/level; see text  1 minute/level  Instantaneous  1 minute/level  r levels above 5th; see text	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat  Close (45 ft.)  Target: One weapo than 30 ft. apart  Close (45 ft.)  Target: One creatur  Close (45 ft.)	e creatures, art S,M/DF ures touched V,S,DF //evel, no to V,X e V,S,M,DF e/2 levels, n art V,S,M/DF	Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination  Caster Level: 9 Abjuration	SC: Pg.9  PHB II: pg.101
Iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 s+1/cast 19 19 eapons c 19 ond roll. 19 anything	ter level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  or projectiles at a distan None  Will negates [harmless] g dragon, bonus increas N/A	action  prary hp. 1 standard action  1 standard action  cce. 1 immediate action  1 standard action  1 standard action  se +1 per fou 1 standard action  ts.	2 hours/level; see text  1 minute/level  Instantaneous  1 minute/level  r levels above 5th; see text	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat  Close (45 ft.)  Target: One weapo than 30 ft. apart  Close (45 ft.)  Target: One creatur  Close (45 ft.)  Target: One creatur  Target: One creatur  Touch	e creatures, and support of the control of the cont	Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A Yes	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination  Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.9  PHB II: pg.101  SC: Pg.14
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	19 19 19 19 19 19 ond roll. 19 anything 19 ently on,	ter level [max 15] tempor Will negates [harmless]  Will negates [harmless, object] or projectiles at a distant None  Will negates [harmless] g dragon, bonus increas N/A  negating harmful effect Will negates	action  orary hp. 1 standard action  1 standard action  ce. 1 immediate action  1 standard action	2 hours/level; see text  1 minute/level  Instantaneous  1 minute/level  r levels above 5th; see text 24 hours	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat Close (45 ft.)  Target: One weapo than 30 ft. apart Close (45 ft.)  Target: One creatur Close (45 ft.)  Target: One creatur more than 30 ft. apart Touch  Target: One creatur Touch	e creatures, and support of the control of the cont	Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A Yes	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination  Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) [Fear, Good,	SC: Pg.9  PHB II: pg.101  SC: Pg.14  SC: Pg.17
Air Breathing  ffect: Grants creatures the ability to breath air. Grants creatures the ability of the creature	19 19 19 19 19 19 ond roll. 19 anything 19 ently on,	ter level [max 15] tempor Will negates [harmless]  Will negates [harmless, object] or projectiles at a distant None  Will negates [harmless] g dragon, bonus increas N/A  negating harmful effect Will negates	action  prary hp. 1 standard action  1 standard action  cce. 1 immediate action  1 standard action  se +1 per fou 1 standard action  ts. 1 standard action  ts. 2 standard action  se and is stur	2 hours/level; see text  1 minute/level  Instantaneous  1 minute/level  r levels above 5th; see text 24 hours	Close (45 ft.)  Target: One or mon more than 30 ft. apa Touch  Target: Living creat Close (45 ft.)  Target: One weapo than 30 ft. apart Close (45 ft.)  Target: One creatur Close (45 ft.)  Target: One creatur more than 30 ft. apart Touch  Target: One creatur Touch	e creatures, and support of the control of the cont	Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A Yes htelligence 3+	[Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Transmutation [See text] Caster Level: 9 Divination  Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.9  PHB II: pg.101  SC: Pg.14  SC: Pg.17

			Cleric Spells	3				
□□□□□ Bestow Curse	19	Will negates	1 standard Permanent action	Touch	V,S	Yes	Necromancy	PHB: pg.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks;	or 50	% chance of losing eac		Target: Creature to	uched		Caster Level: 9	
□□□□□ Blade of Pain and Fear		Will partial	1 standard 1 minute/level [D] action	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	or her	come frightened for 1d4		Target: Swordlike c	olumn of gr	ashing teeth	Caster Level: 9	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19	Fortitude negates	1 standard Permanent [D] action	Medium (190 ft.)	V	Yes	Necromancy	PHB: pg.206
Effect:			action	Target: One living of	reature		Caster Level: 9	
Makes subject blinded or deafened.  Chain of Eyes	19	Will negates	1 standard 1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
Effect:			action	Target: Living creat	ure touched		Caster Level: 9	
Scrying sensor passed along by touch.  Channeled Divine Shield	19		See text 1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
Effect: Gain DR based upon casting time; See text.				Target: You			Caster Level: 9	
□□□□ Checkmate's Light	19	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	+5 at	15th levell and is Lawfu		Target: Melee weap	oon touched		Caster Level: 9	
radius of red light.	19	N/A	1 minute Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
Effect:			Thinds industrial dead	Target: You	1,0		Caster Level: 9	56.1 g.16
Get direction and general status of a known target.  Cloak of Bravery	19	Will negates	1 standard 10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration	SC: Pg.47
Effect:		[harmless]	action	Target: 60-ftradius	emanation	centered on you	[Mind-Affecting] Caster Level: 9	
You and your allies gain a morale bonus on saves against Cloak Pool	fear et	Will negates	ter level [Max +10]. 1 standard 1 hour/level [D]	Close (45 ft.)	V,S	No		SC: Pg.48
Effect:		[harmless,object]	action	Target: One color p	ool		[Mind-Affecting] Caster Level: 9	
Causes a color pool on the Astral Plane to seemingly ceas	se to ex	xist. None	1 standard Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
Effect:			action	Target: Object touch			Caster Level: 9	. •
Makes a permanent, heatless torch.	19	Will negates	1 standard 10 minutes/level	Medium (190 ft.)	_	Yes [harmless]	Abjuration	SC: Pg.52
Effect:		[harmless]	action	Target: Allies in a 2			Caster Level: 9	-
Same as conviction, except it affects multiple allies at a dis	stance. 19	. Fortitude negates	1 standard 1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
Effect:		<u></u>	action	Target: 20-ftradius			Caster Level: 9	-
Gain fire resistance 10, and deal 1d12 damage to all in you as ong as they remain in the area.	ur area	a of effect. Creatures so	affected have -2 to Str & Dex, move at half s		.,			
□□□□□Create Food and Water	19	None	10 minutes 24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
Effect: Feeds 3 humans or 1 horses/level.				Target: Food and wone horse/level for:	ater to sust 24 hours	ain 3 humans/level or	Caster Level: 9	
□□□□□ Crown of Grave	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharge action	ed Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
Effect: Wearer can compel undead with a one-word command on	ice per			Target: Creature to	uched		Caster Level: 9	
Crown of Might	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharge action	d Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
Effect: +2 Strength enhancement or discharge for +8 Strength for	one ro	,		Target: Creature to	uched		Caster Level: 9	
Crown of Protection	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharge action	d Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
		(namiooo)	dollori	T	uched		Caster Level: 9	
	saves.			Target: Creature to				
+1 deflection bonus to AC and +1 resistance bonus on all	saves. 19	Will negates	1 standard 1 hour/level [D] or until discharge	<u> </u>	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
+1 deflection bonus to AC and +1 resistance bonus on all supplied in Crown of Smiting  Effect:	19	Will negates (harmless)	action	d Touch  Target: Creature to	V,S,F	Yes (harmless)	Evocation  Caster Level: 9	PHB II: pg.108
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for	19 er minu a +8 b	Will negates (harmless) ute, gain +2 divine bonu oonus.	action us on damage rolls no next melee or ranged	d Touch  Target: Creature to attack if	V,S,F uched		Caster Level: 9	. 0
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown Crown Course Serious Wounds	19 er minu	Will negates (harmless) Ite, gain +2 divine bonu	action	Target: Creature too attack if	V,S,F uched V,S	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing)	PHB II: pg.108  PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cours Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage.	19 er minu a +8 b	Will negates (harmless) ute, gain +2 divine bonus conus. Will half (harmless); see text	action us on damage rolls no next melee or ranged 1 standard Instantaneous	rd Touch  Target: Creature to attack if  Touch  Target: Creature to	V,S,F uched V,S	Yes (harmless); see	Caster Level: 9 Conjuration	PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown Crown Course Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage.	19 er minu a +8 b 19	Will negates (harmless) ute, gain +2 divine bonus bonus. Will half (harmless);	action as on damage rolls no next melee or ranged 1 standard Instantaneous action	rd Touch  Target: Creature to attack if  Touch  Target: Creature to	V,S,F uched V,S uched V,S,M	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing)  Caster Level: 9	. 0
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction  Effect: Cures 3d8 +1/level [max +15] damage.	19 er minu a +8 b 19	Will negates (harmless)  ute, gain +2 divine bonu- sonus. Will half (harmless); see text  Will negates	action us on damage rolls no next melee or ranged 1 standard Instantaneous action 1 standard 1 round/level action	Target: Creature too attack if Touch Target: Creature too Medium (190 ft.)	V,S,F uched V,S uched V,S,M	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation	PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all signal of the common of the c	19 er minu a +8 b 19	Will negates (harmless)  ute, gain +2 divine bonu- sonus. Will half (harmless); see text  Will negates	action us on damage rolls no next melee or ranged 1 standard Instantaneous action 1 standard 1 round/level action	Target: Creature too attack if Touch Target: Creature too Medium (190 ft.)	V,S,F uched V,S uched V,S,M	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation	PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cures Gerious Wounds  Effect: Cures 3d8 +1/level [max +15] damage. Cures daB +1/level [max +15] da	er minur a +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown we	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action aeapons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to Medium (190 ft.)  Target: One creature y critical	V,S,F uched V,S uched V,S,M	Yes (harmless); see text Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9	PHB: pg.216 PHB II: pg.109
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cure Serious Wounds  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures 4d Ac against any ranged attack is -5, including performance of the current of the curren	er minur a +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown we	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action aeapons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action	Touch Target: Creature to attack if Touch Target: Creature to Medium (190 ft.) Target: One creatury critical 0 ft.	V,S,F uched V,S uched V,S,M	Yes (harmless); see text Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire]	PHB: pg.216  PHB II: pg.109  SC: Pg.59
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures 4d8 +1/level [max	er minura +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ile weapons, thrown we None	action  s on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  ealing 1d6/2 levels [Max 5d6].  1 standard 10 minutes/level [D]	Target: Creature too attack if Touch Target: Creature too Medium (190 ft.) Target: One creatur y critical 0 ft. Target: Flame in yo	V,S,F uched V,S uched V,S,M re V,S,S ur palm V,S	Yes (harmless); see text  Yes  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for cure Serious Wounds  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect:  Subjects AC against any ranged attack is -5, including petheets are automatically confirmed.  Cures of Arrow Attraction  Effect:  Produce a flame that can be used for touch attack or range cure of the	er minura +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ile weapons, thrown we None	action  s on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  ealing 1d6/2 levels [Max 5d6].  1 standard 10 minutes/level [D]	Touch Target: Creature to attack if Touch Target: Creature to Medium (190 ft.) Target: One creature to the creature to the control of the the cont	V,S,F uched V,S uched V,S,M re V,S,S ur palm V,S	Yes (harmless); see text  Yes  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light]	PHB: pg.216  PHB II: pg.109  SC: Pg.59
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cures and Cures Serious Wounds  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect:  Subjects AC against any ranged attack is -5, including phreats are automatically confirmed.  Cures of Arrow Dattraction  Effect:  Produce a flame that can be used for touch attack or range Cures of Arrow Data Cures of Cures Cure	19 er minut a +8 b 19 19 projecti 19 ed atta 19	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None ck [120 ft. no penalty] d None	action  s on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  action  action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D]	Target: Creature to attack if  Touch Target: Creature to attack if  Touch Target: Creature to Medium (190 ft.) Target: One creature y critical  0 ft. Target: Flame in younger. Touch Target: Object touch	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed	Yes (harmless); see text Yes Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component has the designated alignment or Discharge for component of the	19 er minut a +8 b 19 19 projecti 19 ed atta 19	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None ck [120 ft. no penalty] d None	action  s on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  action  action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D]	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature to attack if  Oft.  Target: Flame in younger in the attack if  Touch  Touch  Touch	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed	Yes (harmless); see text Yes Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness]	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component of the com	19 19 19 19 19 19 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonuonus. Will half (harmless); see text Will negates tile weapons, thrown wone None None None None None	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action aspons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action ealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to Medium (190 ft.)  Target: One creature y critical  0 ft.  Target: Flame in younged: Touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V, M/DF hed V,S,DF	Yes (harmless); see text  Yes  Yes  No	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component of the component (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for component has the designated alignment or Discharge for cures ad the component has the designated alignment or Discharge for cures and the cures of Arrow Attraction (cures and the cure of Arrow Attraction (cures and the cure of Arrow Attraction (cures and the cure of t	19 19 19 19 19 19 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonuonus. Will half (harmless); see text  Will negates  Will negates  Whone  None  None  None  None  None  None	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action aspons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action ealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to Medium (190 ft.)  Target: One creature y critical  0 ft.  Target: Flame in younged: Touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V, M/DF hed V,S,DF	Yes (harmless); see text  Yes  Yes  No	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness] Caster Level: 9  Transmutation	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217
+1 deflection bonus to AC and +1 resistance bonus on all signal of the comment of	19 er minu a +8 b 19 19 19 19 19 ed atta 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonutonus. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1 d6 rounds; see text action  creature is Tanar'ri it is also stunned unless it 1 standard 1 d6 rounds action	Target: Creature too attack if  Touch  Target: Creature too attack if  Touch  Target: Creature too Medium (190 ft.)  Target: One creature y critical  Oft.  Target: Flame in younger touch  Target: Object touch  Target: Object touch  Target: Object touch  Target: Object touch  Target: Living creat saves.	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  No  No  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component has the designated alignment or Discharge for cure Serious Wounds  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures damage of the cure of the component of the cure of the component of the cure of the	19 er minu a +8 b 19 19 19 19 19 ed atta 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonutonus. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  1 standard 1 round/level action  1 standard 1 round/level [D] action  1 standard 1 round/level [D] action  2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  creature is Tanarri it is also stunned unless it 1 standard 1d6 rounds action  or be Stunned.  1 standard Instantaneous	Touch Target: Creature tou attack if Touch Target: Creature tou Medium (190 ft.) Target: One creatur y critical 0 ft. Target: Flame in yo Touch Target: Object touc Touch Target: Object touc Close (45 ft.) Target: Living creat saves. Close (45 ft.)	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  No  No  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Transmutation	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component has the designated alignment or Discharge for component of the	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) ite, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None None None None None It [120 ft. no penalty] d None None None None By [140 ft. no penalty] d None None None None None None By [140 ft. no penalty] d None None None None None None None None	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 d6 rounds; see text action  1 standard 1 d6 rounds action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature to attack if  Oft.  Target: One creature in your critical  Oft.  Target: Plame in your creature in your critical  Touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat saves.  Close (45 ft.)  Target: Living creat  Medium (190 ft.)  Target: One spellca	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64
## deflection bonus to AC and +1 resistance bonus on all similar common comments of the common commo	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) ite, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None None None None None It [120 ft. no penalty] d None None None None By [140 ft. no penalty] d None None None None None None By [140 ft. no penalty] d None None None None None None None None	action  so on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 drounds/level [D] action	Target: Creature to attack if  Touch Target: Creature to attack if  Touch Target: Creature to attack if  Touch Target: One creature y critical  0 ft. Target: Flame in you Touch Target: Object touch Close (45 ft.) Target: Living creat saves. Close (45 ft.) Target: Living creat Medium (190 ft.)	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Abjuration	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223
+1 deflection bonus to AC and +1 resistance bonus on all signal comment of the properties of the opponent has the designated alignment or Discharge for comment of the opponent has the designated alignment or Discharge for cure Serious Wounds  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures damage of Arrow Attraction  Effect:  Subjects AC against any ranged attack is -5, including properties of the produce at automatically confirmed.  Cures added the produce of the prod	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) ite, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown work None  None  None  None  None  I 120 ft. no penalty] d None  None  None  None  None  None  None  None Fortitude partial; see text a]. Baatezu must save of None  None	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  asling 1d6/2 levels [Max 5d6].  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  creature is Tanar'ri it is also stunned unless it 1 standard 1d6 rounds action  or be Stunned.  1 standard Instantaneous action  1 swift 1 round action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature y critical  0 ft.  Target: Flame in younger: Touch  Target: Object touch  Close (45 ft.)  Target: Living creat saves.  Close (45 ft.)  Target: Living creat Medium (190 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V,M/DF hed V,S,DF ure V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes  No re, or object; or	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Abjuration Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223
+1 deflection bonus to AC and +1 resistance bonus on all signal content of the co	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) itte, gain +2 divine bont oncours. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  action  1 standard 1 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1 d6 rounds; see text action  creature is Tanar'ri it is also stunned unless it 1 standard 1 d6 rounds action  or be Stunned 1 standard Instantaneous action  1 swift 1 round action  el + Str or Wis modifier [your choice]. Damae e amount against any creature that attacks ye	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature y critical  0 ft.  Target: Flame in younger: Flame in younger: Cobject touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat  Medium (190 ft.)  Target: Living creat  Medium (190 ft.)  Target: One spellca 20-ftradius burst oft.  Target: Magic wearger is the	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF ure  V,S,DF ure  V,S,DF on of force	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes  No  No  No  No  No  No  No  No  No  N	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Evocation [Caster Level: 9  Transmutation Caster Level: 9  Evocation [Force] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223  PHB II: pg.110
## deflection bonus to AC and +1 resistance bonus on all signal comment of the properties of the proposed and provided and	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) itte, gain +2 divine bont oncours. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  1 standard 1 round/level action  1 standard 1 round/level [D] action  2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 df rounds; see text action  1 standard 1df rounds action  1 standard Instantaneous action  1 standard Instantaneous action  1 swift 1 round action  1 standard Instantaneous action	Touch Target: Creature to attack if Touch Target: Creature to the definition of the terms of the	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V,M/DF hed V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  No  Tes, or object; or  No  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Evocation [Force] Caster Level: 9  Evocation [Force] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223
Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including patheasts are automatically confirmed. Darkfire  Effect: Produce a flame that can be used for touch attack or range. Daylight  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [n	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) ite, gain +2 divine bont oncours. Will half (harmless); see text Will negates ille weapons, thrown we have been been been been been been been be	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, and 1 standard 1 round/level [D] action  action  action  1 standard 1 round/level [D] action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  action  To be Stunned  1 standard Instantaneous action  1 swift 1 round action  a mount against any creature that attacks ye 1 standard Instantaneous action  action  1 standard Instantaneous action  1 swift 1 round action  all + Str or Wis modifier [your choice]. Damae a mount against any creature that attacks ye 1 standard Instantaneous action  inth the ground [1d6 per 10 ft.].	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature y critical  Oft.  Target: Flame in younger of the control of the c	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  No  re, or object; or  No  Yes  100 ft. high]	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness] Caster Level: 9  Transmutation Caster Level: 9  Abjuration Caster Level: 9  Evocation [Force] Caster Level: 9  Evocation [Force] Caster Level: 9  Evocation [Air] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223  PHB II: pg.110  SC: Pg.72
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for Choose alignment (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for Choose alignment or Discharge for Choose alignment (curse of Arrow Attraction Effect:  Subjects AC against any ranged attack is -5, including pethreats are automatically confirmed.  Care and Darkfire  Effect:  Produce a flame that can be used for touch attack or range Chort.  Cholect sheds supermatural shadow in 60-ft. radius.  Creatures of Evil and Lawful subtypes take 2d6 damage [n]  Devil Blight  Effect:  Creater divine weapon that mimics deity's favored weapon same as base weapon +1-1/2 Str or Wis modifier [your choid contents of the	19 19 19 19 19 ed atta 19 19 19 19 19 19 19 19 19 19 19 19 10 10 10 10 11 11 11 11 11 11 11 11 11	Will negates (harmless) tete, gain +2 divine bont oncours. Will half (harmless); see text Will negates lile weapons, thrown we have been seed to be the weapons when we have been seed to be the weapons when we have been seed to be the weapon seed to have be weapon strikes for like Reflex partial; see text	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  asling 1d6/2 levels [Max 5d6].  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 df rounds; see text action  oreature is Tanar'ri it is also stunned unless it 1 standard 1d6 rounds action  or be Stunned.  1 standard Instantaneous action  1 swift 1 round action  1 swift 1 round action  el + Str or Wis modifier [your choice]. Damae e amount against any creature that attacks you 1 standard Instantaneous action	Touch Target: Creature to attack if Touch Target: Creature to the definition of the terms of the	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V,M/DF hed V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  No  Tes, or object; or  No  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Transmutation Caster Level: 9  Evocation [Force] Caster Level: 9  Evocation [Force] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223  PHB II: pg.110

				Cleric Spells					
□□□□□ Energy Aegis	19	Will negates (harmless)	1 immediate	1 round	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
ffect: Gain resistance 20 against one energy type for one attac	ŀ		action		Target: One creatur	re		Caster Level: 9	
□□□□ Energy Vortex	19	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
ffect: Choose a energy type and it causes 1d8 +1/caster level s well.	[max +	+20]. You may double th	e damage i	you forgoe a save and take the damage	Target: All creatures ecentered on you	s within a 2	0-ftradius burst	Caster Level: 9	
DDDDDEnergy Vulnerability	19	Will negates	1 standard	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
ffect: You can affect a number of creatures with total hit dice o			. You select	which creatures are affected. Choose a		e creatures	within a 10-ftradius	Caster Level: 9	
nergy type and that creature takes an additional 50% dam DDDDD Favorable Sacrifice	age fro 19	m that type. Will negates [harmless]	1 standard	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.89
ffect: Gain benefit from deity; see text.		,			Target: Creature to	uched		Caster Level: 9	
☐☐☐☐ Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation  Caster Level: 9	SC: Pg.90
Deal 1d6 damage per size category difference.	19	None	1 standard	1 round/level	Target: Creature too Touch	V,S,M	No	Evocation	SC: Pg.95
ffect:			action		Target: Nonmagical		uched	Caster Level: 9	ŭ
Normal or masterwork weapon becomes temporary +1 fla	aming b	ourst weapon. Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
ffect: Hit incorporeal normally.		[narmess,object]	action		Target: One weapon time of casting]	n or fifty pro	jectiles [all in contact at	t Caster Level: 9	
☐☐☐☐ Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
ffect: Gain an additional pair of arms; see text	10	Soo tort	10 minute	Permanent until discharge d ID1	Target: Creature to		No (object) and Ver	Caster Level: 9	DHB: pa 220
I□□□□ Glyph of Warding  ffect:	19	See text	10 minutes	Permanent until discharged [D]	Touch  Target: Object touch	V,S,M hed or up to	see text	Abjuration  Caster Level: 9	PHB: pg.236
Inscription harms those who pass it.	19	N/A	1 swift	1 round/level	Personal	V	N/A	Transmutation	SC: Pg.107
ffect:			action		Target: You			[Good] Caster Level: 10	Ť
+2 sacred bonus to Dex, Land speed increases by 10 ft.  DIRECTOR Hamatula Barbs	-20 per 19	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
ffect: Any creature hitting the subject takes 1d8 damage.					Target: Creature to	uched		Caster Level: 9	
□□□□ Helping Hand	19	None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: pg.239
ffect: Ghostly hand leads subject to you.	19	Will negates; see text	1	1 round/level [D]; see text	Target: Ghostly han Close (45 ft.)	nd V,S	Yes	Caster Level: 9 Enchantment	PHB II: pg.114
ffect:		-	immediate action	Troundrever [5], see text	Target: One living c		103	(Compulsion) [Mind-Affecting] Caster Level: 9	7 112 II. pg. 114
Creature can only take move action on it's turn; retry savance Holy Meditation  "Iffect:	19	round įswiit actionį.	1 minute	2 hours	Personal Torrett Vou	V,S,M		Evocation	FH.P: pg.36
TRECT:  Upon completion of the ritual the character enjoys the be  Upon Completion of the ritual the character enjoys the be	nefits o 19	of a full eight hours rest. None	1 standard action	1 round/level [D]	Target: You 20 ft.	V,S,M,DF	No	Caster Level: 9  Conjuration (Creation) [Good,	SC: Pg.115
ffect:					Target: Cylinder [20	)-ft. radius, :	20 ft. high]	Water] Caster Level: 10	
-4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks 19	s. Evil creatures take 2d6 None		ach round [double if outsiders]. 1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
ffect: Axe deals 2d12 of cold damage +1/2 caster level [max +	101.		action		Target: Battleaxe-sh	haped wear	oon of swirling ice	Caster Level: 9	
Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
ffect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature to		V 0 1 1	Caster Level: 9	
□□□□□ Interplanar Message	19	Will negates [harmless]	1 standard action	24 hours/level	One creature  Target: One creatur	V,S re	Yes [harmless]	Evocation [Language-Depen Caster Level: 9	SC: Pg.124 dent]
Send 25 words or less to the targeted creature; see text.  Invest Moderate Protection	19	Will half (harmless);		Instantaneous; see text	Touch	V,S	Yes (harmless); see	Conjuration	PHB II: pg.115
Effect: Living creature healed 3d4 +1 per two caster levels [ma	ax +6] a	see text and gains DR:1/evil for	action 1 minute, u	ndead damaged by likewise amount. O	Target: Creature toon	uched	text	(Healing) Caster Level: 9	
ailed save undead take an extra 3 points of damage from a	weapo	on that overcomes DR/g None	ood. 1 standard	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
ffect: Dispels invisibility within 5 ft./level			action		Target: You			Caster Level: 9	
### ##################################	19	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 9	SC: Pg.129
Teleport and end up flanking an opponent.	19	Will negates	1 standard action	Instantaneous	Close (45 ft.)  Target: One creatur	S,DF re	Yes	Divination  Caster Level: 9	SC: Pg.129
Learn strengths or weaknesses of opponent; see text.	19	Will negates		Instantaneous	Close (45 ft.)	V,S	Yes	Divination	SC: Pg.129
ffect: Learn any vulnerabilities and resistances the target has.			action		Target: One creatur	re		Caster Level: 9	
Light of Venya	19	None	1 standard action	10 minutes/level [D]	Medium (200 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
iffect: Same as light of Lunia except damage is 3d6 or 6d6 vs.				A selection of	Target: You and up	•		Caster Level: 10	DUD - 217
□□□□ Locate Object	19	None	1 standard action	1 minute/level	Long (760 ft.)  Target: Circle, center	V,S,F/DF ered on you	No , with a radius of 400 +	Divination  Caster Level: 9	PHB: pg.249
Senses direction toward object [specific or type].	19	Will negates		10 minutes/level	40 ft. per level	-	No; see text	Abjuration [Lawful]	] PHB: pg.249
iffect:		(harmless)	action	0	Target: 10-ftradius		from touched creature		
+2 to AC and saves, counter mind control, hedge out ele	mentals 19	s and outsiders in 10-ft. I Will negates (harmless)		0 minutes/level. 10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
Effect:	montale	,		0 minutes/level.	Target: 10-ftradius	emanation	from touched creature	Caster Level: 10	
+2 to AC and saves, counter mind control, hedge out ele	memais								
+2 to AC and saves, counter mind control, hedge out ele	19	Will negates (harmless)		10 minutes/level	Touch		No; see text from touched creature	Abjuration [Good]	PHB: pg.249

			Cleric Spells					
□□□□ Magic Vestment	19	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object	) Transmutation	PHB: pg.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement		(		Target: Armor or sh	ield touche	d	Caster Level: 9	
□□□□ Mantle of Chaos	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Chaos	SC: Pg.137
Effect: Gain SR 12 + your caster level against spells with the lawl	ful des	criptor.		Target: You			Caster Level: 9	
□□□□ Mantle of Law	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
Effect: Gain SR 12 + your caster level against spells with the cha	os des	criptor.		Target: You			Caster Level: 9	
□□□□ Mark of Doom	19	None	1 standard 1 round/level action	Medium (190 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
Effect: Subject marked takes 1d6 damage any time it continues fi	ighting	; see text.		Target: One creatur	е		Caster Level: 9	
Meld into Stone	19	None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
Effect: You and your gear merge with stone.				Target: You			Caster Level: 9	
□□□□ Nauseating Breath	19	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
Effect: Creatures in area must save or be nauseated for 1d6 roun				Target: Cone-shape			Caster Level: 9	
□□□□□ Obscure Object	19	Will negates (object)	1 standard 8 hours [D] action	Touch		Yes (object)	Abjuration	PHB: pg.258
Effect: Masks object against scrying.				Target: One object			Caster Level: 9	
□□□□ Prayer	19	None	1 standard 1 round/level action	40 ft.  Target: All allies and	V,S, DF	Yes n a 40-ftradius burst	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB: pg.264
Allies +1 bonus on most rolls, enemies -1 penalty.	19	Fortitude negates	1 standard 10 minutes/level or until discharged	centered on you Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect:		(harmless)	action	Target: Creature to		/	Caster Level: 9	. •
Absorb 12 points of damage/level [max 120] from one kind	d of en	Fortitude negates	1 standard Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: pg.270
Effect:		(harmless)	action	Target: Creature to	uched		(Healing) Caster Level: 9	
Cures normal or magical conditions.	19	Will negates	1 standard Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
Effect:		(harmless)	action	Target: Creature or		, ,	Caster Level: 9	: <del>-</del>
Frees object or person from curse.	19	Fortitude negates	1 standard Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: pg.271
Effect:		(harmless)	action	Target: Creature to		,	(Healing) Caster Level: 9	-
Cures all diseases affecting subject.  DDDD Resist Energy, Mass	19	Fortitude negates	1 standard 10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect:		[harmless]	action	Target: One creatur	e/level, no	two of which can be	Caster Level: 9	
As resist energy, except that it affects all targeted creature  Resurgence, Mass	es. 19	Will negates	1 standard Instantaneous	more than 30 ft. apa Close (45 ft.)	v,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
Effect:		[harmless]	action			two of which can be	Caster Level: 9	
Same as resurgence, except it affects multiple targets. supernatural ability.		•						
□□□□□ Ring of Blades	19	N/A	1 standard 1 minute/level action	Personal	V,S,M	N/A	Conjuration (Creation)	SC: Pg.177
Effect: Deals 1d6 +1 per caster level [max +10] points of damage				Target: You			Caster Level: 9	
⊒□□□□ Safety	19	None or Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	No or Yes [harmless]	•	SC: Pg.179
Effect: Subject can find the shortest, most direct route to safety; s				Target: Creature to			Caster Level: 9	
□□□□□ Searing Light	19	None	1 standard Instantaneous action	Medium (190 ft.)	V,S	Yes	Evocation	PHB: pg.275
Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level	[max	10d6] against undead;	9 to undead vulnerable to bright light; construct of	Target: Ray or			Caster Level: 9	
nanimate object only takes 4d6 damage.  DDDDDDSheltered Vitality	19	Fortitude negates	1 standard 1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
Effect:		[harmless]	action	Target: Living creat	ure touched	i	Caster Level: 9	
Subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains in the subject gains gain	19	Will negates	1 standard 1 minute/level	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves	- 1 در د	[object,harmless]	action	Target: One shield	or buckler to	ouched	Caster Level: 10	
Grants +1 sacred bonus to Armor Class and Reflex Saves	19	er five caster levels [ma Will negates	1 standard 1 round action	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
Effect:			autori		e/level, no	two of which are more	Caster Level: 9	
Affect creatures sink 100 ft./round; see text.	19	See text	1 standard Permanent action	than 30 ft. apart Touch	V,S,F	No	Necromancy	SC: Pg.191
			uotion		iod skull		Caster Level: 9	
				Target: One human	iou situii			SC: Pg.191
Alarm affect; see text	19	None	1 standard Instantaneous	•	V,S	Yes	Evocation	5
Alarm affect; see text			1 standard Instantaneous action	•		Yes	Evocation  Caster Level: 9	g
Alarm affect; see text  Claim Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal		damage. Will negates	action  1 standard 1 hour/level [D]	Medium (190 ft.)		Yes [harmless]		SC: Pg.194
Alarm affect; see text	equal	damage.	action	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creature	V,S V,S		Caster Level: 9	
Alarm affect; see text  Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.	equal	damage. Will negates	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D]	Medium (190 ft.)  Target: Ray  Close (45 ft.)	V,S V,S	Yes [harmless]	Caster Level: 9 Transmutation	SC: Pg.194
Alarm affect; see text  Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.	equal (	damage. Will negates [harmless]	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart	V,S V,S e/level, no	Yes [harmless] two of which are more	Caster Level: 9 Transmutation Caster Level: 9	SC: Pg.194
Alarm affect; see text	equal (	damage. Will negates [harmless]	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal	V,S V,S e/level, no	Yes [harmless] two of which are more	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic]	SC: Pg.194
Alarm affect; see text  Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.  Sonorous Hum  Effect: The next spell you cast during the effect of sonorous hum Seffect: Effect:	equal (19)	damage. Will negates [harmless] N/A equires concentration to Fortitude half	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac	V,S V,S e/level, no V,S V,S,DF	Yes [harmless] two of which are more N/A	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9	SC: Pg.194 SC: Pg.196
Alarm affect; see text	equal of 19  19  that re 19	damage. Will negates [harmless] N/A quires concentration to Fortitude half	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action  except undead or other souless creatures], if an except undead or other souless creatures]	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac	V,S V,S v,S v,S,DF	Yes [harmless] two of which are more N/A	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation Caster Level: 9	SC: Pg.194 SC: Pg.196 FH.P: pg.37
Alarm affect; see text	equal (19)	damage. Will negates [harmless] N/A equires concentration to Fortitude half	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac iil	V,S V,S V,S V,S,DF ter V,S	Yes [harmless] two of which are more N/A No	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Evocation Caster Level: 9 Necromancy	SC: Pg.194 SC: Pg.196
Alarm affect; see text  Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Snowshoes, Mass  Effect: Same as Snowshoes, except as noted. Sonorous Hum  Effect: The next spell you cast during the effect of sonorous hum Sold Burn  Effect: Paralyzes the target and deals 1d4/2 levels holy damage busider the damage is doubled.  Spark of Life  Effect: Undead ouched temporarily acts as if it were alive and vulned.	equal of 19  19  that re 19  e [max 19	damage.  Will negates [harmless]  N/A  equires concentration to Fortitude half  6 6d4] to evil creature [  Will negates  le as if it weren't undear	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 round; see text action  2 except undead or other souless creatures], if an except undead 1 round/level action  3.	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac riii  Touch  Target: Undead cre	V,S V,S e/level, no V,S V,S,DF ter V,S	Yes [harmless] two of which are more N/A No Yes	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation Caster Level: 9 Necromancy Caster Level: 9	SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196
Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal Snowshoes, Mass  Effect: Same as Snowshoes, except as noted. Sonorous Hum  Effect: The next spell you cast during the effect of sonorous hum Soul Burn  Effect: Paralyzes the target and deals 1d4/2 levels holy damage busider the damage is doubled.  Spark of Life  Effect: Undead touched temporarily acts as if it were alive and vu	equal (19) 19 that re 19 e [max	damage.  Will negates [harmless]  N/A  equires concentration to Fortitude half  6 6d4] to evil creature [  Will negates  le as if it weren't undear	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action  accept undead or other souless creatures], if an exit standard 1 round/level action	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac ril  Touch  Target: Undead cre 10 ft.	V,S V,S V,S,DF ter V,S ature touch V,S, DF	Yes [harmless] two of which are more N/A No	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation Caster Level: 9 Necromancy Caster Level: 9 Necromancy [Language-Depen	SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196 PHB: pg.281
Alarm affect; see text	equal (19)  19  that re 19  19  19  Indicate the second of	damage.  Will negates [harmless]  N/A  quires concentration to Fortitude half  c 6d4] to evil creature [ Will negates le as if it weren't undear Will negates; see text	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action  except undead or other souless creatures], if an except undead or other souless creatures is a continuous undead or other souless creatures].	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac ril  Touch  Target: Undead cre 10 ft.  Target: One dead c	V,S V,S V,S,DF ter V,S atture touch	Yes [harmless] two of which are more N/A No Yes ed No	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Evocation Caster Level: 9 Necromancy Caster Level: 9 Necromancy [Language-Depen Caster Level: 9	SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196 PHB: pg.281 dent]
Alam affect; see text	equal of 19  19  that re 19  e [max 19	damage.  Will negates [harmless]  N/A  equires concentration to Fortitude half  6 6d4] to evil creature [  Will negates  le as if it weren't undear	action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 round; see text action  2 except undead or other souless creatures], if an except undead 1 round/level action  3.	Medium (190 ft.)  Target: Ray  Close (45 ft.)  Target: One creatur than 30 ft. apart Personal  Target: You  Medium (190 ft.)  Target: One charac ril  Touch  Target: Undead cre 10 ft.	V,S V,S V,S,DF ter V,S ature touch V,S,DF reature V,S,M	Yes [harmless] two of which are more N/A No Yes ed No	Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation Caster Level: 9 Necromancy Caster Level: 9 Necromancy [Language-Depen	SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196 PHB: pg.281

				Cleric Spells					
**Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.			dollori		Target: Stone or sto	ne object to	ouched, up to 10 cu. ft.	Caster Level: 9	
Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.					Target: Stone or sto +1 cu. ft./level	ne object to	ouched, up to 10 cu. ft.		
Summon Monster III	19	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		d creatures, no two of	Caster Level: 9	
□□□□□ Suppress Glyph	19	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.216
Effect: Gain enhanced awareness of magical writing such as a g	lyph of	warding; see text.			Target: 100-ftradiu	s emanatio	n centered on you	Caster Level: 9	
Tremor	19	See text	1 standard action	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
Effect: Disrupts concentration; see text.					Target: 40-ftradius	spread		Caster Level: 9	
Under Vigor	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants target fast healing a					Target: Living create			Caster Level: 9	
□□□□ Vigor, Mass Lesser	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants all targets fast heali					more than 30 ft. apa	art	no two of which can be	Caster Level: 9	
□□□□□ Visage of the Deity, Lesser	19	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 9	
Wall of Light	19	None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
Effect: Any creature passing through the wall becomes dazzled.	You ca	n see through the wall;		2 hours/level; see text	square/level or hem	i/sphere 5 f	rea is up to one 10-ft. t./2 levels Yes (harmless)	Caster Level: 9 Transmutation	PHR: pg 300
Water Breathing  Effect:	19	(harmless)	action	z nouis/ievei, see lext	Target: Living create		,	Caster Level: 9	PHB: pg.300
Subjects can breathe underwater.	19	Will negates	1 standard	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation	PHB: pg.300
☐☐☐☐ Water Walk  Effect:	13	(harmless)	action		Target: One toucher			[Water] Caster Level: 9	
Subject treads on water as if solid.  DDDDDWeapon of Energy	19	Fortitude negates	1 standard	1 round/level	Touch	V,S		Transmutation	SC: Pg.236
Effect:		[harmless,object]	action		Target: One weapor			[See text] Caster Level: 9	g
Adds additional damage; see text.	19	Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless,object]		SC: Pg.237
Effect:		[harmless,object]	action		Target: One bludge			Caster Level: 9	
Double threat range of weapon.  Deity	19	Fortitude negates		1 round/level	projectiles [all of wh Touch	ich must be V,DF	touching] Yes [harmless,object]	Transmutation	SC: Pg.237
Effect:		[harmless,object]	action		Target: Weapon tou	iched		Caster Level: 9	
Imbue a weapon favored by your deity with special enhands with special enhands with special enhands. With a weapon favored by your deity with special enhands.	ncemen 19	None; see text		1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
Effect: Deflects arrows smaller creatures and gases			action			0 ft./level lo	ng and 5 ft./level high	Caster Level: 9	
Effect: Deflects arrows, smaller creatures, and gases.			dollon	I FVFI 4	Target: Wall up to 1 [S]	0 ft./level lo	ng and 5 ft./level high	Caster Level: 9	
	DC	Saving Throw	Time	LEVEL 4	[S] Range	Comp.	Spell Resistance	School	Source
Deflects arrows, smaller creatures, and gases.  Name  Air Walk	<b>DC</b> 20	Saving Throw None	Time		Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air	
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle	20 ].	None	Time 1 standard action	<b>Duration</b> 10 minutes/level	Range Touch Target: Creature [G.	Comp. V,S, DF argantuan c	Spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 9	]PHB: pg.196
Name  Carbon Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle	20		Time 1 standard	Duration	Range Touch Target: Creature [G.	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination	
Name  Calcium Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle  Calcium Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis	20 ]. 20 stance	N/A of one specific creature.	Time 1 standard action 1 swift action	<b>Duration</b> 10 minutes/level 1 round/level	Range Touch Target: Creature [G: Personal Target: You	Comp. V,S, DF argantuan o	Spell Resistance Yes (harmless) or smaller] touched N/A	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9	]PHB: pg.196 SC: Pg.17
Name  Name  Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle  Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis	20 ]. 20	None N/A	Time 1 standard action 1 swift action	<b>Duration</b> 10 minutes/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.)	Comp. V,S, DF argantuan c	Spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation)	]PHB: pg.196
Name	]. 20 stance 20 ne whe	N/A  N/A  of one specific creature.  N/A  re natural healing can o	Time 1 standard action 1 swift action 1 standard action ccur.	Duration 10 minutes/level 1 round/level 24 hours/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text	Comp. V,S, DF argantuan o V,S	Spell Resistance Yes (harmless) or smaller] touched N/A N/A	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9	)PHB: pg.196 SC: Pg.17 SC: Pg.17
Name	20 ]. 20 stance (	N/A  N/A  of one specific creature.  N/A	Time 1 standard action 1 swift action 1 standard action ccur.	<b>Duration</b> 10 minutes/level 1 round/level	Range Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft.	Comp. V,S, DF argantuan o V,S V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good]	)PHB: pg.196 SC: Pg.17 SC: Pg.17
Name	20 ]. 20 stance 20 ne whe 20	N/A  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates	Time 1 standard action 1 swift action 1 standard action 2 standard action 2 ccur. 1 standard action 2 are conside 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level	Range Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft.	Comp. V,S, DF argantuan o V,S V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A N/A	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9	)PHB: pg.196 SC: Pg.17 SC: Pg.17
Name  Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle]  Air Walk  Company Spell Resistance	20 ]. 20 stance 20 ne whe 20 tra 1d6	N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action are conside	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR.	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you	Comp. V,S,DF argantuan o V,S V,S,M V,S,DF a 40-ftradiu	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6	N/A  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates	Time 1 standard action 1 swift action 1 standard action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR.	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch	Comp. V,S,DF argantuan o V,S V,S,M V,S,DF a 40-ftradiu	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6 20	N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]	Time 1 standard action 1 swift action 1 standard action  1 standard action  ccur. 1 standard action are conside 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V.S, DF argantuan o V,S V,S,M V,S,DF a 40-ft,-radiu V,S uched	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half	Time 1 standard action 1 swift action 1 standard action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V.S, DF argantuan o V,S V,S,M V,S,DF a 40-ft,-radiu V,S uched	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 ]. 20 stance + 20 nne whe 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]	Time 1 standard action 1 swift action 1 standard action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V,S, DF argantuan o V,S  V,S,M  V,S,DF a 40-ftradio V,S  uched V burst cente V,S	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44
Name	20 ]. 20 stance + 20 nne whe 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates	Time 1 standard action  1 swift action  1 standard action  1 standard action  ccur. 1 standard action  are conside 1 standard action  1 standard action  See text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text	Comp. V,S, DF argantuan o V,S  V,S,M  V,S,DF a 40-ftradio V,S  uched V burst cente V,S	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing)	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44
Name	20 20 20 stance 20 ne whe 20 tra 1d6 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action  1 swift action  1 standard action  1 standard action  ccur. 1 standard action  are conside 1 standard action  1 standard action  See text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur	Comp. V,S, DF argantuan o V,S V,S,M V,S,DF a 40-ftradii V,S uched V burst cente V,S e V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ared on you Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106
Name	20 20 20 stance 20 ne whe 20 tra 1d6 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action  1 standard action  ccur. 1 standard action are conside 1 standard action  1 standard action  See text 1 minute	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.)	Comp. V,S, DF argantuan o V,S V,S,M V,S,DF a 40-ftradia V,S uched V burst cente V,S e V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106
Name	20 3. 20 20 stance - 20 20 tra 1d6 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 see text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S]	Comp. V.S, DF argantuan of V,S,M V,S,DF a 40-ftradiu V,S uched V burst cente V,S e V,S,M V,S,M/DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation [Water]	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214
Name	20  J. 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 see text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous Instantaneous 1 hour/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch	Comp. V.S, DF argantuan of V.S, M V.S,DF a 40-ftradia V.S uched V burst cente V,S e V,S,M V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation [Water] Transmutation [Water] To Conjuration (Healing)	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52
Name	20 3. stance 20 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time  1 standard action  1 swift action  1 standard action  1 standard action  2 ccur.  1 standard action  are conside 1 standard action  1 standard action  See text  1 minute  1 standard action  1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 linstantaneous 19 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou	Comp. V,S, DF argantuan of V,S  V,S,M  V,S,DF a 40-ftradiit V,S uched  V burst cente V,S e V,S,M  V,S,M/DF colume of 10 V,S uched	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. pei Yes (harmless); see text	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation (Healing) Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation (Water] To Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215
Name	20 3. 20 20 stance - 20 20 tra 1d6 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates (harmless)  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless);	Time  1 standard action  1 swift action  1 standard action  1 standard action  2 ccur.  1 standard action  are conside 1 standard action  1 standard action  See text  1 minute  1 standard action  1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch	Comp. V,S, DF argantuan of V,S V,S,M  V,S,DF a 40-ft,-radit V,S uched V burst cente V,S e V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ord on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation [Water] Transmutation (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214
Name	20  1. 20 20 stance 20 20 ne whe 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 ccur. 1 standard action 3 standard action 1 standard action 2 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a vievel [S] Touch Target: Creature tou Touch Target: Creature tou Touch	Comp. V,S, DF argantuan of V,S V,S,M  V,S,DF a 40-ftradia V,S uched V burst cente V,S,M  V,S,M/DF olume of 10 V,S uched V,S,DF uched V,S,DF uched V,S,DF uched	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. pei Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation [Water] Transmutation [Water] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217
Name  Natral Hospice  Non the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Righteous  Name  N	20  l. 20 stance 20 ne whe 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 ccur. 1 standard action 3 standard action 1 standard action 2 standard action 1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 linstantaneous 19 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Living create Medium (190 ft.)	Comp. V,S, DF argantuan of V,S V,S,M  V,S,DF a 40-ft,-radit V,S uched V burst cente V,S e V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ord on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Water] Transmu	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215
Name  Natral Hospice  Natral Hospice  Natral Hospice  Natral Hospice  Name  Natral Hospica  Name  Natral Hospica  Natral	20  l. 20 stance 20 ne whe 20 20 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  are conside 1 standard action  1 standard action  2 standard action  1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level 2ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level [D] Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Medium (190 ft.) Target: Ray	Comp. V.S, DF argantuan of V.S, M V.S,DF a 40-ftradio V.S uched V burst cente V.S,M V,S,M/DF olume of 10 V,S uched V,S,DF ure touched V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Water) Transmutation [Water] Transmutation (Water) Transmutation (Water) Transmutation (Water) Transmutation Caster Level: 9 Necromancy Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.217  PHB: pg.217  PHB: pg.221
Name	20  1. 20 20 stance 20 20 ne whe 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  are conside 1 standard action  1 standard action  2 standard action  1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Living creatur Medium (190 ft.) Target: Ray Close (45 ft.)	Comp. V.S, DF argantuan of V.S, M  V.S,DF a 40-ftradio V.S uched V burst cente V,S e V,S,M  V,S,M/DF olume of 10 V,S uched V,S uched V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per text  Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation (Water] Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Divination	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217
Name  Natral Hospice  Natral Hospice  Natral Hospice  Natral Hospice  Name  Natral Hospica  Name  Natral Hospica  Natral	20  l. 20 stance 20 ne whe 20 20 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 2 ccur. 1 standard action 2 are conside 1 standard action 3 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level 2ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level [D] Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Living creatur Medium (190 ft.) Target: Ray Close (45 ft.)	Comp. V.S, DF argantuan of V.S, M  V.S,DF a 40-ftradio V.S uched V burst cente V,S e V,S,M  V,S,M/DF olume of 10 V,S uched V,S uched V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation (Water] Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Divination	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.217  PHB: pg.217  PHB: pg.221

				Cleric Spells					
□□□□ Dismissal	20	Will negates; see text	1 standard Ins	•	Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
Effect: Forces a creature to return to native plane.					Target: One extrapla	anar creatu	re	Caster Level: 9	
Divination  Graph Divination	20	None	10 minutes Ins	stantaneous	Personal Target: You	V,S,M	No	Divination Caster Level: 9	PHB: pg.224
Provides useful advice for specific proposed actions.  Divine Power	20		1 standard 1 r action	ound/level	Personal	V,S, DF	No	Evocation	PHB: pg.224
ffect: You gain attack bonus, +6 to Str, and 1 hp/level.	20	None	1 full round Ur	til used [max 1 hour/level]	Target: You Personal	V,S	No	Caster Level: 9 Abjuration	FH.P: pg.36
iffect:  Damage dealt by evil sources deal 50% less, total damage nd. Any damage that would end the spell by exceeding the l			. modifier/level	after the limit is reached the spell w	Target: You ill			Caster Level: 9	
Freedom of Movement		Will negates	1 standard 10 action	minutes/level	Personal or touch			Abjuration	PHB: pg.233
iffect: Subject moves normally despite impediments. □□□□□□Giant Vermin	20	None	1 standard 1 r	ninute/level	Target: You or creat Close (45 ft.)		d Yes	Caster Level: 9 Transmutation	PHB: pg.235
Effect: Turns centipedes, scorpions, or spiders into giant vermin.			action		Target: Up to three more than 30 ft. apa	vermin, no	two of which can be	Caster Level: 9	
Glowing Orb	20		1 standard Pe action	rmanent	Touch	V,S,F	No	Evocation [Light]	SC: Pg.106
Effect:  Makes a light source in a globe; see text  □□□□□□ Hand of the Faithful	20	Fortitude negates	1 minute 1 h	nour/level	Target: Magical, cor	ntrollable lig	ht source Yes	Caster Level: 9 Abjuration [See	SC: Pg.109
Effect: Immobile zone of warding that is permeable to those of yo		-	vear the same	holy symbol or be of the same faith t	Target: 10-ftradius		centered on a point in	text]	<b>3</b>
nter or exit.			1 standard 1 r		Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
Effect: Create a spirit that heals with positive energy 1d8 [undead			ft.; see text.	stantaneous [1 round]; see text	Target: One conjure Medium (200 ft.)	ed healing s	pirit Yes	Caster Level: 9 Evocation [Good]	PHR: pg 244
Effect:	20		action	namaneous († 10unu), see text	Target: 20-ftradius		100	Caster Level: 10	1 11D. pg.241
Damages and blinds evil creatures.  Damages and blinds evil creatures.  Hect.			1 standard 1 r action	ound/level [D]	Personal  Target: You	V,S,DF	N/A	Transmutation [Good] Caster Level: 10	SC: Pg.116
Change to good outsider, gain abilities of protectar [minatu		Fortitude partial	1 standard Ins	stantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
Effect:  Deals 1d6 per caster level [max 10d6] and becomes fatigue  □□□□□ Imbue with Spell Ability				e. rmanent until discharged [D]	Target: One creatur Touch	e V,S, DF	Yes (harmless)	Caster Level: 9 Evocation	PHB: pg.243
ffect: Transfer spells to subject.		(harmless)			Target: Creature tou			Caster Level: 9	F3.2.10
Inflict Critical Wounds	20		1 standard Ins action	stantaneous	Touch  Target: Creature tou	V,S uched	Yes	Necromancy  Caster Level: 9	PHB: pg.244
Touch attack, 4d8 +1/level [max +20] damage	20		1 standard 1 r	ninute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
Skeleton changes to Iron; grants +5 to natural armor AC.	20		1 standard 1 r	ninuta/loval	Target: Corporeal u	ndead crea	ture touched Yes	Caster Level: 9 Abjuration	SC: Do 424
Ciffect:			action	minute/level	Target: Creature tou		100	Caster Level: 9	SC: Pg.131
Subject becomes immune to the effects of positive energy;  Magic Weapon, Greater		Will negates	1 standard 1 h	nour/level	Close (45 ft.)	V,S,M/DF	Yes (harmless, object)	) Transmutation	PHB: pg.251
Effect: Weapon gains +1/4 levels [max +5] bonus.					Target: One weapor must be in contact v casting]	or fifty pro vith each ot	jectiles [all of which her at the time of	Caster Level: 9	
□□□□□ Make Manifest	20	Will negates	1 standard 1 r action	ound/level	Close (45 ft.)  Target: One creatur	V,S,M	Yes	Transmutation  Caster Level: 9	SC: Pg.137
rrect: Cause one creature on a coexistant plane to appear on you □□□□□ Moon Bolt		Fortitude half[living]	1 standard Ins	stantaneous	Long (760 ft.)	e V,S	Yes	Evocation	SC: Pg.143
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three ca		Will negates[undead]	action				eature or two living or	Contar Lovel: 0	
		vels [max 5d4]. Undead			Target: One living o undead creatures, the	hat are <15	ft. apart		
	aster le 20			elpless for 1d4 rounds; see text. stantaneous	Target: One living o undead creatures, the Personal	r undead cr nat are <15 V,DF	ft. apart	Abjuration	PHB II: pg.120
□□□□ Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted I	20 by a ho	ostile spell. You gain Sp	1 Instimmediate action	tantaneous 12 + your caster level.	undead creatures, the Personal  Target: You	hat are <15 V,DF	ft. apart	Abjuration  Caster Level: 9	
□□□□□ Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to lead t	20 by a ho 20	ostile spell. You gain Sp N/A	1 Insimmediate action	tantaneous 12 + your caster level.	undead creatures, the Personal	hat are <15 V,DF V,S	ft. apart	Abjuration	PHB II: pg.120 SC: Pg.146
☐☐☐☐☐ Mystic Aegis  Fifect: You cast mystic aegis immediately when you are targeted to the control of the cont	20 by a ho 20 5] each	ostile spell. You gain Sp N/A n round. Will negates	1 Instimmediate action ell Resistance 1 standard 1 r	stantaneous 12 + your caster level. ound/level	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius	v,S emanation	ft. apart  N/A  Yes (harmless, object)	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)	
☐☐☐☐☐ Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to the control of the cont	by a ho 20 5] each 20 on subj	ostile spell. You gain Sp N/A n round. Will negates (harmless, object) ject. Will half [harmless];	1 Insimmediate action lell Resistance 1 standard 1 raction 1 standard 10	tantaneous  12 + your caster level. ound/level minutes/level	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius	v,S emanation	ft. apart  N/A  Yes (harmless, object)	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration	SC: Pg.146
Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to the control of	by a ho 20 5] each 20 on subj 20	ostile spell. You gain Sp N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text	1 Insimmediate action ell Resistance 1 standard 1 raction 1 standard 10 action 1 standard Insaction 1 standard Ins	tantaneous  12 + your caster level. ound/level minutes/level	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched  Touch  Target: Creature touched	v,s emanation v,s,M/DF object of up v,s uched	ft. apart  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Healing)  Caster Level: 9	SC: Pg.146  PHB: pg.257  SC: Pg.152
Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to the control of	by a ho 20 5] each 20 on subj 20	ostile spell. You gain Sp N/A n round. Will negates (harmless, object) ject. Will half [harmless];	1 Insimmediate action ell Resistance 1 standard 1 raction 1 standard 10 action 1 standard Insimple Instandard	tantaneous  12 + your caster level. ound/level minutes/level	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched  Touch  Target: Creature touched  Close (45 ft.)	v,s emanation v,s,M/DF object of up v,s uched v,s, DF, xP	N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Calling) [See Text]	SC: Pg.146 PHB: pg.257
Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to the deliver of	by a ho 20 5] each 20 on subj 20 20	ostile spell. You gain Sp N/A n round. Will negates (harmless, object) ject. Will half [harmless]; see text None	1 Insimmediate action Insimmediate action ell Resistance 1 standard 1 raction 1 standard 10 action 1 standard Insaction 1 ominutes Ins	tantaneous  12 + your caster level. ound/level minutes/level	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched  Touch  Target: Creature touched  Close (45 ft.)	v,s,m/DF v,s,m/DF v,s,m/DF object of up v,s,p,DF, xP elemental o	ft. apart  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Conjuration (Healing)  Caster Level: 9  Conjuration (Calling) [See	SC: Pg.146  PHB: pg.257  SC: Pg.152
Mystic Aegis  Fifect: You cast mystic aegis immediately when you are targeted I Megative Energy Aura  Fifect: Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] Meutralize Poison  Fifect: Immunizes subject against poison, detoxifies venom in or communizes subject against poison, detoxifies venom in or communized planacea  Fifect: Your deity sends you an elemental or outsider of the deity's planar Exchange, Lesser  Fifect: Call a celestial creature see list; see text	by a hot 20 55] each 20 con subj 20 20 20 20	ostile spell. You gain Sp N/A  n round.  Will negates (harmless, object) ject.  Will half [harmless]; see text  None  De of 6 HD or less.  None	1 Insimmediate action well Resistance 1 standard 1 raction 1 standard 10 action 1 standard Insaction 1 or minutes Insulation 1 round 1 r	tantaneous  12 + your caster level. ound/level minutes/level stantaneous stantaneous	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched  Touch  Target: Creature tou  Close (45 ft.)  Target: One called eless  0 ft.	v,s,m/DF v,s,m/DF v,s,m/DF object of up v,s,p,DF, xP elemental o	ft. apart  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No r outsider of 6 HD or	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Calling) [See Text]  Caster Level: 9  Conjuration (Calling) [Caster Level: 9  Conjuration (Calling) [See Text]	SC: Pg.146  PHB: pg.257  SC: Pg.152  PHB: pg.261
Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to the deliver of	20 by a ho 20 55] each 20 con subj 20 20 20 20 20	ostile spell. You gain Sp N/A  n round.  Will negates (harmless, object) ject.  Will half [harmless]; see text  None  De of 6 HD or less.  None	1 Instimmediate action lell Resistance 1 standard 1 raction 1 standard 10 action 1 standard Instandard Instand	12 + your caster level. ound/level minutes/level stantaneous stantaneous ound/level [D]	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched  Touch  Target: Creature tou  Close (45 ft.)  Target: One called of the Companies of the Companie	v,s, M/DF v,s, M/DF v,s, M/DF object of up v,s, DF, XP elemental o v,s, DF, XP	ft. apart  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No r outsider of 6 HD or No  Yes [harmless]	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Calling) [See Text]  Caster Level: 9  Conjuration (Calling) [See Text]  Caster Level: 9  Conjuration (Calling)  Caster Level: 9	SC: Pg.146  PHB: pg.257  SC: Pg.152  PHB: pg.261  SC: Pg.159
Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted to the decidence of the decide	20 by a hot 20 55] each 20 con subj 20 20 20 20 20 20 20 20	ostile spell. You gain Sp N/A  n round.  Will negates (harmless, object) ject.  Will half [harmless]; see text  None  ce of 6 HD or less.  None  None  e.  Fortitude negates; see	1 Insimmediate action lell Resistance 1 standard 1 raction 1 standard 10 action 1 standard Insaction 1 or minutes Insulation 1 round 1 raction 1 rac	12 + your caster level. ound/level minutes/level stantaneous stantaneous ound/level [D]	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched Touch  Target: Creature touched Touch  Target: One called of less 0 ft.  Target: One called of less 20 ft.  Target: One creature contentered on you Touch	v,s emanation v,s,M/DF v,s emanation v,s,M/DF object of up v,s uched v,s,DF, xP elemental o v,s,DF creature v e/level in a	ft. apart  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Calling) [See Text]  Caster Level: 9  Conjuration (Calling) [See Text]  Caster Level: 9  Abjuration  Caster Level: 9  Abjuration  Caster Level: 9  Necromancy	SC: Pg.146  PHB: pg.257  SC: Pg.152  PHB: pg.261  SC: Pg.159
Mystic Aegis  Effect: You cast mystic aegis immediately when you are targeted I DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	by a hot 20  5] each 20  con subj 20  20  20  con subj 20	ostile spell. You gain Sp N/A  n round.  Will negates (harmless, object) ject.  Will half [harmless]; see text  None  De of 6 HD or less.  None  None  Profitude negates; see text	1 Insimmediate action Insimmediate action Insimmediate action Insimmediate action Insimmediate Insimmediate action Insimmediate action Instandard Insimmediate action Instandard Insimmediate Insimmedia	12 + your caster level. ound/level minutes/level idantaneous idantaneous ound/level [D] iour/level idantaneous; see text	undead creatures, the Personal  Target: You  Personal  Target: 10-ftradius  Touch  Target: Creature or touched  Touch  Target: Creature tou  Close (45 ft.)  Target: One called of less  0 ft.  Target: One called of contents of the conten	v,s emanation v,s,M/DF v,s emanation v,s,M/DF object of up v,s uched v,s,DF, xP elemental o v,s,DF creature v e/level in a	ft. apart  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes	Abjuration  Caster Level: 9  Necromancy  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Conjuration (Calling) [See Text]  Caster Level: 9  Conjuration (Calling)  Caster Level: 9  Abjuration  Caster Level: 9  Abjuration	SC: Pg.146  PHB: pg.257  SC: Pg.152  PHB: pg.261  SC: Pg.159  SC: Pg.159

				Cleric Spells					
⊒□□□□ Recitation	20	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
ffect: Allies gain +2 [or +3 for worshipers] on attacks and save	es, and ei	nemies suffer -2.			Target: All allies and centered on you.	d foes within	n a 60 ftradius burst	Caster Level: 9	
]□□□□ Renewed Vigor	20	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
ffect: Remove the fatigued condition from all creatures in area aster level.	a, and ex	chausted creatures become	ome fatigued	l. +2 bonus to Constitution for 1 round pe	Target: 30-ftradius er	- burst cent	tered on you	Caster Level: 9	
Repel Vermin	20	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
ffect: Insects, spiders, and other vermin stay 10 ft. away.		AAPH	A star last	041	Target: 10 ft. radius		•	Caster Level: 9	00 D. 474
I⊔⊔⊔⊔ Resistance, Greater	20	Will negates [harmless]	1 standard action	24 hours	Touch  Target: Creature tou		Yes [harmless]	Abjuration  Caster Level: 9	SC: Pg.174
As resistance, except you grant the subject +3 resistance Restoration	ce bonus. 20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
ffect: Restores level and ability score drains. Revenance	20	None; see text		1 minute/level	Target: Creature too Touch	v,S,DF	Yes [harmless]	Caster Level: 9 Conjuration	SC: Pg.175
ffect: Brings an ally back to life for duration of spell; see text.			action		Target: Dead ally to			(Healing) Caster Level: 9	
□□□□□ Sending  Effect: Delivers short message anywhere, instantly.	20	None	10 minutes	1 round/level; see text	See text  Target: One creatur	V,S,M/DF e	No	Evocation  Caster Level: 9	PHB: pg.275
□□□□□ Shadowblast	20	Fort negates	1 standard action	Insta	Long (760 ft.)  Target: 20-ftradius	V,S,M	Yes	Evocation [Light]  Caster Level: 9	SC: Pg.186
Creatures stunned for 1d6 rounds; natives of shadow vo			1 atondord	1 minute/level	Close (45 ft.)		Von [harmland]		CC: Da 100
□□□□□Shield of Faith, Mass  ##################################	20	Will negates [harmless]	action	1 minute/level	, ,	V,S,M re/level. no t	Yes [harmless] two of which are more	Abjuration  Caster Level: 9	SC: Pg.188
As shield of faith, except it affects multiple creatures.	20	Fortitude half	1 standard	Instantaneous	than 30 ft. apart	V,S	Yes		SC: Pg.196
□□□□□ Sound Lance     Sound Lance   Sound L	20	. Oracude Hall	action		Target: One creatur		.03	Caster Level: 9	50. i g. i 50
Deals 1d8 per caster level [max 10d8].	20	Will negates	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 2 spells, up to 4th-level spells.	·	(harmless)	action		Target: Creature to			Caster Level: 9	. 5
Spell Vulnerability	20	Fortitude negates		1 minute/level	Close (45 ft.)  Target: One creature	V,S e	No	Transmutation Caster Level: 9	SC: Pg.200
Reduces subject's spell resistance by 1 per caster level	I [max red 20	duction 15]. Reduction of Reflex partial		below 0. 1 hour/level [D]	Medium (190 ft.)	V,S, DF	Yes	Transmutation [Earth]	PHB: pg.283
Effect: Creatures in area take 1d8 damage, may be slowed.  Creatures in Area take 1d8 damage, may be slowed.	20	See text	1	Instantaneous	Target: 20-ft. square Close (45 ft.)	es/level V	Yes	Caster Level: 9  Abjuration	PHB II: pg.126
: :ffect:			immediate action		Target: One creatur	e casting a	spell	Caster Level: 9	
You cast this spell to distract another creature. Target mast.	nust make	e a concentration check None	DC 14 + yo	our key ability + the level of the spell bein Concentration, up to 1 round/level + 1	Close (50 ft.)	V,S,DF	No	Conjuration	SC: Pg.214
□□□□□ Summon Hound Archon	20	None	riouna	round	Target: One summo			(Summoning) [Good, Lawful] Caster Level: 10	30. Fg.214
Summons a hound archon [MM 16]; see text	20	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF		Conjuration	PHB: pg.286
iffect: Calls extraplanar creature to fight for you.					Target: One or more which can be more	than 30 ft. a		(Summoning) Caster Level: 9	
□□□□ Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch  Target: Creature tou	V, M/DF	No	Divination  Caster Level: 9	PHB: pg.294
Effect:		See text		10 minutes/level	Close (50 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
Speak any language.	20		action				rea is up to one 10-ft.	Caster Level: 10	
Speak any language.		als and outsiders in 10	)-ft. radius a	nd 10 minutes/level from the designate			ft./2 levels		
Speak any language.	t elementa	als and outsiders in 10	1 standard	nd 10 minutes/level from the designate				Abjuration [Law]	SC: Pg.234
Speak any language.	t elementa 20	See text	1 standard action	10 minutes/level	edsquare/level or hem Close (45 ft.)  Target: A straight w	v,S,M/DF all whose a	Yes area is up to one 10-ft.	Abjuration [Law]  Caster Level: 9	SC: Pg.234
Speak any language.  """ Wall of Good  Effect:  +2 to AC and saves, counter mind control, hedge out ostile side.  """ Wall of Law  Effect:  +2 to AC and saves, counter mind control, hedge out ostile side.	t elementa 20	See text	1 standard action 0-ft. radius a 1 standard	10 minutes/level	edsquare/level or hem Close (45 ft.)  Target: A straight w	V,S,M/DF vall whose a hi/sphere 5 f	Yes trea is up to one 10-ft. ft./2 levels	Caster Level: 9 Conjuration	SC: Pg.234 SC: Pg.235
Speak any language.	t elementa 20 t elementa	See text als and outsiders in 10	1 standard action )-ft. radius a	10 minutes/level  nd 10 minutes/level from the designate	edsquare/level or hem Close (45 ft.) Target: A straight w edsquare/level or hem Medium (190 ft.)	v,S,M/DF v,S,M/DF all whose a hi/sphere 5 f v,S,M/DF	Yes trea is up to one 10-ft. ft./2 levels	Caster Level: 9	
Speak any language.	t elementa 20 t elementa	See text als and outsiders in 10	1 standard action 0-ft. radius a 1 standard	10 minutes/level  nd 10 minutes/level from the designate	edsquare/level or hem Close (45 ft.) Target: A straight w edsquare/level or hem Medium (190 ft.) Target: A straight w	v,S,M/DF v,S,M/DF all whose a hi/sphere 5 f v,S,M/DF	Yes rea is up to one 10-ft. ft./2 levels	Caster Level: 9  Conjuration (Creation) [Earth]	
Speak any language.	20 t elementa 20 20 DC	See text  als and outsiders in 10  None  Saving Throw	1 standard action 0-ft. radius a 1 standard action	10 minutes/level  nd 10 minutes/level from the designate  Concentration +1 round/level  LEVEL 5  Duration	close (45 ft.)  Target: A straight wadsquare/level or hem  Medium (190 ft.)  Target: A straight wsquare/level [S]	V,S,M/DF vall whose a ii/sphere 5 f V,S,M/DF v,S,M/DF vall whose a Comp.	Yes  rea is up to one 10-ft. ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9	SC: Pg.235
Speak any language.	20 t elementa 20	See text als and outsiders in 10 None	1 standard action 0-ft. radius a 1 standard action	10 minutes/level  nd 10 minutes/level from the designate  Concentration +1 round/level  LEVEL 5	close (45 ft.)  Target: A straight wedsquare/level or hem  Medium (190 ft.)  Target: A straight w square/level [S]	V,S,M/DF all whose a ii/sphere 5 f V,S,M/DF all whose a Comp. V,S,M,F, DF, XP	Yes rea is up to one 10-ft. ft./2 levels No rea is up to one 10-ft.  Spell Resistance Yes	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9	SC: Pg.235
Speak any language.	20 t elementa 20 20 DC	See text  als and outsiders in 10  None  Saving Throw	1 standard action  P-ft. radius a  1 standard action  Time  1 hour	10 minutes/level  nd 10 minutes/level from the designate  Concentration +1 round/level  LEVEL 5  Duration	close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight wasquare/level [S]  Range Touch	V,S,M/DF all whose a ii/sphere 5 f V,S,M/DF all whose a Comp. V,S,M,F, DF, XP	Yes  rea is up to one 10-ft. ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration	SC: Pg.235
Wall of Good  Effect: +2 to AC and saves, counter mind control, hedge out ostile side.  Wall of Law  Effect: +2 to AC and saves, counter mind control, hedge out ostile side.  Wall of Sand  Effect: Creates a churning wall of sand.	t elementa 20 t elementa 20 DC 21	See text als and outsiders in 10 None Saving Throw None No	1 standard action  1 standard action  1 standard action  Time 1 hour  1 standard action	10 minutes/level  nd 10 minutes/level from the designate  Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level	close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight wsquare/level [S]  Range Touch Target: Living creation ft.  Target: 10-ft. radius	V,S,M/DF  V,S,M/DF  V,S,M/DF  V,S,M/DF  Comp. V,S,M,F, DF, XP  ure touched  V,S,M,DF	Yes  rea is up to one 10-ft.  ft/2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  No	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9	SC: Pg.235  Source PHB: pg.201
Speak any language.	t elementa 20 t elementa 20 DC 21	See text als and outsiders in 10 None Saving Throw None No	1 standard action 0-ft. radius a 1 standard action  Time 1 hour 1 standard action ose who have	10 minutes/level  nd 10 minutes/level from the designate  Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level	close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch Target: Living create 10 ft. Target: 10-ft. radius	i/sphere 5 f V,S,M/DF all whose a i/sphere 5 f V,S,M/DF all whose a Comp. V,S,M,F, DF, XP ure touched V,S,M,DF emanation V,S,M	Yes  rea is up to one 10-ft.  ft/2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  No	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Caster Level: 9  Evocation [Fire, Light]	SC: Pg.235  Source PHB: pg.201
Speak any language.	t elementa 20 t elementa 20  DC 21  21  only again	See text als and outsiders in 10 None  Saving Throw None  No nst breath weapons, th None and Fortitude partial; see text	1 standard action  Deft. radius a 1 standard action  Time 1 hour  1 standard action  1 standard action  see who hav 1 standard action  d.	10 minutes/level  nd 10 minutes/level from the designate Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a +	Close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch Target: Living create 10 ft.  Target: 10-ft. radius	i/sphere 5 f V,S,M/DF all whose a i/sphere 5 f V,S,M/DF all whose a Comp. V,S,M,F, DF, XP ure touched V,S,M,DF emanation V,S,M	Yes  rea is up to one 10-ft. ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  d  No  centered on you	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Caster Level: 9  Evocation [Fire,	SC: Pg.235  Source PHB: pg.201  SC: Pg.18
Speak any language.	t elementa 20 t elementa 20  DC 21  21  only again 21  take 2d6 21  and petrit	See text als and outsiders in 10 None  Saving Throw None  No nst breath weapons, th None and Fortitude partial; see text if ire damage each rour See text ffication.	1 standard action  Off. radius a 1 standard action  Time 1 hour  1 standard action  ose who hav 1 standard action  d. 1 minute	10 minutes/level  nd 10 minutes/level from the designate Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a + 1 round/level Instantaneous	Close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch  Target: Living create 10 ft.  Target: 10-ft. radius 14  Long (760 ft.)  Target: 50-ftradius Close (45 ft.)  Target: Up to 1 create	V,S,M/DF all whose a ai/sphere 5 f V,S,M/DF all whose a ai/sphere 5 f V,S,M/DF all whose a  Comp. V,S,M,F, DF, XP ure touched V,S,M,DF a emanation V,S,M s spread V,S,M s sture/level, a	Yes  rea is up to one 10-ft.  ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  d  No  centered on you  Yes  No  all within 30 ft. of each	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Evocation [Fire, Light] Caster Level: 9  Abjuration Caster Level: 9	Source PHB: pg.201 SC: Pg.18 SC: Pg.33 PHB: pg.207
Speak any language.	t elementa 20 t elementa 20  DC 21  21  only again 21 take 2d6 21  and petrif	See text als and outsiders in 10 None  Saving Throw None  No nst breath weapons, th None and Fortitude partial; see text of fire damage each rour See text fication. None	1 standard action  Off. radius a 1 standard action  Time 1 hour  1 standard action osse who have 1 standard action osse who have 1 standard action d. 1 minute 10 minutes	10 minutes/level  nd 10 minutes/level from the designate Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a + 1 round/level	Close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch Target: Living creatt 10 ft.  Target: 10-ft. radius 4  Long (760 ft.)  Target: 50-ftradius Close (45 ft.) Target: Up to 1 creat	V,S,M/DF all whose a ali/sphere 5 f V,S,M/DF all whose a i/sphere 5 f V,S,M/DF all whose a  Comp. V,S,M,F, DF, XP ure touched V,S,M,DF emanation V,S,M a spread V,S atture/level, a V,S,DF,XF	Yes  rea is up to one 10-ft.  ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  d  No  centered on you  Yes  No  all within 30 ft. of each	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Caster Level: 9  Evocation [Fire, Light] Caster Level: 9  Abjuration	SC: Pg.235  Source PHB: pg.201  SC: Pg.18  SC: Pg.33
Speak any language.	t elementa 20 t elementa 20  DC 21  21  only again 21 take 2d6 21  and petrif 21  ng one tas	See text als and outsiders in 10 None  Saving Throw None  No nst breath weapons, th None and Fortitude partial; see text of fire damage each rour See text fication. None	1 standard action  O-ft. radius a 1 standard action  Time 1 hour  1 standard action  ose who hav 1 standard action  d. 1 minute  10 minutes  hour.	10 minutes/level  nd 10 minutes/level from the designate Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a + 1 round/level Instantaneous	Close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch Target: Living create 10 ft.  Target: 10-ft. radius 14  Long (760 ft.)  Target: 50-ftradius 15  Close (45 ft.)  Target: Up to 1 create 15  Close (45 ft.)	V,S,M/DF all whose a ali/sphere 5 f V,S,M/DF all whose a i/sphere 5 f V,S,M/DF all whose a  Comp. V,S,M,F, DF, XP ure touched V,S,M,DF emanation V,S,M a spread V,S atture/level, a V,S,DF,XF	Yes  rea is up to one 10-ft.  ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  d  No  centered on you  Yes  No  all within 30 ft. of each	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Evocation [Fire, Light] Caster Level: 9  Abjuration Caster Level: 9  Conjuration Caster Level: 9  Endantment (Colling) [Lawful] Caster Level: 9  Enchantment (Compulsion) Language-Depen	SC: Pg.235  Source PHB: pg.201  SC: Pg.18  SC: Pg.33  PHB: pg.207  SC: Pg.42  PHB: pg.211
Speak any language.	t elementa 20 t elementa 20  DC 21  21  only again 21 take 2d6 21  and petrif 21  ng one tas	See text als and outsiders in 10 None  Saving Throw None  No not breath weapons, th None and Fortitude partial; see text fire damage each rour See text fire damage each rour See text stiffication. None	1 standard action  Deft. radius a 1 standard action  Time 1 hour  1 standard action  1 standard action  d. 1 minute  10 minutes  hour. 1 standard	10 minutes/level  nd 10 minutes/level from the designate Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a + 1 round/level Instantaneous Instantaneous	Close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch  Target: Living create 10 ft.  Target: 10-ft. radius 14  Long (760 ft.)  Target: 50-ftradius 14  Close (45 ft.)  Target: One called : Close (45 ft.)  Target: One called : Close (45 ft.)	i/sphere 5 f V,S,M/DF all whose a i/sphere 5 f V,S,M/DF all whose a  Comp. V,S,M,F, DF, XP ure touched V,S,M,DF a emanation V,S,M s spread V,S ature/level, a V,S,DF,XF zelekhut V	Yes  rea is up to one 10-ft. ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  d  No  centered on you  Yes  No all within 30 ft. of each	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Caster Level: 9  Evocation [Fire, Light] Caster Level: 9  Abjuration Caster Level: 9  Conjuration (Calling) [Lawful] Caster Level: 9  Enchantment (Compulsion) [Language-Depen Mind-Affecting]	SC: Pg.235  Source PHB: pg.201  SC: Pg.18  SC: Pg.33  PHB: pg.207  SC: Pg.42  PHB: pg.211
Speak any language.	t elementa 20 t elementa 20  DC 21  21  only again 21 take 2d6 21  and petrif 21  ng one tas	See text als and outsiders in 10 None  Saving Throw None  No not breath weapons, th None and Fortitude partial; see text fire damage each rour See text fire damage each rour See text stiffication. None	1 standard action  Off. radius a 1 standard action  Time 1 hour  1 standard action  see who hav 1 standard action  d. 1 minute 10 minutes  hour. 1 standard action	10 minutes/level  nd 10 minutes/level from the designate Concentration +1 round/level  LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a + 1 round/level Instantaneous Instantaneous	Close (45 ft.)  Target: A straight wadsquare/level or hem Medium (190 ft.)  Target: A straight w square/level [S]  Range Touch Target: Living create 10 ft.  Target: 10-ft. radius 14  Long (760 ft.)  Target: 50-ftradius 15  Close (45 ft.)  Target: One called 15  Close (45 ft.)	i/sphere 5 f V,S,M/DF all whose a i/sphere 5 f V,S,M/DF all whose a  Comp. V,S,M,F, DF, XP ure touched V,S,M,DF a emanation V,S,M s spread V,S ature/level, a V,S,DF,XF zelekhut V	Yes  rea is up to one 10-ft.  ft./2 levels  No  rea is up to one 10-ft.  Spell Resistance  Yes  d  No centered on you  Yes  No all within 30 ft. of each  P No  Yes  of which can be more	Caster Level: 9  Conjuration (Creation) [Earth] Caster Level: 9  School Abjuration Caster Level: 9  Abjuration Caster Level: 9  Evocation [Fire, Light] Caster Level: 9  Abjuration Caster Level: 9  Conjuration (Calling) [Lawful] Caster Level: 9  Enchantment (Compulsion) [Language-Depen Mind-Affecting]	SC: Pg.235  Source PHB: pg.201  SC: Pg.18  SC: Pg.33  PHB: pg.207  SC: Pg.42  PHB: pg.211

				Cleric Spells					
Condemnation	21	Will negates	1 standard action		Close (45 ft.)  Target: One outside	V	Yes	Abjuration  Caster Level: 9	PHB II: pg.107
Stun target outsider for one round and reduce spell resis Crawling Darkness	stance by 21	y 10. N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SC: Pg.55
ffect: Tentacles surround you but don't interfere with mover impetence bonus to Grapple, Climb and Escape Artist	ment or checks.	casting. They provide If you are attack the t	concealmen	t and completely hide your features ke back [Your BAB + Wis] dealing 1d:	<i>Target:</i> You ⊦4 12			Caster Level: 9	
<sup>lmage.</sup> I□□□□□ Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes see text	;Conjuration (Healing)	PHB: pg.216
fect: Cures 1d8 +1/level [max +25] damage for many creature □□□□□ Curse of III Fortune, Mass	es. 21	Will negates	1 standard	1 minute/level	Target: 1 creature/le than 30 ft. apart Medium (190 ft.)	evel, no two	of which can be more Yes	Caster Level: 9 Necromancy	SC: Pg.56
fect: Cause -3 penalty on attack rolls, saving throws, ability cl		-	action		Target: Enemies in		us burst	Caster Level: 9	Ü
Death Throes	21	None	1 standard action	1 hour/level or until you are killed	Personal  Target: You	V,S	No	Necromancy [Force] Caster Level: 9	SC: Pg.60
If you are killed, your body is destroyed by an explosion Dispel Chaos	21	See text		1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful	PHB: pg.222
ffect: +4 bonus against attacks.					Target: You and a to another plane; or yo spell on a touched of	ou and an e	nchantment or chaotic	Caster Level: 9	
Dispel Evil	21	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
ffect: +4 bonus against attacks.						n enchantm	creature from another ent or evil spell on a	Caster Level: 10	
□□□□□ Disrupting Weapon	21	Will negates (harmless, object); se text		1 round/level	Touch	V,S	Yes (harmless, object)		PHB: pg.223
Melee weapon destroys undead.  Divine Agility	21	Will negates	1 standard	1 round/level	Target: One melee	weapon V,S	No	Caster Level: 9 Transmutation	SC: Pg.69
iffect: Grants +10 enhancement to Dex.		[harmless]	action		Target: Living create			Caster Level: 9	
Doomtide	21	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: Pg.70
iffect: Creatures must save or be dazed for 1 round. Mist obsc	ures visi 21	on to 5 ft. See text	1 standard	1 round/level	Target: Eight 10-ft.	cubes exter	nding straight from you	Caster Level: 9 Evocation	SC: Pg.72
□□□□□□ Dragonbreath  ffect: Gain a true dragons breath weapon attack; see text	21	COC IOAI	action		Target: You	v ,O,IVI/DF		Caster Level: 9	00.1 g.12
Darth Reaver	21	Reflex partial	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
ffect: Deals 4d6 from impact and 3d6 fire [no save], must mak □□□□□□ Etherealness, Swift	e a save	e or be knocked prone. Will negates	1 swift	1 round	Target: 20-ftradius	s spread V,S	Yes	Caster Level: 9 Transmutation	PHB II: pg.113
iffect: Subject becomes ethereal until the end of it's next turn.			action		Target: One willing			Caster Level: 9	13
☐☐☐☐Flame Strike	21	Reflex half	1 standard action	Instantaneous	, ,	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
ffect: Smite foes with divine fire for 1d6/level [max 15d6] dama DDDDD Hallow	age. 21	See text	24 hours	Instantaneous	Target: Cylinder 10 Touch	V,S,M, DF	See text	Caster Level: 9 Evocation [Good]	PHB: pg.238
Designates location as holy.	21	Will negates	1 standard	Instantaneous	Target: 40-ft. radius Medium (190 ft.)	emanating V,S	from the touched point Yes	Caster Level: 10 Necromancy	SC: Pg.121
Incorporeal Nova		-	action	mstantaneous	Target: 50-ftradius		res	[Death] Caster Level: 9	30. Fg.121
The spell destroys 1d4/caster level [max 20d4] HD worth Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
ffect: Deals 1d8 +1/level damage to many creatures.	21	None	1 round	1 minute/level	Target: 1 creature/le than 30 ft. apart Long (760 ft.)		of which can be more	Caster Level: 9 Conjuration	PHB: pg.244
□□□□□Insect Plague  ffect:	21	None	riouna	Timilate/ievei	Target: One swarm	of locust/pe	er 3 levels, each of	(Summoning) Caster Level: 9	FTID. pg.244
Locust swarms attack creatures.  Implication  Control  Co	21	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch  Target: Creature to	V,S	ast one other swarm Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB II: pg.115
Living creature healed 5d4 +1 per two caster levels [ma f damage from a weapon that overcomes DR/good.	•	· ·		·	its				
□□□□□ Life's Grace  ffect:	21	Will negates [harmless]	1 standard action	1 minute/level	Touch  Target: Living create	V,S,DF ure touched	Yes [harmless]	Abjuration  Caster Level: 9	SC: Pg.131
Subjects become immune to all death spells, magical de	eath effe 21	cts, energy drain, and a None		energy effects; see text 1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
Effect: Whenever a creature, including you casts a spell cast w			eal 1 hit poir		Target: 20-ftradius		•	Caster Level: 9	
□□□□ Mana Flux	21	None	1 standard action	1 round/level	, ,	V,S emanation	No centered on a point in	Abjuration  Caster Level: 9	PHB II: pg.119
20% spell failure for any creature trying to cast a spell, o spell completion items such scrolls.		·	•		asspace		·		DUD: 050
☐☐☐☐ Mark of Justice  iffect:  Designates action that will trigger curse on subject.	21	None	10 minutes	Permanent;see text	Touch  Target: Creature tou	V,S, DF uched	Yes	Necromancy Caster Level: 9	PHB: pg.252
Meteoric Strike	21	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
Effect: Your next successful melee attack deal 1d6 + 1d6/4 ca leflex for half of that].	ster leve	els fire damage; all adja	cent creatur	es take half the damage [SR applies ar	Target: Your melee nd	weapon		Caster Level: 9	
Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch  Target: Creature tou	V,S,F uched, or up	Yes to eight willing	Conjuration (Teleportation) Caster Level: 9	PHB: pg.262
As many as eight subjects travel to another plane.  Radiance	21	None	1 standard action	1 round/level [D]; see text	creatures joining ha 60 ft.	inds V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
iffect: Undead are dazzled by illumination for the duration they  Compared to the description of the duration they  Compared to the description of the duration they	are in th	ne area and 1d6 rounds None; see text		ave. Illuminate as daylight spell. Instantaneous	Target: 60-ftradius		Yes (harmless)	Caster Level: 10 Conjuration	PHB: pg.268
Effect: Restores life to subject who died as long as 1 day/level :	ago. 21	None; see text	1 standard	Instantaneous	Target: Dead creatu	ure touched	Yes [harmless]	(Healing) Caster Level: 9 Conjuration	SC: Pg.176
· · · · · · · · · · · · · · · · · · ·	41	. vone, acc lext	action		100011	v , U , IVI	. 00 [11411111000]	(Healing)	CO. 1 9.110

				Cleric Spells					
Righteous Might	21	None		1 round/level [D]	Personal	V,S, DF	No	Transmutation	PHB: pg.273
Effect: Your size increases, and you gain combat bonuses.			action		Target: You			Caster Level: 9	
Righteous Wrath of the Faithful	21	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
Effect: Allies gain one additional melee attack each round at the morale bonus to attack and damage.	ir highe	est attack bonus [not cur	nulative with	other effects that grant extra attacks]. +3	Target: All allies with 3you	hin 30-ftra	dius burst centered on	Caster Level: 9	
Santuary, Mass	21	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.179
Effect: Opponents can't attack you, and you can't attack; see tex					than 30 ft. apart		two of which are more	Caster Level: 9	
Effect: Spies on subject from a distance.	21	Will negates	1 hour	1 minute/level	See text  Target: Magical sen	V,S,M/DF, F sor	Yes	Divination (Scrying) Caster Level: 9	PHB: pg.274
□□□□□Slay Living  Effect:	21	Fortitude partial	1 standard action	Instantaneous	Touch  Target: Living create	V,S ure touched	Yes	Necromancy [Death] Caster Level: 9	PHB: pg.280
Touch attack kills subject.  Spell Resistance	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject gains SR 12 +1/level.					Target: Creature tou			Caster Level: 9	
□□□□□Stalwart Pact  Effect:	21	Will negates (harmless)	10 minutes	Permanent until triggered, then 9 rounds	Touch  Target: Willing living		Yes (harmless)	Evocation  Caster Level: 9	Race Sto: Pg.168
Upon losing half HP, gain 45 hp, DR 5/magic and +4 luck	bonus 21	on saving throws. Cost None		Instantaneous	Touch	V,S,M/DF		Transmutation	SC: Pg.208
□□□□□ Stone Shape, Greater  Effect: Sculpts stone into any shape.	21	None	action	instantarieous			ouched, up to 10 cu. ft.	[Earth] Caster Level: 9	30. Fg.206
□□□□□ Subvert Planar Essence	21	Fortitude negates	1 standard action	1 round/level		V,S,M/DF	Yes	Transmutation	SC: Pg.211
Effect: Outsiders that fail their save have their damage reduction	and s	pell resistance reduced	oy 10.		Target: 20-ftradius space	emanation	centered on a point in	Caster Level: 9	
Summon Monster V	21	None		1 round/level [D]	Target: One or more		d creatures, no two of	Conjuration (Summoning) Caster Level: 9	PHB: pg.286
Calls extraplanar creature to fight for you.	21	Will negates	10 minutes	See text	which can be more of the first	V,S,M	apart Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
Effect:  Triggered rune puts nearby creatures into catatonic slum	ber. 21	Will negates	10 minutes	See text	Target: One symbol  0 ft.; see text	V,S	No	Caster Level: 9 Universal	SC: Pg.218
□□□□□□ Symbol of Spell Loss  Effect: Symbol causes spellcasters within 60 ft. to lose their high		Ü			Target: One symbol		140	Caster Level: 9	00. r y.210
Triadspell	21	N/A		Instantaneous	Personal	V,S	N/A	Transmutation	SC: Pg.224
Effect: Cast one 3rd or lower spell an additional two times.					Target: You			Caster Level: 9	
⊒□□□□True Seeing	21	Will negates (harmless)	1 standard action	1 minute/level		V,S,M	Yes (harmless)	Divination	PHB: pg.296
Effect: Lets you see all things as they really are.	24	Mail acceptan	4	40 accorde : 4 accord/level [accord 25]	Target: Creature tou		Van (harmland)	Caster Level: 9	CC: P= 220
LILIVigor, Greater  Effect: Same as lesser vigor except it grants target fast healing :	21 ability fo	Will negates [harmless]  or the duration of the so	action	10 rounds + 1 round/level [max 35]	Touch  Target: Living create	V,S ure touched	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: Pg.229
Vulnerability	21	Will negates		1 round/level		V,S	Yes	Transmutation	SC: Pg.232
Effect:  Lowers subject's damage reduction by 5 [to a minimum 5	]. 21	None	1 standard	1 minute/level	Target: Creature tou Close (45 ft.)	v,s,DF	No	Caster Level: 9 Abjuration	SC: Pg.233
□□□□□\Wall of Dispel Magic  Effect:	21	None	action	i minutenevel	Target: A straight w		rea is up to one 10-ft	Caster Level: 9	30. Fg.233
Anyone crossing is subject to dispel magic; see text.  Wall of Limbs	21	Reflex negates; see text	1 round	1 round/level [D]	, ,	V,S	Yes	Evocation	SC: Pg.234
Effect:  A creature attempting to move through the wall takes 5d6	and m	nust make Str check or b	ecome stuck	in the wall; see text.	Target: A wall of wh or ring with radius u			Caster Level: 9	
□□□□ Wall of Stone  Effect:	21	See text	1 standard action	Instantaneous	Medium (190 ft.)  Target: Stone wall v			Conjuration (Creation) [Earth] Caster Level: 9	PHB: pg.299
Creates a stone wall that can be shaped.  Creates a stone wall that can be shaped.	21	None	2 rounds	1 minute/level	square/level [S] 20 ft.	V,S,M	Yes	Abjuration	SC: Pg.244
Effect: Creates a region that is temporarily protected from interp				A of the de	Target: 20-ftradius		•	Caster Level: 9	00 D. 211
□□□□□Zone of Revelation  Effect:	21	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,M/DF	Yes ation centered on a poir	Divination	SC: Pg.244
Effect: All creatures and objects with a zone of relevation are ma	ıde visi	ible; see text.			in space	over erriana	anon centered on a poir	it Gaster Level: 9	
				LEVEL 6					
Name  Animate Objects  Effect:	<b>DC</b> 22	Saving Throw None		<b>Duration</b> 1 round/level		Comp. V,S	Spell Resistance No	School Transmutation Caster Level: 9	Source PHB: pg.199
Effect: Objects attack your foes.  Colored Antilife Shell	22	None	1 round	10 minutes/level [D]	Target: One Small of 10 ft.	V,S, DF		Caster Level: 9 Abjuration	PHB: pg.199
Effect: 10-ft. field hedges out living creatures.	_				Target: 10-ftradius	emanation	, centered on you	Caster Level: 9	
□□□□□ Banishment	22	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
Effect: Banishes 2 HD/level of extraplanar creatures. Bear's Endurance, Mass	22	Will negates	1 standard	1 minute/level	which can be more	than 30 ft. a		Caster Level: 9 Transmutation	PHB: pg.203
Effect:		(harmless)	action		Target: 1 creature/le		of which can be more		, 3
As bear's endurance, affects 1 subject/level.  Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	than 30 ft. apart Medium (190 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
Effect: Wall of blades deals 1d6/level [max 15d6] damage.			300011		a ringed wall of whir	rling blades	up to 20 ft./level long, o with a radius of up to	or Caster Level: 9	
Bolt of Glory	22	None		Instantaneous	22 ft; either form 20 Close (50 ft.)		Yes	Evocation [Good]	SC: Pg.35
Effect: Ranged touch attack with the ray deals positive energy d	mage	. 1d12/caster level to up	action dead (max 1)	5d12], 1d12/2 caster levels [may 7d12]	Target: Ray			Caster Level: 10	
Bull's Strength, Mass	22	Will negates (harmless)		1 minute/level	Close (45 ft.)	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect: As bull's strength, affects one subject/ level.		·			Target: 1 creature/lethan 30 ft. apart	evel, no two	of which can be more	Caster Level: 9	
				* =Domain/Speciality Spell					

			Cle	ric Spells					
Chasing Perfection	22	Will negates	1 standard 1 minute/leve		Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.106
Effect: Subject improves in all ways, +4 enhancement bonus to a	ul abilit	(harmless)	action		Target: Creature to	uched		Caster Level: 9	
Subject improves in all ways, 44 emilancement bontos to a	22	None	1 minute 2d4 hours		1 mile  Target: 1-mile-radiu	,-	No	Transmutation [Cold] Caster Level: 9	SC: Pg.50
Lowers temperature by 5 degrees per level [Max 50 degre	ees] 22	Reflex half	1 standard Instantaneou action	is	Medium (190 ft.)		No No	Conjuration (Creation)	SC: Pg.50
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to	everytl	hing in the area. Creatu		re prone; see text	Target: 400-pound l	oall of rock a	and ice	Caster Level: 9	
Cure Moderate Wounds, Mass	22		1 standard Instantaneou action			V,S evel, no two	Yes (harmless) or Yes see text of which can be more	(Healing)	PHB: pg.216
Cures 2d8 +1/level [max +30] damage for many creatures Dispel Magic, Greater	22	None	1 standard Instantaneou action	S		V,S	No	Abjuration	PHB: pg.223
Effect: As dispel magic, but +20 on check.					Target: One spellca 20-ftradius burst			Caster Level: 9	
□□□□□ Eagle's Splendor, Mass	22	Will negates (harmless)	1 standard 1 minute/leve action	el	Close (45 ft.)	V,S,M/DF		Transmutation	PHB: pg.225
Effect: As eagle's splendor, affects 1 subject/level.	22	None	1 standard 24 hours		than 30 ft. apart	V,S	of which can be more Yes [harmless]	Abjuration	SC: Pg.80
בו∟∟∟ Energy Immunity Effect:	22	None	action		Target: Creature to		res [namiess]	Caster Level: 9	30. r g.00
Become immune to one energy type.	22	None or Will negates	3 rounds 10 minutes/le	evel	Personal or touch		No or Yes (harmless)		PHB: pg.230
Effect: Shows most direct way to a location.		(harmless)			Target: You or crea			Caster Level: 9	13
Forbiddance	22	See text	6 rounds Permanent		Medium (190 ft.)  Target: 60-ft. cubes		Yes	Abjuration Caster Level: 9	PHB: pg.232
Blocks planar travel, damages creatures of different aligni	ment. 22	None	10 minutes 1 day/level o	r until discharged [D]	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Deper	PHB: pg.234
Effect:					Target: One living c	reature		Mind-Affecting] Caster Level: 9	
As lesser geas, plus it affects any creature.  Ghost Trap	22	None	1 standard 1 minute/leve	el [D]	5 ft./level	V,S	No	Abjuration	SC: Pg.103
Effect: Field of energy negates incorporealness within a 5 ft./cast	ter leve	el radius.			Target: 5 ft./level-ra	dius emana	tion centered on you	Caster Level: 9	
Greater Great:	22	See text	10 minutes Permanent u	ntil discharged [D]	Touch  Target: Object touch		see text	Abjuration  Caster Level: 9	PHB: pg.237
As glyph of warding, but up to 10d8 damage or 6th-level s	pell. 22	Will half; see text	1 standard Instantaneou	IS	Touch	V,S	Yes	Necromancy	PHB: pg.239
Effect:			action		Target: Creature to			Caster Level: 9	
Deals 10 points damage/level to target.	22	Will negates	1 standard Instantaneou	IS	Touch	V,S	Yes (harmless)	Conjuration	PHB: pg.239
	and me	(harmless)	action		Target: Creature to	uched		(Healing) Caster Level: 9	
Heroes' Feast	22	None	10 minutes 1 hour plus 1	2 hours; see text	Close (45 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
Effect: Food for 1 creature/level cures and grants combat bonuse	es.				Target: Feast for 1		el	Caster Level: 9	
Hide the Path	22	None	10 minutes 24 hours [D]		Anywhere in the area to be warded Target: Up to 200 se		No ]	Abjuration  Caster Level: 9	SC: Pg.114
Protects area against divinations; see text	22	Reflex half	1 standard Instantaneou action	S	Long (760 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
Effect: Creates dense rumble and causes 1d6/caster level [max	15d6]. I	No affect in desert or so			Target: 20-ftradius			Caster Level: 9	
Inflict Moderate Wounds, Mass	22	Will half	1 standard Instantaneou action	S	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
Effect: Deals 2d8 +1/level [max +30] damage to many creatures. DDDDDDLucent Lance	22	None	1 standard Instantaneou	s	Target: 1 creature/le than 30 ft. apart Close (45 ft.)	vel, no two	of which can be more Yes; see text	Transmutation	SC: Pg.134
Effect: Ranged touch attack blinds creature for 1 round; see text.			aoaon		Target: Ray			[Light] Caster Level: 9	
Make Manifest, Mass	22	N/A	1 standard 1 round/level action		Close (45 ft.)	V,S,M	N/A	Transmutation	SC: Pg.137
Effect: As make manifest, except all creatures and unattended of	bject ap				Target: 25-ftradius space		centered on a point is		
□□□□ Mantle of the Icy Soul	22	Will negates	1 standard 1 hour/level action		Touch  Target: Creature tou	V,S,M uched	Yes	Transmutation [Cold] Caster Level: 9	SC: Pg.138
Grants Cold Subtype to target.  Grants Cold Subtype to target.	22	Will partial; see text	1 standard Instantaneou	s	Personal	V,S,DF	Yes	Necromancy	SC: Pg.150
: ::ffect:		aaza it dige funkses it	action	y foor	Target: You			[Death, Good] Caster Level: 10	
Gain gaze attack, evil creatures of 5 or less hit dice meets  Owl's Wisdom, Mass	22	gaze it dies [uniess it sa Will negates (harmless)	/es] but is affected as if b 1 standard 1 minute/leve action		Close (45 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect: As owl's wisdom, affects one subject/ level.		,			Target: 1 creature/lethan 30 ft. apart	evel, no two	of which can be more	Caster Level: 9	
□□□□□ Planar Ally	22	None	10 minutes Instantaneou	s	Close (45 ft.)	V,S, DF, XP		Conjuration (Calling) [See Text]	PHB: pg.261
Effect: As lesser planar ally, but up to 12 HD.					more than 12 HD, wapart when they app	hich cannot bear		Caster Level: 9	
□□□□□ Planar Exchange     Flect:	22	None	1 round 1 round/level	[D]	0 ft.  Target: One called of	V,S,DF	No	Conjuration (Calling) Caster Level: 9	SC: Pg.159
Call a celestial creature see list; see text	22	Fortitude negates	1 standard Instantaneou action	S	60 ft.	V,S	Yes	Abjuration	SC: Pg.172
ffect: Creatures in the area must save or be pushed away from	VOLL to	a distance of 5 ft per co			Target: Cone-shape	ed burst		Caster Level: 9	
Resistance, Superior	22	Will negates [harmless]	1 standard 24 hours action		Touch		Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resistance, except you grant the subject +6 resistance			1 minute leaders		Target: Creature to		Van Iha	Caster Level: 9	90: D- 475
Revive Outsider	22	None; see text	1 minute Instantaneou	is .	Touch	v,5,M,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
Effect: As raise dead, except it affects an outsider.					Target: Touch			Caster Level: 9	

				Cleric Spells					
□□□□□ Sarcophagus of Stone	22	Reflex negates		1 round/level?	Touch	V,S,M	No		SC: Pg.180
Effect: Airtight coffin; see text.			action		Target: Creature tou	uched?		(Creation) Caster Level: 9	
□□□□□ Spider Plague	22	None	1 round	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: Pg.201
Effect: Summon five celestial or fiendish Large monstrous spider					Target: Five summo	ned spider		Caster Level: 9	
Stone Body	22	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A		SC: Pg.207
Effect: Body becomes stone with DR 10/adamantine and a +4 er	hancer 22	ment to Strength, but ta None		alty to Dexterity; see text 1 round/level [D]	Target: You Close (45 ft.)	V,S,F/DF	No	Caster Level: 9 Conjuration	PHB: pg.287
Effect: Calls extraplanar creature to fight for you.	22	Notice	Tiounu	Trouturiever [b]		e summone	d creatures, no two of	(Summoning) Caster Level: 9	F11B. pg.207
Symbol of Fear  Effect: Triggered rune panics nearby creatures.	22	Will negates	10 minutes	See text	0 ft.; see text  Target: One symbol	V,S,M	Yes	Necromancy [Fear Mind-Affecting] Caster Level: 9	PHB: pg.290
Inggeled trine panics nearby creatures.  Graph Symbol of Persuasion  Effect:	22	Will negates	10 minutes	See text	0 ft.; see text  Target: One symbol	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting] Caster Level: 9	PHB: pg.290
Triggered rune charms nearby creatures.  Undeath to Death  Effect:	22	Will negates	1 standard	Instantaneous		V,S,M/DF		Necromancy [Death]	PHB: pg.297
Destroys 1d4 [max 20d4] HD of undead.					burst		es within a 40-ftradius		
Ulunu Vigorous Circle  Effect:	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless] no two of which can be	Conjuration (Healing) Caster Level: 9	SC: Pg.229
Same as mass lesser vigor except it grants all targets fas		g ability for the duration N/A		at 3 hp automatically healed per round 1 round/level		v,S,DF	N/A	Transmutation	SC: Pg.230
Effect: Your form becomes more like your deity's, take on celesti	al or fie	endish qualities; see tex			Target: You			Caster Level: 9	
□□□□ Wind Walk  Effect:	22	No and Will negates (harmless)		1 hour/level [D]; see text	Touch  Target: You and On	V,S, DF	No and Yes (harmless) creature/3 levels	Transmutation [Air Caster Level: 9	PHB: pg.302
You and your allies turn vaporous and travel fast.  \[ \rightarrow	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited  Target: You and tou creatures	V iched objec	object)	Conjuration (Teleportation) Caster Level: 9	PHB: pg.303
☐☐☐☐ Zealot Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XF	Yes [harmless]	Evocation	SC: Pg.244
Effect: Gain +4 bonus and deal double damage against opposite	alignm		ed by first s		Target: Willing living	creature to	ouched	Caster Level: 9	
	-		•	LEVEL 7					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animalistic Power, Mass	23	Will negates [harmless]		1 minute/level	Touch  Target: Creature tou	V,S,M	Yes [harmless]		PHB II: pg.101
Subject is imbued with +2 to Strength, Dexterity and Cons  Bestow Curse, Greater	stitution 23	Will negates		Permanent	Touch	V,S	Yes	Transmutation	Race Sto: Pg.164
Effect: See text for details of curse options.			action		Target: Creature too	uched		Caster Level: 9	
Blood to Water	23	Fortitude half	1 standard action	Instantaneous	Close (45 ft.)  Target: Up to five live	V,S	Yes es, no two of which are	Necromancy [Water] Caster Level: 9	SC: Pg.33
Deals 2d6 Con damage to subject. Save halves damage.  DDDDDBrain Spider	23	Will negates	1 round	1 minute/level	more than 30 ft. apa Long (760 ft.)	v,s,M,DF	Yes	Divination [Mind-Affecting]	SC: Pg.38
Effect: Eavesdrop on thoughts of up to eight other creatures.	23	Will negates	1 standard	1 minute/level	Target: Up to eight I	V,S	-	Caster Level: 9 Transmutation	SC: Pg.40
Effect: Transform weapons into brilliant energy.		[harmless,object]	action		Target: One melee of			Caster Level: 9	CO. 1 g. 10
Call Kolyarut	23	None		Instantaneous	Close (45 ft.)  Target: One called I	V,S,DF,XF kolyarut	<sup>o</sup> No	Conjuration (Calling) [Lawful] Caster Level: 9	SC: Pg.42
You recieve the aid of a Kolyarut inevitable in performing Control Weather	one tas 23	k that cannot exceed 1 None	hour. 10 minutes;	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
Effect: Changes weather in local area.			see text		_	s circle, cei	ntered on you; see text	Caster Level: 9	
Cure Serious Wounds, Mass  Effect: Cures 3d8 +1/level [max +35] damage for many creatures	23	Will half (harmless) or Will half; see text	action		Close (45 ft.)  Target: 1 creature/lethan 30 ft. apart	V,S evel, no two	Yes (harmless) or Yes see text of which can be more	(Healing) Caster Level: 9	PHB: pg.216
Destruction  Effect:	23	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)  Target: One creatur	V,S,F e	Yes	Necromancy [Death] Caster Level: 9	PHB: pg.218
Kills subject and destroys remains.  Dictum  Effect:	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V reatures in	Yes a 40-ftradius spread	Evocation [Lawful, Sonic] Caster Level: 9	PHB: pg.220
Kills, paralyzes, slows, or deafens nonlawful subjects.			1 standard	1 round/level [D]	centered on you  Personal	V,S	a 40-πradius spread	Transmutation	PHB: pg.227
	23	None							
Effect:	23	None	action		Target: You			Caster Level: 9	
You become ethereal for 1 round/level.  Graph Fortunate Fate  Effect:	23	None [harmless]	action	10 minutes/level or until discharged		V,S ure touched	Yes [harmless]	Caster Level: 9  Conjuration (Healing)  Caster Level: 9	SC: Pg.99
You become ethereal for 1 round/level.  Graph Fortunate Fate  Effect: If an attack would kill target she is healed as if by a heal s  Graph Holy Star	23		action 1 minute	10 minutes/level or until discharged 3 rounds [D]	Target: You Touch Target: Living create 0 t.	ure touched	N/A	Conjuration (Healing) Caster Level: 9 Abjuration	SC: Pg.99 SC: Pg.115
You become ethereal for 1 round/level.  Graph Fortunate Fate  Effect: If an attack would kill target she is healed as if by a heal s  Graph Holy Star  Effect: Creates light and has three functions; see text	23 pell. 23	None [harmless]	1 minute  1 standard action	3 rounds [D]	Target: You Touch Target: Living create 0 t. Target: Protective s	vre touched V,S tar of energ	N/A y	Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9	SC: Pg.115
You become ethereal for 1 round/level.  Graph Fortunate Fate  Effect: If an attack would kill target she is healed as if by a heal s  Graph Holy Star  Effect: Creates light and has three functions; see text  Holy Transformation  Effect:	23 spell. 23	None [harmless]  N/A  N/A	1 minute  1 standard action  1 standard action	3 rounds [D] 1 round/level [D]	Target: You Touch Target: Living create 0 t. Target: Protective s Personal Target: You	ure touched	N/A	Conjuration (Healing) Caster Level: 9 Abjuration	
You become ethereal for 1 round/level.  The state of the	23 spell. 23	None [harmless]  N/A  N/A	1 standard action  1 standard action  1 standard action  archon [mr	3 rounds [D]  1 round/level [D]  n pg.16]. +4 Str & Con, Darkvision 60',	Target: You Touch Target: Living create 0 t. Target: Protective s Personal Target: You +4 40 ft.	V,S tar of energ V,S,DF	N/A y N/A Yes	Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Good]	SC: Pg.115 SC: Pg.116
You become ethereal for 1 round/level.  Fortunate Fate  Effect: If an attack would kill target she is healed as if by a heal s  Holy Star  Effect: Creates light and has three functions; see text  Holy Transformation  Effect: Change to good lawful outsider, size medium, gain abilitie Sacred Bonus to Saves, DR:5/evit; see text	23 spell. 23 23 23	None [harmless]  N/A  N/A  appearance of a hound  None or Will negates;	action  1 minute  1 standard action  1 standard action  archon [mr  1 standard action]	3 rounds [D]  1 round/level [D]  n pg.16]. +4 Str & Con, Darkvision 60',	Target: You Touch Target: Living create 0 t. Target: Protective s Personal Target: You +4 40 ft.	V,S tar of energ V,S,DF	N/A y N/A	Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Good] Caster Level: 10 Evocation [Good,	SC: Pg.115 SC: Pg.116

Company   Comp					Cleric Spells					
Control   Cont	☐☐ Inflict Serious Wounds, Mass	23 Will				Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
The search of the control growth provided by the provided provided to the control of provided to the provided provided to the control of provided to the provi	3d8 +1/level [max +35] damage to many creatures.						vel, no two	of which can be more	Caster Level: 9	
Apparature contained and assistant place   growth, respectively.   Secretariant	□□ Planar Bubble				10 minutes/level				•	SC: Pg.158
Control   Cont				4 -4	ltt	-				00. P= 101
Pack   Mark	I∟L Radiant Assault	23 Will			Instantaneous			Yes		SC: Pg.164
California   Cal			ne .	1 standard	Permanent until discharged	_		No		PHB: pg.269
Part	ada Norago	25 14011			r emanent until disortarged			110	(Teleportation)	111b. pg.203
Subjects severed limbs grow back, cores delh* + flower limbs. 35   Unimates Permanent until triggered   Touch   V.S.DF   Ves Parmites   Conjuntation   Conju	□□ Regenerate				Instantaneous			Yes (harmless)	(Healing)	PHB: pg.270
Target Willing Niving creature southed  23 Will regalises 1 standard 1 roundlevel [D]  24 Will regalises 1 standard 1 roundlevel [D]  25 Will regalises 1 of minutes Instantianeous (number)  26 Will regalises 27 Will regalises (number)  28 Will regalises (number)  29 Will regalises (number)  20 Will regalises (number)  20 Will regalises (number)  20 Will regalises (number)  21 Will regalises (number)  22 Will regalises (number)  23 Will regalises (number)  24 None: see text 1 of minutes Instantianeous (number)  25 None: see text 1 of minutes Instantianeous (number)  26 None: see text 1 of minutes Instantianeous (number)  27 None: see text 1 of minutes Instantianeous (number)  28 None: see text 1 of minutes Instantianeous (number)  29 None: see text 1 of minutes Instantianeous (number)  20 None: see text 1 of minutes Instantianeous (number)  21 None: see text 1 of minutes Instantianeous (number)  22 None: see text 1 of minutes Instantianeous (number)  23 Will regalise (number)  24 None: a vivil half, see 1 standard I noundlevel (number)  25 None: see text 1 of minutes Instantianeous (number)  26 None: see text 1 of minutes Instantianeous (number)  27 None: see text 1 of minutes Instantianeous (number)  28 None: a vivil half, see 1 standard I noundlevel (number)  29 None: a vivil half, see 1 standard I noundlevel (number)  20 None: see text  20 None: a standard I noundlevel (number)  21 None: a standard I noundlevel (number				40	D			V B l 1		00 D. 170
Revenues curion effects when contracted   1 standard 1 round/evel   D   20   10   10   10   10   10   10   10	I⊔⊔ Renewal Pact			10 minutes	Permanent until triggered				(Healing)	SC: Pg.173
Target 10 ft. radius/level demandation centered on you Caster Levelt 9  Target 10 ft. radius/level demandation centered on you Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Capital (Healing) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target Constitute touched V.S., XP Yes (harmless) Caster Levelt 9  Target Dead creature touched V.S., XP Yes (harmless) Caster Levelt 9  Target 20-81-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained on you Caster Levelt 9  Target 20-91-radius busts certained you caster Levelt 9  Target 20-91-radius		23 Will	negates	1 standard	1 round/level [D]					PHB: pg.271
Pills page   Pil	IIII Trepulsion								•	10
Rect As retrotation, plus restores all levels and ability scores.  23 Will negates Planniess   Tound Instantaneous   Close (46 ft.) V.S.M. Yes   Planniess   Conjuration   Close (46 ft.) V.S.M. Yes   Close (46 ft.	_ '' _			10 minutes	Instantaneous					PHB: pg.272
Close (45 th,   V.S.M)   Yes   harmless   Copyration   Sc. Pg. 17   Healing   File   Healing   Copyration   Sc. Pg. 17   Healing   File   Healing   Sc. Pg. 18		(harr	rmless)			Target: Creature tou	ched			
Restores level and ability score driants to each creature.    Target: Dead creature touched   Conjuration   Helening				1 round	Instantaneous				(Healing)	SC: Pg.174
Target: Data decesture touched   Caster   Level: 9   Caster   Le		23 None	ne; see text	10 minutes	Instantaneous	more than 30 ft. apa	rt			PHB: pg.272
Second   S	restore dead subject					Target: Dead creatu	re touched			
					Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
Scrying, Greater   23   Will negates   1 standard 1 hourlevel action   Target: Magical semsor   Caster Level: 9   Scrying, but faster and longer.   Close (45 ft.)   V.S.M.   No   Conjuration, (Scrying)   Scribt   Scri	all allies 1d8 +1/caster level [max +35], each enemy				for half]	Target: 30-ftradius-	- burst cent	ered on you	Caster Level: 10	
Similar Name   Simi	□□Scrying, Greater		negates	1 standard				Yes	(Scrying)	PHB: pg.275
Trace: 15 ft. radius spread to everything in area, dealing damage to everything; see text.    Caster Level: 9   Caster Level: 9		23 Refle			1 round/level	Close (45 ft.)	V,S,M	No		SC: Pg.192
Spell Resistance, Mass   23   Will negates   1 standard 1 round/level   action	n slime covers everything in area, dealing damage to	everything;								
Each target gains Spell Resistance 12 + caster level.    Summon Monster VII   23 None   1 round   1 round/level [D]   Close (45 ft.)   V.S.F/DF No   Conjuration (Summoning)   PHB: pg.2		23 Will i	negates		1 round/level				•	SC: Pg.199
Summoring   Summ		22 1		1 rov	1 round/level [D]	be more than 30 ft. a	apart			DUD: n= 007
Calls extraplanar creature to fight for you.  Symbol of Stunning 23 Will negates 10 minutes See text 0ft.; see	Summon Monster VII	23 None	10	1 round	1 round/level [D]				(Summoning)	PHB: pg.287
Target: One symbol of Weakness   23   Fortitude negates   10 minutes See text   0 ft.; see text   V,S,M   Yes   Necromancy   Death   Caster Level: 9		23 Will	negates	10 minutes	See text	which can be more t	han 30 ft. a	part	Enchantment (Compulsion)	PHB: pg.291
Symbol of Weakness   23   Fortitude negates   10 minutes See text   0 ft.; see text   V,S,M   Yes   Necromancy   Caster Level: 9						Target: One symbol				
Triggered rune weakens nearby creatures.  Triggered rune weakens nearby creatures.  Symphonic Nightmare  23 Will negates  1 standard 24 hours/level [D] action  Touch; see text  V.S,F Yes  Enchantment (Compulsion) [Mind-Affecting] Mind-Affecting]  Caster Level: 9  Target: Living creature touched; see text  Caster Level: 9  Target: Living creature touched; see text  Caster Level: 9  Touch V,S Yes  Necromancy SC: Pg.24  Target: Living creature touched Target: Living creature touched; see text Target: Living creature touched T		23 Forti	titude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes		PHB: pg.291
action    Compulsion   Mind-Affecting	ered rune weakens nearby creatures.					Target: One symbol				
Causes creature not to be able to rest; see text.	□□ Symphonic Nightmare	23 Will			24 hours/level [D]				(Compulsion) [Mind-Affecting]	SC: Pg.218
Action  Target: Living creature touched  Caster Level: 9  Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.  LEVEL 8  Name  DC Saving Throw Time Duration PHB: pg.2  Antimagic Field 24 None 1 standard 10 minutes/level [D] action  Target: 10-ftradius emanation, centered on you Caster Level: 9  Target: 10-ftradius emanation, centered on you Caster Level: 9		23 Fort	titude negates	1 standard	Instantaneous					SC: Pg.241
Name DC Saving Throw Time Duration Range Comp. Spell Resistance School Source  Antimagic Field 24 None 1 standard 10 minutes/level [D] 10 ft. V,S,M/DF See text Abjuration PHB: pg.2  action Target: 10-ftradius emanation, centered on you Caster Level: 9  **Target: 10-ftradius emanation, centered on you Caster Level: 9	Ja William g Famil		Ü						•	
Name  DC Saving Throw Time Duration Range Comp. Spell Resistance School Source  Antimagic Field  24 None 1 standard 10 minutes/level [D] 10 ft. V,S,M/DF See text Abjuration PHB: pg.2  ffect: Negates magic within 10 ft.  Target: 10-ftradius emanation, centered on you Caster Level: 9	, and the second				LEVEL 8					
action  Target: 10-ftradius emanation, centered on you  Caster Level: 9  Negates magic within 10 ft.					Duration					
Negates magic within 10 ft.	Antimagic Field	∠4 None			ro minutes/ievel [D]				,	гпь: pg.200
					1 round/level	-		-		SC: Pg.39
[harmless] action  Target: Weapons carried by one creature/2 levels, no Caster Level: 9		[harr	mless]			Target: Weapons ca	rried by on	e creature/2 levels, no	Caster Level: 9	
Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.  The process of which are more than 30 ft. apart  Close (45 ft.) V,S,M/DF No Abjuration PHB II: pg  action			ne	1 standard	Instantaneous				Abjuration	PHB II: pg.105
### Target: One or more creatures, no two of which can be Caster Level: 9  Each creature is affected as if by a targeted dispel magic [max caster level added to check +25]. more than 30 ft. apart	creature is affected as if by a targeted dispel manic In	nax caster						no two of which can be	Caster Level: 9	
Close (45 ft.) V,S Yes (harmless) or Yes;Conjuration PHB: pg.2 Will half (harmless) or 1 standard Instantaneous Close (45 ft.) V,S Yes (harmless) or Yes;Conjuration PHB: pg.2 Will half; see text action See text Target: 1 creature/level, no two of which can be more Caster Level: 9	☐☐Cure Critical Wounds, Mass	24 Will I	half (harmless) or	1 standard	Instantaneous	Close (45 ft.)  Target: 1 creature/le	V,S	see text	(Healing)	PHB: pg.215
Cures 4d8 +1/level [max +40] damage for many creatures. than 30 ft. apart		24 None	ne	10 minutes	Permanent until triggered	than 30 ft. apart				SC: Pg.60
ffect: Target: Willing living creature touched Caster Level: 9 Brings target back to life but with a price; see text.						Target: Willing living	creature to	ouched	Caster Level: 9	
Death Ward, Mass  24 Will negates 1 standard 1 minute/level Close (45 ft.) V,S,DF Yes [harmless] Necromancy SC: Pg.61 [harmless] action					1 minute/level				•	SC: Pg.61
ffect: Target: One creature/level, no two of which can be Caster Level: 9 Grants immunity to death spells and negative energy effects to targeted creatures. more than 30 ft. apart  ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	Death Ward, Mass			1 standard	1 day/level	more than 30 ft. apa	rt			PHB: pg.221
ffect: Islandard Todayilever wedulin (1901.) V,S Tes Adjuration Phb. pg.2  Target: 20-ftradius emanation centered on a point in Caster Level: 9	s immunity to death spells and negative energy effect		ne				.,0	. 50		pg.e.e.!
Teleportation and interplanar travel blocked for one day/level. space	s immunity to death spells and negative energy effect					Target: 20-ftradius	emanation	centered on a point in	Caster Level: 9	
	s immunity to death spells and negative energy effect  Dimensional Lock  ortation and interplanar travel blocked for one day/lev	24 None		action	Instantaneous	space		•		PHB: pg.222
Target: One creature or object Caster Level: 9	s immunity to death spells and negative energy effect  Comparison of the content	24 None		action	Instantaneous	space Unlimited	V,S, DF	•	Divination	PHB: pg.222
Jaga Discent Location	s immunity to death spells and negative energy effect  contation and interplanar travel blocked for one day/lev  contation and interplanar travel blocked for one day/lev  contation and interplanar travel blocked for one day/lev	24 None rel. 24 None	ne e text	action  10 minutes  1 standard		space Unlimited Target: One creature	V,S, DF e or object	No	Divination  Caster Level: 9	

				Cleric Spells					
Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (190 ft.)  Target: 2 10-ft. cube	V,S es/level [S]	Yes	Evocation [Fire] Caster Level: 9	PHB: pg.231
Deals 1d6/level [max 20d6] fire damage.	0.4	Frank Income	4	Indicate the control of	-		V		100 D. 440
Heat Drain	24	Fortitude negates	1 standard action	Instantaneous		V,S,DF	Yes	Necromancy [Cold	joc: rg.112
ffect: Deals 1d6/caster level [max 20d6] cold damage, for every	living o	creature affected you ga			Target: 20-ftradius	burst cente	ered on you	Caster Level: 9	
I□□□□ Holy Aura	24	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good]	PHB: pg.241
fect: +4 to AC, +4 resistance, and SR 25 against evil spells.					Target: 1 creature/le centered on you	evel in a 20-	ftradius burst	Caster Level: 10	
III Inflict Critical Wounds, Mass	24	Will half		Instantaneous		V,S	Yes	Necromancy	PHB: pg.244
ffect:			action			evel, no two	of which can be more	Caster Level: 9	
Deals 4d8 +1/level [max +40] damage to many creatures.	24	Fortitude partial or Wil	l 1 standard	Instantaneous or 1 minute/level	than 30 ft. apart 120 ft.	V,S,DF	Yes or Yes [harmless]	: Evocation [Sonic]	SC: Pa.133
ffect:		negates [harmless]	action		Target: 120-ftradiu		see text	Caster Level: 9	g
Deals 1d8/caster level [max 10d8] sonic damage to enemi	ies; allie 24	es get +1 on attack and None		nst fear, plus temporary hp. Instantaneous	Close (45 ft.)	V,S, DF,		Conjuration	DUD: na 261
]□□□□Planar Ally, Greater	24	None	10 minutes	Instantaneous	Close (45 It.)	XP	NO	(Calling) [See	PHB: pg.261
ffect:					Target: Up to three			Text] Caster Level: 9	
As lesser planar ally, but up to 18 HD.					more than 30 ft. apa	irt when the			
D□□□□ Planar Exchange, Greater	24	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
ffect: Call a celestial creature see list; see text					Target: One called o	creature		Caster Level: 9	
☐☐☐☐☐Plane Shift, Greater	24	Will negates		Instantaneous	Touch	V,S,F	Yes	Conjuration	SC: Pg.159
fect:			action		Target: Creature tou		to eight willing	(Teleportation) Caster Level: 9	
As many as eight subjects travel to another plane.	24	See text	1 standard	1 round/level [D]	creatures joining has 20 ft.		Yes (harmless)	Abjuration [Lawful]	PHB: na 278
			action				, ,		pg.210
ffect: +4 to AC, +4 resistance, and SR 25 against chaotic spells.					Target: 1 creature/le centered on you			Caster Level: 9	
]□□□□ Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
iffect: Subject is immune to 2 spells, up to 8th-level spells.		,			Target: Creature tou	uched		Caster Level: 9	
Subject is immune to 2 spells, up to stri-level spells.	24	N/A		1 minute/level [D]	Personal	V,S,DF	N/A		SC: Pg.210
ffect:			action		Target: You			[Electricity] Caster Level: 9	
Launch lightning bolts 1d6 per level; see text.	24	None	1 round	1 round/level [D]	-	V,S,F/DF	No	Conjuration	PHB: pg.287
UUUU Summon Monster VIII	47		, round	canarovor [2]	, ,			(Summoning)	. 110. pg.201
ffect: Calls extraplanar creature to fight for you.					which can be more to	than 30 ft. a		Caster Level: 9	
]□□□□ Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.289
ffect: Triggered rune slays nearby creatures.					Target: One symbol			Caster Level: 9	
Inggered rune stays hearby creatures.    Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment	PHB: pg.290
•								(Compulsion) [Mind-Affecting]	
ffect: Triggered rune renders nearby creatures insane.					Target: One symbol			Caster Level: 9	
U U Visions of the Future	24		10 minutes	1 hour/level or until discharged	Personal	V,S		Divination	PHB II: pg.128
ffect: Gain +2 sacred bonus on all saving throws and +2 dodge	bonus	to Armor Class: dischar	aina spell a	rants bigger bonus for a round	Target: You			Caster Level: 9	
Call +2 sacred bolids on all saving thows and +2 dodge		None None	1 standard	1 minute/level	Close (45 ft.)	V,S,DF	No	Abjuration	SC: Pg.234
ffect:			action		Target: A straight wa	all whose a	rea is up to one 10-ft.	Caster Level: 9	
As wall of dispel magic, but is like great dispel magic.					square/level				
				LEVEL 9					
Name		Saving Throw None	Time	Duration See text	Range	Comp.	Spell Resistance	School	Source
□□□□□ Astral Projection  ffect:	25	None	30 minutes	See text	Touch  Target: You plus on	V,S,M e additional	Yes willing creature/2	Necromancy Caster Level: 9	PHB: pg.201
Projects you and companions onto Astral Plane.	05	AAPH	01	leate at a constant of the con	levels touched		-		00.0.01
Awaken Construct	25	Will negates [harmless]	8 hours	Instantaneous	Touch		Yes [harmless]		SC: Pg.21
ffect: You awaken a humaniod-shaped construct to humanlike s	entiend	ce. [3d6 for Int, Wis & C	ha].		Target: One constru	ict		Caster Level: 9	
Call Marut	25	None		Instantaneous	Close (45 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SC: Pg.42
ffect:		Latera de la companya			Target: One called r	marut		Caster Level: 9	
You recieve the aid of a Marut inevitable in performing one Dull Energy Drain	task ti 25	Fortitude partial; see	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.226
iffect:		text for enervation	action		Target: Ray of nega			Caster Level: 9	
Subject gains 2d4 negative levels.	05	Nana	4	4 minute/level (D)			V		DUD OCC
Company Compan	25	None	1 standard action	1 minute/level [D]		V,S	Yes	Transmutation	PHB: pg.228
ffect: Travel to Ethereal Plane with companions.					Target: You and one	e other touc	hed creature/3 levels	Caster Level: 9	
□□□□ Gate	25	None	1 standard action	Instantaneous or concentration 0; see text		V,S, XP; see text	No	Conjuration (Calling, Creation)	PHB: pg.234
ffect:			300011		Target: See text	JOU IOAI		Caster Level: 9	
Connects two planes for travel or summoning.	25	Will negates		Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration	PHB: pg.239
ffect:		(harmless)	action				no two of which can be	(Healing)	
As heal, but with several subjects.	25	None	10 === 1	10 minutes/lev-l	more than 30 ft. apa	ırt			CC: D= 440
I□□□□ Heavenly Host	25	None	10 minutes	10 minutes/level	Medium (200 ft.)	۷,۵	No	Conjuration (Summoning)	SC: Pg.113
fect:							d creatures, no two of	[Good, Lawful] Caster Level: 10	
Summons multiple creatures; see text	25	Fortitude negates	1 standard	Concentration [up to 4 rounds]	which are more than			Evocation	PHB: pg.243
□□□□ Implosion	20	. ormude negales	action	Consonitation [up to 4 tourius]					. 110. pg.243
fect: Kills one creature/round.					Target: One corpore			Caster Level: 9	
Ì□□□□ Miracle	25	See text	1 standard action	See text		V,S, XP; see text	Yes	Evocation	PHB: pg.254
ffect:					Target: See text			Caster Level: 9	
Requests a deity's intercession.	25	Will negates		Permanent	Close (45 ft.)	V,S,F	No	Necromancy	PHB: pg.281
			action		Target: Corpse			Caster Level: 9	
Effect:									
Traps newly dead soul to prevent resurrection.	25	See text	1 round	Concentration Imaximum 40 round-1 (D1	Long (760 ft )	VS	Vas	Conjugation	PHR: pg 205
	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (760 ft.)  Target: 360-ftradiu	V,S	Yes	Conjuration (Summoning) Caster Level: 9	PHB: pg.285

Cleric Spells										
Summon Elemental Monolith	25	None	1 round	Concentration, up to 1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214	
Effect: Summon monolith to do your bidding.					Target: One summoned elemental monolith			Caster Level: 9		
Summon Golem	25	None	1 round	1 minute/level	Close (45 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: pg.126	
Effect: Summon a flesh, clay, stone or iron golem. Golem acts or	n your	next turn.			Target: One summoned golem			Caster Level: 9		
□□□□□ Summon Monster IX	25	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.288	
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 9		
□□□□□ True Resurrection	25	None; see text	10 minute	s Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.296	
Effect: As resurrection, plus remains aren't needed.					Target: Dead creature touched			Caster Level: 9		
Undeath's Eternal Foe	25	None	1 standard	d 1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.226	
Effect: Grant subjects special abilities against undead; see text					Target: One creatur	re/5 levels		Caster Level: 10		
□□□□□ Visage of the Deity, Greater	25	N/A	1 standard	d 1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231	
Effect: Your form becomes more like your deity's - become half-comes	elestia	al or half-fiend; see text	doubli		Target: You			Caster Level: 9		
* =Domain/Speciality Spell										

## Notes:

### **Character Sheet Notes:**

FAITH: \_\_\_\_\_

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35