

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather Jack	Light	+3	+5	-1	15

EQUIPMI	ENT			
ITEM	LOCATION	QTY	WT	COST
Studded Leather Jack	Equipped	1	20.0	25.0
Tomahawk	Equipped	1	2.0	8.0
(Axe (Throwing))				
Tribal Holy Symbol (Silver)	Equipped	1	1.0	25.0
(Holy Symbol (Silver))				
TOTAL WEIGHT CARRIED/V	/ALUE		23 lbs.	58.0 gp

	1	WEIGHT ALLC	WANCE	=	
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

Special Attacks	
Warcraft	[Eclipse, p.10]
+2 BAB	
Warcraft / +1 to Weapon, with bab (Axe (Throwing), Axe (Throwing), Axe (Throwing))	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Elven Blood	[PHB, p.18]
For all effects related to race, a half-elf is considered an elf.	
Weapon Proficiency (All Simple Weapons and One	[Eclipse, p.49]
Martial Weapon) (Axe (Throwing))	
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (To Merrick)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills)	[Eclipse, p.17]
+2 CP towards Skills per level. [+8 total Skill Points Granted].	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Obligations (Must perform tribal rituals)	[Eclipse, p.19]
You have the listed obligations.	
Valuable	[Eclipse, p.20]
You have value to others.	

Spell Caster Information	
Spell Points	[Eclipse]
Cleric Spell Points=44	
Cleric	[Eclipse, p.11]
Cleric Level 5, Casterlevel is 5	

#### **Eclipse Abilities**

Character Points Total [Eclipse]

Character Points Total 164, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 8 CP, HD 10 deducts 12 CP, Companions adds 0 CP

Companion [Eclipse, p.27]

Gain a companion creature of your choice.

Special Mount You have a Special Mount companion

Deep Sleep [Eclipse, p.30]

[Eclipse, p.27]

You only require 4 hours of sleep instead of 8 hours to be fully refreshed. Healing Touch [Eclipse, p.33]

(6 CP). Healing Touch allows characters to heal themselves or another by touch for 8 ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.

Healing Touch / Improved (Cure Serious Wounds) [Eclipse, p.33]

(+6 CP) adds (character level/3) uses per week of one of the following: Remove Disease, Lesser Restoration, Remove Blindness/Deafness, Cure Serious Wounds, or Remove Curse. The character chooses which spell effect can be used when he or she gains Improved.

Healing Touch / Switch [Eclipse, p.33]

(+6 CP) requires Improved and allows the character to mimic any of the above spells as needed.

Healing Touch / Empower [Eclipse, p.33] (+6 CP) requires Switch and adds Neutralize Poison and Restoration to the list.

Innate Enchantment [Eclipse, p.34]

adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000

Innate Enchantment / Expertise (Weapon Mastery)	[Eclipse]
(Axe (Throwing)) You gain a +3 BAB with a particular weapon.	
Innate Enchantment / Enhanced Attribute (+2	[Eclipse]

Innate Enchantment / Enhanced Attribute (+2 Wisdom)

[At Will] Grants +2 Enhancement Bonus to Wisdom Innate Enchantment / Fortune's Favor [Eclipse] +2 Luck bonus to skills and checks.

Innate Enchantment / Evasive (Shield of Faith) [Eclipse]

You're good at evading attacks, and gain a +2 deflection bonus to your AC

Spell Conversion (Healing spells) [Eclipse] (6 CP). A character with Spell Conversion selects a limited number of spells

according to his or her class theme, usually nine (one for each spell level). The user may convert a prepared spell of equal or higher level into one of them spontaneously. The user must already have access to the spells he or she selects for Spel Conversion. Clerics use this the most, but anyone may have it.

#### **PROFICIENCIES**

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

### **LANGUAGES**

Common, Elven, Sylvan

#### **TEMPLATES**

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

Special Mount: Ra'tha (Warhorse, Heavy)								
HP:	62	AC:	18	INIT:	+3			
FORT:	+9	REF:	+8	WILL:	+4			
*Hoof (Natural/Primary)	+13/+13/+13	DAM:	1d6+7	CRIT:	20/x2			
*Bite (Natural/Secondary)	+5/+5	DAM:	1d4+3	CRIT:	20/x2			
Special:								

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

## LEVEL 0

				LEVELU					
Name	DC 15	Saving Throw Will negates [object]	Time 1 standard	Duration 10 minute/level		Comp. V,S	Spell Resistance Yes [object]	School Transmutation	Source SC: p.9
□□□□ Amanuesis  Effect:	10	vviii riegates (object)	action	To minute/level	Target: Object or obj			Caster Level: 5	GO. p.o
Copies 250 words per minute.  Create Water		None	Standard	Instantaneous	Close (35 ft.)	V,S	No	Conjuration	PHB: p.215
Effect:			Action		Target: Up to 2 gallo		water	(Creation) [Water] Caster Level: 5	
Creates 2 gallons/level of pure water.	15	Will half (harmless);	Standard	Instantaneous		V,S	Yes (harmless); see	Conjuration	PHB: p.216
Cure Minor Wounds	13	see text	Action	Instantaneous			text	(Healing)	FTID. p.210
Effect: Cures 1 point of damage.					Target: Creature tou			Caster Level: 5	
Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped	d emanatio	on	Caster Level: 5	
Detect Poison		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.					Target: One creature	, one obje	ct, or a 5-ft. cube	Caster Level: 5	
Guidance	15	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
Effect: +1 on one attack roll, saving throw, or skill check.		(namicss)	Action		Target: Creature tou	ched		Caster Level: 5	
Inflict Minor Wounds	15	Will negates		Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature tou	ched		Caster Level: 5	
Touch attack, 1 point of damage.		None		10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
Effect:			Action		Target: Object touch	ed		Caster Level: 5	
Object shines like a torch.  DDDDDMending	15	Will negates	Standard	Instantaneous		V,S	Yes (harmless, object	) Transmutation	PHB: p.253
Effect:	-	(harmless, object)	Action		Target: One object o			Caster Level: 5	
Makes minor repairs on an object.	15	Will negates (object)	Standard	Instantaneous	,	V,S	Yes (object)	Transmutation	PHB: p.267
□□□□□ Purify Food and Drink   Effect:	13	Will flegates (Object)	Action	Instantaneous					г нь. р.201
Purifies 1 cu. ft./level of food or water.							ninated food and water		
⊒□□□□ Read Magic		None	Standard Action	10 minutes/level		V,S,F	No	Divination	PHB: p.269
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 5	
□□□□ Resistance	15	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.					Target: Creature tour	ched		Caster Level: 5	
DDDD Virtue	15	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.		(namiooo)	71011011		Target: Creature tou	ched		Caster Level: 5	
Cabjoot game : tompolary r.p.				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anarchic Water	16	Will negates [object]		Instantaneous		V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
Effect: Chaos imbued damages lawful outsiders for 2d4 points.					Target: Flask of water	er touched		Caster Level: 5	
DDDD Bane	16	Will negates		1 minute/level	50 ft.	V,S, DF	Yes	Enchantment	PHB: p.203
			Action					(Compulsion) [Fear,	
Effect:					Target: All enemies v	within 50 ft	t.	Mind-Affecting] Caster Level: 5	
Enemies take -1 on attack rolls and saves against fear.  Blade of Blood		None	1 swift	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
Effect:			action	-	Target: Weapon touc			Caster Level: 5	
Weapon deals an additional 1d6 damage, if you take 5 p	ts of da	mage the weapon deals None		d6 extra damage. 1 minute/level	- '	V,S, DF	Yes (harmless)	Enchantment	PHB: p.205
<b></b> DIG00			Action			,-,-		(Compulsion) [Mind-Affecting]	
Effect: Allies gain +1 Morale bonus on attack rolls and on saves	againe	t fear.			Target: The caster as		s within a 50-ft. burst,	Caster Level: 5	
Allies gain +1 Morale boilds on attack rolls and on saves  [ ] [ ] [ ] Blessed Aim	16	Will negates [harmless]		1 minute/level		V,S	No	Divination	SC: p.31
Effect:		,	action		Target: 50 ft. spread	centered	on you	Caster Level: 5	
+2 morale bonus on ranged attacks for your allies within	the spri 16	ead. Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation	PHB: p.205
Effect:					Target: Flask of water	er touched		[Good] Caster Level: 5	
Makes holy water.	16	Will negates	1 swift	1 round	-	V,S	Yes [harmless]	Evocation	SC: p.33
Effect:	-	[harmless]	action				ntelligence 4 or higher		• • •
Full attack action allows creature to use natural or unarm				text 1d4 rounds or 1 round: see text					DUD: p 200
Cause Fear	16	Will partial	Action	104 TOURIOS OF 1 TOURIO; SEE TEXT	` '	V,S	Yes	Necromancy [Fea Mind-Affecting]	,F116: p.208
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living cre			Caster Level: 5	
Cold Fire	16	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
Effect: Flames deal cold damage; see text					Target: One fire sour creature; see text	ce [up to a	a 20-ft. cube] or one	Caster Level: 5	
Command	16	Will negates	Standard Action	1 round		V	Yes	Enchantment (Compulsion)	PHB: p.211

Target: One living creature

Target: Creature touched

Personal

Target: You

V,S,M/DF No

Touch V,S,M Yes [harmless]

Standard 10 minutes/level Action

1 standard 10 minutes/level action

None

□□□□□ Comprehend Languages

Effect:
You understand all spoken and written languages.
Conviction

Effect:
+2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.

Enchantment PHB (Compulsion)
[Language-Dependent, Mind-Affecting]
Caster Level: 5

Divination

Caster Level: 5

Abjuration

Caster Level: 5

PHB: p.212

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

				Cleric Spells				
Effect: Cures 1d8 +1/level [max +5] damage.	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S  Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	PHB: p.215
Delay Disease  Effect: Halts any nonmagical disease for the duration of the spell.	16	Will negates [harmless]	1 standard action	24 hours	Touch V,S,D  Target: Creature touched	DF Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: p.63
Detect Chaos	•	None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S,		Divination  Caster Level: 5	PHB: p.218
Reveals creatures, spells, or objects of selected alignmen  Detect Evil  Effect:	t.	None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S,		Divination  Caster Level: 5	PHB: p.218
Reveals creatures, spells, or objects of selected alignments	t.	None	Standard Action	Concentration, up to 10 minutes/level [D			Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignment	t.				Target: Cone-shaped ema		Caster Level: 5	
Effect:		None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S,  Target: Cone-shaped ema		Divination  Caster Level: 5	PHB: p.219
Reveals creatures, spells, or objects of selected alignmen  Detect Undead  Effect:	t.	None	Standard Action	Concentration, up to 1 minutes/level [D]		M/DF No	Divination	PHB: p.220
Reveals undead within 60 ft.		Ness	4 -4	lestestes en e	Target: Cone-shaped ema		Caster Level: 5	20 67
Effect: Functions like dispel magic; see text		None	action	Instantaneous	Medium (150 ft.) V,S  Target: One warded object	No ct or area	Abjuration  Caster Level: 5	SC: p.67
Divine Favor		None	Standard Action	1 minute	Personal V,S,	DF No	Evocation	PHB: p.224
Effect: You gain +1 on attack and damage rolls. [Every three cast	ter leve	els, MAX +6]			Target: You		Caster Level: 5	
Doom  Effect:	16	Will negates	Standard Action	1 minute/level	Medium (150 ft.) V,S,  Target: One living creatur		Necromancy [Fea Mind-Affecting] Caster Level: 5	r,PHB: p.225
One subject takes -2 on attack rolls, damage rolls, saves,	and ch	lecks. None		10 minutes/level	Touch V,S,M	M Yes [harmless]	Transmutation	SC: p.77
Effect: See normally in darkness both magical and natural.			action		Target: Creature touched		Caster Level: 5	
Effect: Exist comfortably in hot or cold environments.	16	Will negates (harmless)	Standard Action	24 hours	Touch V,S  Target: Creature touched	Yes (harmless)	Abjuration  Caster Level: 5	PHB: p.226
Exist comorably in not of cold environments.  DDDDDEntropic Shield  Effect:		None	Standard Action	1 minute/level [D]	Personal V,S  Target: You	No	Abjuration  Caster Level: 5	PHB: p.227
Ranged attacks against you have 20% miss chance.	16	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
Effect: Heal 8 + caster level [max +5] hit points.		None	1 atandard	1 round/level	Target: Living creature to Close (35 ft.) V,M	ves [harmless]	Caster Level: 5 Transmutation	SC: p.99
Foundation of Stone		None	action	i Tourid/level			[Earth]	30. p.99
As long as subjects don't move they gain +2 AC and +4 to	Str ag	ainst bull rush.	1 swift	1 round	than 30 ft. apart Personal V,DF	el, no two of which are more	Caster Level: 5  Divination [Good]	SC: p.107
Effect:			action		Target: You		Caster Level: 5	
Allows you to make sneak attacks against undead if you h	ave the	e ability. None	1 standard action	1 minute/level [D]	Long (600 ft.) V,S	Yes	Evocation	SC: p.108
Effect: +2 on ranged attacks			action		Target: Creatures in a 5-fi	tradius burst	Caster Level: 5	
Healthful Rest	16	Will negates [harmless]	10 minutes	24 hours	Close (35 ft.) V,S  Target: One creature/leve	Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: p.111
Doubles the natural healing rate.	16	Will negates		10 minutes/level [D]	more than 30 feet apart Touch V,S,		Abjuration	PHB: p.241
Effect:		(harmless); see text	Action		Target: One touched crea	iture/level	Caster Level: 5	
Undead can't perceive 1 subject/level.	16	N/A	1 standard action	1 minute/level [D]	Personal V,DF	N/A	Evocation [Cold]	SC: p.119
Effect: Attack as if wearing a +1 spiked guantlet. Deals normal da			I damage.		Target: You		Caster Level: 5	
Effect:	16	Will negates	1 swift action	1 minute/level	Close (35 ft.) V,S  Target: Creatures in a 10-	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.121
Forces creature to act, it cannot delay or ready an action.	16	Will half	Stands-d	Instantaneous				DHR: p 2//4
Inflict Light Wounds	16	Will half	Action	Instantaneous	Touch V,S  Target: Creature touched	Yes	Necromancy  Caster Level: 5	PHB: p.244
Touch deals 1d8 +1/level [max +5] damage.	16	Will negates	1 standard action	Instantaneous	Medium (150 ft.) V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
Effect: Subject is forced to delay; see text.	16	Will half (harmlage):	1 standard	Instantaneous: see toyt	Target: One creature  Touch V,S	Vos (harmlass): s	Caster Level: 5	DHR III o 115
Effect: Living creature healed 1d4 +1 per two caster levels [max	16 +31 an	Will half (harmless); see text	action	Instantaneous; see text	Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	PHB II: p.115
of damage from a weapon that overcomes DR/good.	+3) an	Will negates		10 minutes/level	Touch V,S,N	M Yes	Abjuration	SC: p.126
Effect: Target gains +5 alchemical bonus on Fort saves against a	ıll poise	ons.	acuUII		Target: Creature touched		Caster Level: 5	
Light of Lunia	, 5,00	None	1 standard action	10 minutes/level [D]	Medium (150 ft.) V,S  Target: You and up to two	Yes; see text o rays; see text	Evocation [Good, Light] Caster Level: 5	SC: p.132
Light radiating 30-ft. and 20-ft further of dim light, next ro outsiders]; see text	und yo		a ray attack	dealing 1d6 [double against undead and	d			
□□□□ Magic Stone  Effect:	16	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch V,S,  Target: Up to three pebble		) Transmutation  Caster Level: 5	PHB: p.251
Three stones gain +1 on attack rolls, deal 1d6+1 damage.  Magic Weapon  Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V,S,			PHB: p.251
Effect: Weapon gains +1 bonus.				* =Domain/Speciality Spell	Target: Weapon touched		Caster Level: 5	
				-Domain/opediality open				

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

				Cleric Spells					
□□□□ Moon Lust  Effect:	16	Will negates [harmless]	1 standard action	1 round/level	Medium (150 ft.)  Target: Creature tou	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 5	SC: p.143
Creature becomes fascinated for the duration of the spell.					-				
□□□□□ Nightshield  Effect: +1 resistance on Saving throws, increases to +2 at caster	16	N/A	action	1 minute/level [D]	Personal  Target: You	V,S	N/A	Abjuration  Caster Level: 5	SC: p.148
Includes the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes to 42 at caster and the saving unions, includes the saving unions, includes the saving unions, includes the saving unions of the	16	N/A		1 minute/level or until discharged [D]	Personal  Target: You	V,S,DF	N/A	Evocation [Light]  Caster Level: 5	SC: p.148
Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus	s 1 point per round that None		nce casting to max of [1d8 + caster level] 1 minute/level		V,S	No	Conjuration	PHB: p.258
ffect:			Action			ds in 20-ft.	radius from you, 20 ft.	(Creation) Caster Level: 5	
Fog surrounds you.    Omen of Peril	16	N/A	1 round	Instantaneous	high Personal	V,F	N/A	Divination	SC: p.149
ffect: Brief supplication gives you a vision that hints at how dan	gerous	the immediate future is	likely to be.:	see text.	Target: You			Caster Level: 5	
□□□□ Portal Beacon	g	None		1 hour/level	Close (35 ft.)	V,S	No	Transmutation	SC: p.161
ffect: Up to six creatures can be chosen to recieve mental beac	on.				Target: One interplar			Caster Level: 5	
Protection from Evil	16	Will negates (harmless)	Standard Action	1 minute/level [D]			No; see text	Abjuration [Good]	PHB: p.266
ffect: vs. Evil gain a +2 Deflection bonus to AC and +2 Resistar					Target: Creature tou			Caster Level: 5	
Protection from Law	16	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch  Target: Creature tou		No; see text	Abjuration [Chaotic] Caster Level: 5	PHB: p.266
+2 to AC and saves, counter mind control, hedge out eler	nentals 16	and outsiders. Will negates	Standard	10 minutes; see text	Close (35 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
ffect:		(harmless)	Action				no two of which can be	,	
Suppresses fear or gives +4 on saves against fear for one	subje	ct/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. apar		Yes [harmless]	Abjuration	SC: p.174
ffect:		[harmless]	action		Target: Creature tou		,	Caster Level: 5	
Grants limited protection from a plane's alignment traits; s	ee text	Will negates		Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
ffect: Allows one retry on a failed save against an ongoing spell	enell	[harmless]	action		Target: Creature tou	ched		Caster Level: 5	
Allows one retry on a railed save against an origoing spell	16	Will negates		1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
ffect: Opponents can't attack you, and you can't attack.					Target: Creature tou	ched		Caster Level: 5	
〕□□□□ Scholar's Touch		None	Standard Action	Concentration, up to 5 rounds			No	Divination	Race Des: p.167
ffect: Absorb the contents of an entire book as if you had read i				to read the language.  1 minute/level	Target: One book/roi		V (hl)	Caster Level: 5	DI ID 070
□□□□ Shield of Faith  fect:	16	Will negates (harmless)	Action	i minute/level	Touch  Target: Creature tou	V,S,M	Yes (harmless)	Abjuration  Caster Level: 5	PHB: p.278
Aura grants +2 deflection bonus.	16	N/A	1 standard	10 minutes/level or until discharged	-	V,S,M	N/A	Enchantment	SC: p.189
ffect:			action		Target: You			(Compulsion) [Mind-Affecting] Caster Level: 5	
+4 bonus on your next initiative check.  Comparison of the compari	16	Will negates	1 standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
ffect:		[harmless]	action		Target: Creature tou		,	Caster Level: 5	
Speed increases by 10 ft. and no Balance checks or Refle	ex requ 16	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
ffect: Hold the charge of one touch spell per arm; see text.			action		Target: You			Caster Level: 5	
Summon Monster I		None	1 round	1 round/level [D]	Close (35 ft.)  Target: One summor	V,S,F/DF		Conjuration (Summoning) Caster Level: 5	PHB: p.285
Calls extraplanar creature to fight for you.	16	N/A	1 swift	Instantaneous	<u> </u>	V,S,M	N/A	Conjuration	SC: p.228
ffect:			action		Target: You			(Creation) [Air] Caster Level: 5	•
Gain 10 ft. per level of altitude, and then gently float back	to the	ground. Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
ffect: Grants target fast healing ability for the duration of the spe	ell. Hea				Target: Living creatu	re touched		Caster Level: 5	
□□□□ Vision of Glory		None		1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
ffect: Grants a +1 morale bonus to a single saving throw [target					Target: Creature tou			Caster Level: 5	
☐☐☐☐ Wings of the Sea	16	Fortitude negates [harmless]	1 standard action	1 minute/level		S,M	Yes [harmless]	Transmutation	SC: p.240
ffect: Increases creatures swim speed by 30 ft.					Target: Creature tou	cned		Caster Level: 5	
				LEVEL 2					
Name	DC	Saving Throw None		Duration 1 minute/level	•	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Enchantment	Source PHB: p.196
ffect:			Action		Target: Living creatu			(Compulsion) [Mind-Affecting] Caster Level: 5	,
+1 Morale Bonus on attack rolls, +1 against fear, and gran	nts 1d8 17	Will negates	Standard	1 minute/level		V,S, DF	Yes (harmless, object)		PHB: p.197
ffect: Weapon becomes good, evil, lawful, or chaotic.		(harmless, object)	Action		must be in contact w		projectiles [all of which her at the time of	Caster Level: 5	
□□□□ Animalistic Power	17	Will negates		1 minute/level	casting] Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
ffect: Subject is imbued with +2 to Strength, Dexterity and Cons	stitution		action		Target: Creature tou			Caster Level: 5	
Garagury  Geot:		None	1 minute	Instantaneous	Personal  Target: You	V,S,M,F	No	Divination  Caster Level: 5	PHB: p.202
Learns whether an action will be good or bad.  DDDDDAura Against Flame	17	N/A		1 round/level		V,S	N/A	Abjuration	SC: p.18
ffect: Protects against first 10 points of fire damage, it also extir	nguisha	es flames: see tevt	action		Target: You			Caster Level: 5	
Avoid Planar Effects		None	1 immediate	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19

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

\* =Domain/Speciality Spell

Target: One creature/level in a 20-ft. radius burst Caster Level: 5 centered on you

1 1 minute/level immediate action

Mary					Cleric Spells					
Part	□□□□□ Balor Nimbus	17	N/A		-	Personal	V,S,M/DF	N/A	Transmutation	SC: p.24
Part				action		Target: You			Caster Level: 5	
Part		17			1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
March   Marc	Effect:		(harmless)	Action		Target: Creature tou	ched		Caster Level: 5	
The content		17	Will negates	1 standard	Instantaneous	Close (35 ft.)	V.S	Yes	Enchantment	PHB II: p.103
Part	JUJUDBIACK Kalilla Cuise		TTIII TIOGULOO		motal namoda	0.000 (00 1)	*,0		(Compulsion)	
March   Marc						Target: One creature	9			
The contamp of an early in clay in displaced interpretance into the content plane and if a clay into the content plane and if it is displaced into the content plane and if it is displaced into the content plane and it is displaced into the			Will negates	1 standard		Touch	V,S	Yes (harmless)	Abjuration	PHB II: p.103
Continement of the property of the o			(harmless)	action		Target: Two willing o	reatures		Caster Level: 5	
Company   Comp		, both	recipients can roll and	use the mos	st favorable result. If both saves fail, both					
Professional particular substance particular substance   Professional particular substance   Profess		17	N/A		1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
						Target: You			Caster Level: 5	
Page		+1/lev				Touch	V,S,M	No	Transmutation	SC: p.38
Part				action		Target: Wooden wea	apon touch	ed	Caster Level: 5	
Part	Small magical thorns/spikes protrude from wooden weapon					-				DHR: p 207
Bigging and a 6 to fire 1 minumblands   1	<u> </u>	.,			Timilatorovoi			res (namicss)		1 11b. p.201
Column   C						-				
Caper   Cape	Calm Emotions	17	Will negates		Concentration, up to 1 round/level [D]	Medium (150 ft.)	V,S, DF			PHB: p.207
Without   Control   Cont	Effect:					Target: Creatures in	a 20-ftrad			
Michael   Mich		17	Will half [harmlage]:	1	Instantaneous	-				SC: p. 49
Page   Transplaymon	JUJUJUOSE WOUNDS	17		immediate	motalitaticous	CIUSE (30 II.)	*	ros [narilless]		оо. р.40
Court of Knywes   Part   Par				autiUH		Target: One creature	9		Caster Level: 5	
Page					1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
Part				action					•	
Description   Secription   Se	Each round as a free action you can release a knife at a	iny opp	oonent you can see wit	hin 30 ft. A	ttack bonus = Caster level + Key Ability				040107 20707.0	
Part	_		None		2 hours/level	Close (35 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
Part   Curse Moderate Wounds   1				ACTION		Target: 20-ftradius	emanation		Caster Level: 5	
Come 2   2		17	Will half (harmless);	Standard	Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: p.216
Carrie Affect   Carrie Affec			see text	Action		Target: Creature tou	ched	text		
March   Marc	Cures 2d8 +1/level [max +10] damage.	17	Will pagatos	1 standard	1 minuto/loval	-		Vos		90: p 56
Cauca   Cauc		17	will flegates		Timinute/level			165	•	30. p.30
Action   Case		cks and	d skill checks.						Caster Level: 5	
	Darkness		None		10 minutes/level [D]	Touch	V, M/DF			PHB: p.216
Substitution   Subs						Target: Object touch	ed		Caster Level: 5	
			None		1 round/level	Close (35 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: p.58
Delific Vegeance   17    With and section action				4011011				wide, 1 in. thick, and	Caster Level: 5	
Summoning   Summ		17	Will half		Instantaneous			Yes		SC: p.62
				action		Target: One creature	)			
Second   Part				Standard	Instantaneous	Close (35 ft.)	V.S.DF	Yes	Conjuration	cmpdiv: null
Case	· ·		· · · · · · · · · · · · · · · · · · ·		motal namoda				(Summoning)	ompart. Hall
Rambles   Action   Filter	Cause 3d6 or 5d6 if the target is undead.			o						BUB 445
Stops polion from harming subject for 1 hournlevel.   1	•	1/			1 hour/level				(Healing)	PHB: p.217
Action  Target: Your caster level [max bonus of 15] to one skill check during the duration of the spell.  Target: Office (35 ft.) V Yes or No (object): see Abjuration of text  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: 10-ftradius emanation-centered on a creature, Caster Level: 5  Target: Allies in a 20-ftradius burst Caster Level: 5  Target: Allies in a 20-ftradius burst Caster Level: 5  Target: Allies in a 20-ftradius burst Caster Level: 5  Target: Creature touched Caster Level: 5  Target: Touch V.S.M.DF Ves Tarasmutation PHB: p.225  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [See Scp. 79 etc.]  Target: Touch V.S.M.DF No Abjuration [						Target: Creature tou	ched		Caster Level: 5	
Cale	Divine Insight	17	N/A		1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
Close (35 ft.)   V		eck di	uring the duration of the			Target: You			Caster Level: 5	
Effect: Subject of turning power & domain powers. Since of turning powers & domain powers & domai		17	Will negates or None	1 standard	1 round/level	Close (35 ft.)	V		Abjuration	SC: p.70
Medium (150 ft.)   V,S,DF   Yes [harmless]   Sci.p.70			[object]; see text	action					,Caster Level: 5	
harmless   action   harmless   action     harmless   action     harmless     Action		17	Will negates	1 standard	1 minute/level			Yes [harmless]		SC: p.70
Effect: 41 morate bonus to AC and saving throws.    Target: Application of AC and saving throws.   Target: Action   Touch   V,S,M/DF   Ves   Transmutation   PHB: p.225						,		. ,	(Compulsion)	•
PHB: p.225   PLB						Target: Allies in a 20	-ftradius I	ourst		
Caster Level: 5   Caster Lev		17			1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.225
Sc. p.79	Effect:		(narmiess)	ACTION		Target: Creature tou	ched		Caster Level: 5	
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text			None	1 standard	1 round/level	Touch	V,S,DF	No	Abjuration [See	SC: p.79
Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text									text]	
Effect: Captivates all within 100 ft. +10 ft./level  Captivates all within 100 ft. +10 ft./level instantion action  Target: You  Caster Level: 5  Caster L	Protects against on energy type [fire, cold, electricity, acid,				1 hour or loss	-	V S	Vos		DUR: p 227
Captivates all within 100 ft. +10 ft./level		17	vviii riegates; see text	riound	i noul of less				(Charm)	τ ττο. μ.22 <i>1</i>
action  Find Traps  None Standard Action  Target: You  Target: You  Caster Level: 5  Caster										
Effect: Extends your tentacles by 5 ft.    None   Standard Action   Instantaneous action	□□□□□ Extend Tentacles	17	N/A		Instantaneous	Personal	V	N/A	Transmutation	SC: p.86
Fifect: Notice traps as a rogue does.  Traget: You  Target: Cone-shaped burst  Target: Cone-shap						Target: You			Caster Level: 5	
Effect: Notice traps as a rogue does.  If Reflex half sation action  Target: You  Target: You  Target: You  Target: You  Target: You  Target: Cone-shaped burst  Target: Cone-shaped bu			None		1 minute/level	Personal	V,S	No	Divination	PHB: p.230
Notice traps as a rogue does.				ACTION		Target: You			Caster Level: 5	
Effect:  Gain +4 Str for every set of limbs fused to the primary limb.  action  Target: Cone-shaped burst  Caster Level: 5  Target: Cone-shaped burst  Caster Level: 5  Target: Cone-shaped burst  Caster Level: 5  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Caster Level: 5  Target: Creature with at least two arms or tentacles  Caster Level: 5  Target: Cone-shaped burst  Caster Level: 5  Target: Creature with at least two arms or tentacles  Caster Level: 5  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Creature with at least two arms or tentacles  Target: Creature with at least two arms or tentacles  Target: Cone-shaped burst  Caster Level: 5  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Caster Level: 5  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100  Target: Cone-shaped burst  Caster Level: 5  Target: Cone-shaped burst  Touch  V,S  Yes [harmless]  Transmutation  SC: p.100		17	Reflex half	1 standard	Instantaneous		V,S,M	Yes	Evocation [Cold]	SC: p.100
Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.										•
[harmless] action  [flarmless] action  Target: Creature with at least two arms or tentacles Caster Level: 5 touched  Gain +4 Str for every set of limbs fused to the primary limb.  Gentle Repose  17 Will negates (object) Standard  1 day/level  Touch  V,S,M/DF Yes (object)  Necromancy  PHB: p.235	Breath a cone of cold that deal 1d4/2 caster levels [max 5d					- '		Vac [harmloos]		SC: n 100
Gain +4 Str for every set of limbs fused to the primary limb.  Gentle Repose  17 Will negates (object) Standard 1 day/level  Touch  V,S,M/DF Yes (object)  Necromancy  PHB: p.235	<del></del>				TO MINUTES/IEVE					CO. p. 100
						touched				
* =Domain/Speciality Spell	□□□□□Gentle Repose	17	Will negates (object)	Standard	=	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235

				Cieric Spells				
Effect:			Action		Target: Corpse touched		Caster Level: 5	
Preserves one corpse.	17	Will negates	1 standard	1 minute/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.102
Effect:		[harmless]	action		Target: Armor of creature tou	ched	Caster Level: 5	
Armor gains Ghost Touch property.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1 minute	1 minute/level	Touch V,S,DF	No	Evocation [See	SC: p.109
Effect:					Target: Creature touched		text] Caster Level: 5	
Grant +2 [Profane or Sacred] bonus to all saving throws.	17	N/A	1 standard	10 minutes/level	Personal V,S,M	N/A	Divination	SC: p.110
Healing Lorecall	17	N/A	action	To minutes/lever		N/A		3C. p. 110
Effect: Allows caster with Heal ranks to remove other ailments when the second					Target: You		Caster Level: 5	
□□□□□ Hold Person	17	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (150 ft.) V,S,F/DI	Yes	Enchantment (Compulsion)	PHB: p.241
Effect:					Target: One humanoid creatu	re	[Mind-Affecting] Caster Level: 5	
Paralyzes one humanoid for 1 round/level.	17	Will half	Standard	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature touched		Caster Level: 5	
Touch attack, 2d8 +1/level [max +10] damage.		None	1 standard	10 minutes/level	30 ft. V,S,M	No	Conjuration	SC: p.123
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII		None	action	To minute 3/10 ver			(Creation)	OO. p. 120
Inky cloud that works under water.					Target: 30-ftradius spread o	·	Caster Level: 5	
□□□□□ Insight of Good Fortune	17	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (35 ft.) V,S,M	Yes (harmless)	Divination	PHB II: p.115
Effect: Reroll once after making an attack, skill check, saving thro	w or al	pility check before result	t is known a	nd take the better result.	Target: One creature		Caster Level: 5	
□□□□□ Insignia of Alarm		None	Standard Action	Instantaneous	Long (600 ft.) V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
Effect: Spell alerts all wearers.					Target: All wearers of special	insignia within range	Caster Level: 5	
Iron Silence	17	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch V,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
Effect:	4		action		Target: One suit of armor tou	ched/3 levels	Caster Level: 5	
Hide and Move Silent check ignore the Armor penalty duri	ny trie	None		10 minutes/level [D]	Medium (150 ft.) V,S	Yes; see text	Evocation [Good,	SC: p.132
Effect:			action		Target: You and up to two ray	s; see text	Light] Caster Level: 5	
Same as light of Lunia except damage is 2d6 or 4d6 vs. ur	ndead (	or outsiders. Fortitude negates	1 standard	1 minute/level	Touch V,S,DF	Yes [harmless]	Necromancy	SC: p.134
Effect:		[harmless]	action		Target: Creature touched	. ,	Caster Level: 5	
Not subject to sneak attacks or criticals; -4 penalty to Cha	score. 17	Will negates	Standard	Instantaneous	Close (35 ft.) V,S	Yes (harmless, object)		PHB: p.252
☐☐☐☐ Make Whole  Effect:	"	(harmless, object)	Action	motantanoous	, ,		Caster Level: 5	1 11b. p.202
Repairs an object.					Target: One object of up to 1			B11B 11
□□□□□ Mark of Judgement	17	Will negates	1 standard action	1 round/level	Medium (150 ft.) V,S,DF	Yes	Necromancy	PHB II: p.119
Effect: Whenever a creature succeeds on a melee or ranged attack.	ck agsi	nst the marked creature	e, that attack	ker heals 2 points of damage.	Target: One creature/3 levels more than 30 ft. apart	, no two of which are	Caster Level: 5	
□□□□□ Mark of the Outcast	17	Will negates	1 standard action	Permanent	Close (35 ft.) V,S,DF	Yes	Necromancy	SC: p.138
Effect: Creates an indelible mark on the subjects face; see text.					Target: One creature		Caster Level: 5	
□□□□ Master's Touch (Śkillful)	17	Will negates (harmless)	1 immediate	Instantaneous	Close (35 ft.) V	Yes (harmless)	Divination	PHB II: p.119
Effect:		(	action		Target: One creature		Caster Level: 5	
Subject gains +4 insight bonus to one skill check.	47	AACH	0	A selected and a selected	<u> </u>	- V		DUD . OSO
Owl's Wisdom	17	Will negates (harmless)	Action	1 minute/level	Touch V,S,M/D	r Yes	Transmutation	PHB: p.259
Effect: Subject gains +4 to Wis for 1 minutes/level.					Target: Creature touched		Caster Level: 5	
□□□□ Protection from Negative Energy	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,S	Yes [harmless]	Abjuration	SC: p.163
Effect: Subtract 10 hp worth of damage from each negative energy	y attac	k.			Target: Creature touched		Caster Level: 5	
	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,S	Yes [harmless]	Abjuration	SC: p.163
Effect: Subtract 10 hp worth of damage from each positive energy	, attacl				Target: Creature touched		Caster Level: 5	
Quick March	17	Will negates [harmless]	1 standard action	1 round	Medium (150 ft.) V,S,DF	Yes [harmless]	Transmutation	SC: p.164
Effect:		[aiiiicooj	JOHOTT		Target: Allies in a 20-ftradiu	s burst	Caster Level: 5	
Subjects base land speed increased by 30 feet.  Remove Paralysis	17	Will negates		Instantaneous	Close (35 ft.) V,S	Yes (harmless)	Conjuration	PHB: p.271
Effect:		(harmless)	Action		Target: Up to four creatures,	no two of which can be	(Healing) Caster Level: 5	
Frees one or more creatures from paralysis or slow effect.							Abiuration	PHB: p.272
	17	Fortitude negates	Standard	10 minutes/level	more than 30 ft. apart Touch V,S, DF	Yes (harmless)	Abjuration	
Resist Energy  Effect:	17	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch V,S, DF	Yes (harmless)	Caster Level: 5	
Effect: Ignores first 10 points of damage/attack from specified energy	ergy typ	(harmless)	Action		Touch V,S, DF  Target: Creature touched	, ,	Caster Level: 5	PHR: p 272
Effect: Ignores first 10 points of damage/attack from specified ene		(harmless) be.	Action	10 minutes/level Instantaneous	Touch V,S, DF  Target: Creature touched  Touch V,S	Yes (harmless) Yes (harmless)	Caster Level: 5  Conjuration (Healing)	PHB: p.272
Effect: Ignores first 10 points of damage/attack from specified ene Restoration, Lesser Effect: Dispels magical ability penalty or repairs 1d4 ability damage	ergy typ 17 ge.	(harmless)  De.  Will negates (harmless)	Action 3 rounds	Instantaneous	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched	Yes (harmless)	Caster Level: 5  Conjuration (Healing)  Caster Level: 5	
Effect: Ignores first 10 points of damage/attack from specified energy Restoration, Lesser Effect: Dispels magical ability penalty or repairs 1d4 ability damage Share Talents	ergy typ 17	(harmless)  De.  Will negates	Action 3 rounds		Touch V,S, DF Target: Creature touched Touch V,S Target: Creature touched Touch V,S,M	Yes (harmless)  Yes (harmless)	Caster Level: 5  Conjuration (Healing) Caster Level: 5  Transmutation	PHB: p.272 PHB II: p.124
Effect: Ignores first 10 points of damage/attack from specified ene Restoration, Lesser Effect: Dispels magical ability penalty or repairs 1d4 ability damage	ergy typ 17 ge. 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra	Action  3 rounds  1 round  nk in the sk	Instantaneous  10 minutes/level	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures	Yes (harmless)  Yes (harmless) touched	Caster Level: 5  Conjuration (Healing) Caster Level: 5  Transmutation Caster Level: 5	PHB II: p.124
Effect: Ignores first 10 points of damage/attack from specified ene Restoration, Lesser Effect: Dispels magical ability penalty or repairs 1d4 ability damage Share Talents Effect:	ergy typ 17 ge. 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object);	Action  3 rounds  1 round  nk in the sk	Instantaneous  10 minutes/level	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures	Yes (harmless)  Yes (harmless)	Caster Level: 5  Conjuration (Healing) Caster Level: 5  Transmutation	PHB II: p.124
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Effect: Creatures get a +2 bonus on any skill checks they make a	ergy typ 17 ge. 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object);	Action  3 rounds  1 round  nk in the sk Standard	Instantaneous  10 minutes/level	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures	Yes (harmless)  Yes (harmless) touched	Caster Level: 5  Conjuration (Healing) Caster Level: 5  Transmutation Caster Level: 5	PHB II: p.124
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.  Effect: Creatures get a +2 bonus on any skill checks they make a	ergy typ 17 ge. 17	(harmless)  be.  Will negates (harmless)  Will negates (harmless)  Will negates (object); Will negates (object); Will negates (object) or Fortitude half; see	Action  3 rounds  1 round  nk in the sk Standard	Instantaneous  10 minutes/level	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures	Yes (harmless)  Yes (harmless) touched F Yes (object)	Caster Level: 5  Conjuration (Healing) Caster Level: 5  Transmutation Caster Level: 5	PHB II: p.124
Effect:  Ignores first 10 points of damage/attack from specified energy  Effect:  Ignores first 10 points of damage/attack from specified energy  Effect:  Dispels magical ability penalty or repairs 1d4 ability damage  Julian Share Talents  Effect:  Creatures get a +2 bonus on any skill checks they make a	ergy typ 17 ge. 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object) or Fortitude half; see text  Will negates	Action 3 rounds 1 round nk in the sk Standard Action Standard	Instantaneous  10 minutes/level	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or	Yes (harmless)  Yes (harmless) touched F Yes (object)	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic]	PHB II: p.124
Effect:  Ignores first 10 points of damage/attack from specified energy  Effect: Ignores first 10 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage  Share Talents  Effect: Creatures get a +2 bonus on any skill checks they make a  Shatter  Effect: Sonic vibration damages objects or crystalline creatures.	ergy typ 17 ge. 17 s long :	(harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (object);  Will negates (object);  Will negates (object) or Fortitude half; see text	Action  3 rounds  1 round  nk in the sk Standard Action	Instantaneous  10 minutes/level  ill. Instantaneous	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or crystalline creature	Yes (harmless)  Yes (harmless) touched  F Yes (object) one solid object or one	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic] Caster Level: 5	PHB II: p.124 PHB: p.278
Effect: Olspels magical ability penalty or repairs 1d4 ability damage.  Creatures get a +2 bonus on any skill checks they make a Shatter  Effect: Sonic vibration damages objects or crystalline creatures.	ergy typ 17 ge. 17 s long: 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  Will negates (object); Will negates (object); Will negates (object); Will negates (object); Will negates (will negates)  Will negates (harmless)	Action 3 rounds 1 round nk in the sk Standard Action Standard Action 1 standard	Instantaneous  10 minutes/level  ill. Instantaneous	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or crystalline creature  Close (35 ft.) V,S,F	Yes (harmless)  Yes (harmless) touched  F Yes (object) one solid object or one	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic] Caster Level: 5 Abjuration	PHB II: p.124 PHB: p.278
Effect:  Creatures get a +2 bonus on any skill checks they make a Shait of Other  Effect:  Sonic vibration damages objects or crystalline creatures.  You take half of subject's damage.  Shroud of Undeath  Effect:  Creatures get a +2 bonus on any skill checks they make a concept of the concept of the creatures.	17 17 17	(harmless)  De.  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (object);  Will negates (object);  Will negates (object)  Will negates (object)  Will negates (object)  N/A	Action  3 rounds  1 round  1 round  nk in the sk Standard Action  Standard Action  1 standard action	Instantaneous  10 minutes/level  iil. Instantaneous  1 hour/level [D]  10 minutes/level [D]	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or crystalline creature  Close (35 ft.) V,S,F  Target: One creature  Personal V,S,M  Target: You	Yes (harmless)  Yes (harmless)  touched  F Yes (object)  one solid object or one  Yes (harmless)	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic] Caster Level: 5 Abjuration Caster Level: 5	PHB II: p.124  PHB: p.278  PHB: p.278
Effect:  Ignores first 10 points of damage/attack from specified energy  Effect:  Ignores first 10 points of damage/attack from specified energy  Effect:  Dispels magical ability penalty or repairs 1d4 ability damage  Share Talents  Effect:  Creatures get a +2 bonus on any skill checks they make and share	17 17 17 17 17 17 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object); Will negates (object); Will negates (harmless)  Will negates (harmless)	Action  3 rounds  1 round  nk in the sk Standard Action  Standard Action  1 standard action  s a fellow of the skip of the ski	Instantaneous  10 minutes/level  ill. Instantaneous  1 hour/level [D]  10 minutes/level [D]  undead. Cure and inflict spells have the	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or crystalline creature  Close (35 ft.) V,S,F  Target: One creature  Personal V,S,M  Target: You	Yes (harmless)  Yes (harmless)  touched  F Yes (object)  one solid object or one  Yes (harmless)	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic] Caster Level: 5 Abjuration Caster Level: 5 Necromancy Caster Level: 5	PHB II: p.124  PHB: p.278  PHB: p.278  SC: p.189
Effect:  Shroud yourself in invisbile negative energy selfect on you as if you were undead.	17 17 17	(harmless)  De.  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (object);  Will negates (object);  Will negates (object)  Will negates (object)  Will negates (object)  N/A	Action  3 rounds  1 round  nk in the sk Standard Action  Standard Action  1 standard action  s a fellow of the skip of the ski	Instantaneous  10 minutes/level  ill. Instantaneous  1 hour/level [D]  10 minutes/level [D]  undead. Cure and inflict spells have the	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or crystalline creature  Close (35 ft.) V,S,F  Target: One creature  Personal V,S,M  Target: You  Long (600 ft.) V,S	Yes (harmless)  Yes (harmless)  touched  F Yes (object)  one solid object or one  Yes (harmless)  N/A  Yes; see text or no (object)	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic]  Caster Level: 5 Abjuration Caster Level: 5 Necromancy Caster Level: 5	PHB II: p.124  PHB: p.278  PHB: p.278
Effect:  Sonic vibration damages objects or crystalline creatures.  Sonic vibration damages objects or crystalline creatures.  Effect: Sonic vibration damages objects or crystalline creatures.  Shroud of Undeath  Effect: You take half of subject's damage.  Shroud yourself in invisbile negative energy so nonintel opposite effect on you as if you were undead.	17 17 17 17 17 17 17	(harmless)  De. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object); Will negates (object) Will negates (object)  N/A  Will negates (object)  Will negates (object)  Will negates (object)  Will negates (object)  Will negates;  Will negates;	3 rounds  1 round  1 round  1 round  1 round  1 standard  1 standard  2 standard  3 standard  2 standard  3 standard  3 standard  5 standard  5 standard  5 standard  5 standard  5 standard	Instantaneous  10 minutes/level  ill. Instantaneous  1 hour/level [D]  10 minutes/level [D]  undead. Cure and inflict spells have the	Touch V,S, DF  Target: Creature touched  Touch V,S  Target: Creature touched  Touch V,S,M  Target: Two willing creatures  Close (35 ft.) V,S,M/D  Target: 5-ftradius spread; or crystalline creature  Close (35 ft.) V,S,F  Target: One creature  Personal V,S,M  Target: You	Yes (harmless)  Yes (harmless)  touched  F Yes (object)  one solid object or one  Yes (harmless)  N/A  Yes; see text or no (object)	Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic]  Caster Level: 5 Abjuration Caster Level: 5 Necromancy Caster Level: 5	PHB II: p.124  PHB: p.278  PHB: p.278  SC: p.189

				Cleric Spells					
I⊒⊒⊒⊒ Sound Burst	17	Fortitude partial	Standard Action	Instantaneous	Close (35 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
ffect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ftradius	spread		Caster Level: 5	
Deals to some damage to subjects, may start them:	17	Will negates [harmless]	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
ffect:			action		Target: One creature	e/level		Caster Level: 5	
Subject will not rise as spawn if killed by an undead capab		reating spawn. Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
ffect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 5	
Protects one creature from a single 1st- or 2nd-level spell;	see te	xt. None	Standard	1 round/level [D]	-	V,S, DF	Yes	Evocation [Force]	DHB: n 293
I□□□□ Spiritual Weapon		None	Action	Tround/iever [D]			165		FTIB. p.203
ffect: Magical weapon attacks on its own.					Target: Magic weapo	on of force		Caster Level: 5	
Capilize	17	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
ffect: Spell designed for battle fields, heals all creatures for 1 hp	to stat	palize them, undead tak	e 1 point of	damage [Will negates].	Target: 50-ftradius	burst cente	ered on you	Caster Level: 5	
Status	17	Will negates (harmless)		1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
fect:		(Harriness)	Action		Target: One/per 3 le	vels living o	creatures touched	Caster Level: 5	
Monitors condition, position of allies. □□□□□□ Stay the Hand	17	Will negates	1	Instantaneous	Medium (150 ft.)	V	Yes	Enchantment	PHB II: p.126
,			immediate action					(Charm) [Mind-Affecting]	
fect: Target refrains from attacking you or targetting you with sp	ells for	r the remainder of the c	urrent round	l.	Target: One humano	oid		Caster Level: 5	
Stone Bones	17	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
fect: Target gains natural armor AC bonus of +3.		[namedo]	dollori		Target: Corporeal un	ndead creat	ture touched	Caster Level: 5	
Stone Fist		None		5 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
fect:			Action		Target: You			Caster Level: 5	
Acts as if armed and your hands become hard inflicting da	mage; 17	see text. Will negates	1 swift	One attack		V	Yes (harmless, object)		PHB II: p.126
fect:		(harmless, object)	action		Target: Melee weapo		,	Caster Level: 5	
Adds 5 feet of reach for one attack.		Maria	10.		-				00 . 511
□□□□ Summon Elysian Thrush		None	10 minutes	8 nours	Close (35 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.214
fect:					Target: One summor	ned Elysiar	n thrush	[Good] Caster Level: 5	
Summons a Elysian thrush [Planar Handbook 118]; see te	xt	None	1 round	1 round/level [D]	-	V,S,F/DF		Conjuration	PHB: p.286
fect:				r roundrove [2]				(Summoning)	7.1.D. p.200
Calls extraplanar creature to fight for you.					which can be more to	han 30 ft. a		Caster Level: 5	
□□□□ Undetectable Alignment	17	Will negates (object)	Standard Action	24 hours	Close (35 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
fect: Conceals alignment for 24 hours.					Target: One creature	e or object		Caster Level: 5	
U Veil of Shadow	17	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
ffect:			action		Target: You			Caster Level: 5	
ffect: Grants you a 20% miss chance from concealment.	17	Will negates	Standard	1 minute/level		V,S, DF	Yes	Caster Level: 5 Enchantment	PHB: p.303
fect: Grants you a 20% miss chance from concealment.	17	Will negates		1 minute/level	Close (35 ft.)			Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
ffect: Grants you a 20% miss chance from concealment.	17	Will negates	Standard	1 minute/level				Caster Level: 5 Enchantment (Compulsion)	PHB: p.303
fect: Grants you a 20% miss chance from concealment. Crants you a 20% miss chance from concealment. Crants fect:	17	Will negates	Standard		Close (35 ft.)			Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting]	PHB: p.303
fect: Grants you a 20% miss chance from concealment.  Grants you a 20% miss chance from concealment.  Grants you a 20% miss chance from concealment.			Standard Action	LEVEL 3	Close (35 ft.)  Target: 20-ftradius	emanation		Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	
fect: Grants you a 20% miss chance from concealment. Grants you a 20% mi		Will negates  Saving Throw None	Standard Action  Time 1 standard		Close (35 ft.)  Target: 20-ftradius			Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment	PHB: p.303  Source SC: p.8
fect: Grants you a 20% miss chance from concealment. Concealment Fect: Subjects within range cannot lie.  Name Concealment Name		Saving Throw	Standard Action	LEVEL 3	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)	emanation  Comp. V,S,DF	Spell Resistance Yes [harmless]	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment (Compulsion) [Mind-Affecting]	Source
fect: Grants you a 20% miss chance from concealment. Concealment Fect: Subjects within range cannot lie.  Name Concealment Na	DC	Saving Throw None	Standard Action  Time 1 standard action	LEVEL 3	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apa	Comp. V,S,DF	Spell Resistance Yes [harmless] no two of which are	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment (Compulsion)	Source
fect: Grants you a 20% miss chance from concealment. Conc	DC	Saving Throw None	Standard Action  Time 1 standard action  rary hp.	LEVEL 3	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apa	Comp. V,S,DF	Spell Resistance Yes [harmless]	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment (Compulsion) [Mind-Affecting]	Source
fect: Grants you a 20% miss chance from concealment. Concealment Grants you a 20% miss chance from concealment. Concealment Grants Grants Grants Fect: Alama Aid, Mass Fect: Al on attack rolls, +1 against fear, all creatures gain 1d8 +	DC	Saving Throw None  r level [max 15] tempo Will negates	Standard Action  Time 1 standard action  rary hp. 1 standard	LEVEL 3  Duration 1 minute/level	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apa	Comp. V,S,DF creatures, rt S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	Source SC: p.8
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Fect: Subjects within range cannot lie.  Name Aid, Mass Fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 + Fect: Grants creatures the ability to breath air.	DC	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates	Standard Action  Time 1 standard action  rary hp. 1 standard action 1 standard	LEVEL 3  Duration 1 minute/level	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature	Comp. V,S,DF creatures, rt S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  Transmutation Caster Level: 5  Transmutation	Source SC: p.8
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creating cannot lie.  Name Aime Aid, Mass fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air.	DC 1/caste 18	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]	Standard Action  Time 1 standard action  1 standard action  1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creatu Close (35 ft.)  Target: One weapon	Comp. V,S,DF creatures, rt S,M/DF rres touche	Spell Resistance Yes [harmless]  no two of which are Yes [harmless] d Yes [harmless, object]	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5	Source SC: p.8
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Grants Aid, Mass  fect: Hon attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air.	DC 1/caste 18	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]	Standard Action  Time 1 standard action  1 standard action  1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creatu Close (35 ft.)  Target: One weapon than 30 ft. apart	Comp. V,S,DF creatures, rt S,M/DF rres touche	Spell Resistance Yes [harmless]  no two of which are Yes [harmless] d Yes [harmless, object]	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text]	Source SC: p.8
Fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Grants within range cannot lie.  Name Grants creatures gain 1d8 + Grants creatures gain 1d8 + Grants creatures the ability to breath air.	DC 1/caste 18	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distance	Standard Action  Time 1 standard action  1 standard action  1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creatu Close (35 ft.)  Target: One weapon than 30 ft. apart	Comp. V,S,DF creatures, rt S,M/DF ires touche V,S,DF	Spell Resistance Yes [harmless]  no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Caster Level: 5  Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5  Transmutation Caster Level: 5  Transmutation [See text] Caster Level: 5	<b>Source</b> SC: p.8 SC: p.8
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatives within range cannot lie.  Name Name Aid, Mass  fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatures the ability to breath air. Align Weapon, Mass  fect: Functions like align weapon, except it effects multiple weal	DC  11/caste 18  18  pons o	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distance	Standard Action  Time 1 standard action  rary hp. 1 standard action  1 standard action  1 standard action  2e. 1 immediate	LEVEL 3  Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creatu Close (35 ft.)  Target: One weapon than 30 ft. apart	Comp. V,S,DF creatures, rt S,M/DF ires touche V,S,DF //level, no to	Spell Resistance Yes [harmless]  no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Caster Level: 5  Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5  Transmutation Caster Level: 5  Transmutation [See text] Caster Level: 5	<b>Source</b> SC: p.8 SC: p.8
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Grants within range cannot lie.  Name Grants creatures gain 1d8 + Grants creatures gain 1d8 + Grants creatures the ability to breath air.	DC  11/caste 18  18  pons o	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distance	Standard Action  Time 1 standard action  1 standard action 1 standard action  2 standard action  1 standard action  1 standard action  1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creatu Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature	Comp. V,S,DF creatures, rt S,M/DF ires touche V,S,DF //level, no to	Spell Resistance Yes [harmless]  no two of which are Yes [harmless] d  Yes [harmless, object] wo of which are more No	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Divination	<b>Source</b> SC: p.8 SC: p.8
Fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants: Subjects within range cannot lie.  Name Name Name Name Name Name Name Nam	DC  11/caste 18  18  pons o	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] r projectiles at a distance None	Standard Action  Time 1 standard action  1 standard action  1 standard action  2e. 1 immediate action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.	Comp. V.S.DF creatures, rt S.M/DF irres touche V,S.DF //level, no to	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination  Caster Level: 5 Divination	Source SC: p.8 SC: p.8 SC: p.9
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name  Name  Name  Name  Aid, Mass  Fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +  Air Breathing Fect: Grants creatures the ability to breath air.  Align Weapon, Mass  Fect: Functions like align weapon, except it effects multiple weap  Alter Fortune  Fect: Target must reroll any die roll it just made taking the secon	DC  11/caste 18  18  pons o	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] r projectiles at a distance None	Standard Action  Time 1 standard action  1 standard action 1 standard action  2 standard action  1 standard action  1 standard action  1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apart Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature	Comp. V.S.DF creatures, rt S.M/DF irres touche V,S.DF //level, no to	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Conjuration (Creation)	Source SC: p.8 SC: p.8 SC: p.9
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Grants within range cannot lie.  Name Grants creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatures the abil	DC  11/caste 18  18  pons o	Saving Throw None  ar level [max 15] tempo Will negates [harmless, object] r projectiles at a distance None  Will negates	Standard Action  Time 1 standard action  1 standard action  1 standard action  2e. 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apart Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-	Comp. V.S.DF creatures, rt S,M/DF ures toucher V.S.DF //level, no to V.X V.S.M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination  Caster Level: 5 Divination	Source SC: p.8 SC: p.8 SC: p.9
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Name Name Name Name Name Name Nam	DC 11/caste 18 18 ppons o	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distance None  Will negates [harmless]	Standard Action  Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 1 standard action 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)  Target: One creature 20 ft.  Target: One creature 20 ft.  Target: One creature 20 ft.)	emanation  Comp. V.S,DF creatures, rt S,M/DF irres touche V,S,DF //level, no to V,X  V.S,M,DF  ft. radius, 2 V.S,M,DF	Spell Resistance Yes [harmless]  no two of which are Yes [harmless]  d  Yes [harmless, object] wo of which are more No  No  20 ft. high] Yes [harmless]	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Conjuration [Creation] [Chaotic, Water] Caster Level: 5	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants concealment. Grants concealment. Grants creatures within range cannot lie.  Name Name Aid, Mass  fect: Hon attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatu	DC  11/caste 18  18  18  18  18  18  18  18  18	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distance None  Will negates [harmless]	Standard Action  Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Ir levels above 5th; see text	Range: 20-ftradius  Range: 20-ftradius  Range: Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)	emanation  Comp. V.S,DF creatures, rt S,M/DF irres touche V,S,DF //level, no to V,X  V.S,M,DF  ft. radius, 2 V.S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  Transmutation [See text] Caster Level: 5  Divination  Caster Level: 5  Conjuration (Creation) (Creation) (Creation) (Creation) (Creation) (Creation) (Creatic, Water] Caster Level: 5  Abjuration  Caster Level: 5	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Aid, Mass  fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants cre	DC  11/caste 18  18  pons o	Saving Throw  None  ar level [max 15] tempo  Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distand  None  Will negates [harmless]  dragon, bonus increas  N/A	Standard Action  Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Ir levels above 5th; see text	Range: 20-ftradius  Range: 20-ftradius  Range: Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)	emanation  Comp. V.S.DF  creatures, rt S.M/DF  irres touche V.S.DF  //level, no to V,X  V.S.M.DF  ft. radius, 2 V.S.M.DF  i/V.S.M.DF  i/V.S.M.DF  i/V.S.M.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 5  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  School  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5  Transmutation [See text] Caster Level: 5  Divination  Caster Level: 5  Conjuration (Creation) (Creation) (Creation) (Creation) (Creation) (Creation) (Creatic, Water] Caster Level: 5  Abjuration  Caster Level: 5	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Name Aid, Mass Fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants c	DC  11/caste 18  18  pons o  18  18  18  18  18  18  18  18  18  1	Saving Throw None  ar level [max 15] tempo Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless, object] r distance None	Standard Action  Time  1 standard action  1 standard action  1 standard action  2e.  1 immediate action  1 standard action  3 standard action  6 standard action  6 standard action  6 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level tr levels above 5th; see text 24 hours	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20- Close (35 ft.)  Target: One creature and than 30 ft. apar Touch Target: One creature Target: One creature Target: One creature	emanation  Comp. V.S,DF creatures, rt S,M/DF irres touche V,S,DF //level, no to V,X  V.S,M,DF  ft. radius, 2 V.S,M,DF a/2 levels, rt rt V,S,M/DF a/3 levels	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Conjuration (Creation) (Creation) (Creation) (Chaotic, Water) Caster Level: 5 Abjuration  Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Name Name Name Name Name Name Nam	DC  11/caste 18  18  pons o	Saving Throw  None  ar level [max 15] tempo  Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distand  None  Will negates [harmless]  dragon, bonus increas  N/A	Standard Action  Time  1 standard action  1 standard action  1 standard action  2e.  1 immediate action  1 standard action  3 standard action  6 standard action  6 standard action  6 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level Ir levels above 5th; see text	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20- Close (35 ft.)  Target: One creature and than 30 ft. apar Touch Target: One creature Target: One creature Target: One creature	emanation  Comp. V.S.DF  creatures, rt S.M/DF  irres touche V.S.DF  //level, no to V,X  V.S.M.DF  ft. radius, 2 V.S.M.DF  i/V.S.M.DF  i/V.S.M.DF  i/V.S.M.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination  Caster Level: 5 Enchantment Caster Level: 5 Transmutation Caster Level: 5 Enchantment (Compulsion)	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Aid, Mass  fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatures the align weapon, Mass fect: Target must reroll any die roll it just made taking the secon Grant anarchic Storm  fect: Storm imposes penalties and damages lawful creatures. Grant Anarchic Storm Grect: Antunes the affected creatures to the plane you are current Grant Awaken Sin	DC  11/caste 18  18  pons o  18  18  18  18  18  18  18  18  18  1	Saving Throw None  ar level [max 15] tempo Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless, object] r distance None	Standard Action  Time 1 standard action  rary hp. 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 standard action 6 standard action 6 standard action 6 standard action 7 standard action 7 standard action 7 standard action 7 standard action 8 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level tr levels above 5th; see text 24 hours	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)  Target: One creature 10 ft.  Target: One creature 11 ft.  Target: One creature 12 ft.  Target: One creature 13 ft.  Target: One creature 14 ft.	emanation  Comp. V.S.DF creatures, rt S.M/DF creatures, rt V.S.DF //s.pr //s.pr //s.m.pr	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are N/A	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Transmutation [Creation) [Chaotic, Water] Caster Level: 5 Transmutation [Caster Level: 5 Transmutation [Faar, Good, Mind-Affecting]	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Grants fect: H on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatures gain 1d8 + Gr	18 18 18 18 18 18 18 18 18 18 18 18 18 1	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless]  dragon, bonus increas N/A  negating harmful effects Will negates	Standard Action  Time  1 standard action  1 standard action  1 standard action  2e.  1 standard action  1 standard action  2e.  1 standard action  2 standard action  1 standard action  1 standard action  2 standard action  1 standard action  3 standard action  3 standard action  3 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours  Instantaneous	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apat Touch Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apat Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20- Close (35 ft.)  Target: One creature 10 ft.  Target: One creature Touch  Target: One creature Touch	emanation  Comp. V.S.DF creatures, rt S.M/DF creatures, rt V.S.DF //s.pr //s.pr //s.m.pr	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are N/A	Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 Transmutation (See text) Caster Level: 5 Transmutation (See text) Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Abjuration Caster Level: 5 Transmutation (Creation) (Chaotic, Water) Caster Level: 5 Transmutation Caster Level: 5 Enchantment (Compulsion) Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Fear,	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name Aid, Mass fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants cre	DC  1/caste 18  18  pons o  18  18  pons o  18  pons o  18  points	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless]  dragon, bonus increas N/A  negating harmful effects Will negates	Standard Action  Time 1 standard action 3 standa	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours  Instantaneous	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20- Close (35 ft.)  Target: One creature 10 ft.	emanation  Comp. V.S.DF creatures, rt S.M/DF creatures, rt V.S.DF //s.pr //s.pr //s.m.pr	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are N/A	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Transmutation [Creation) [Chaotic, Water] Caster Level: 5 Transmutation [Caster Level: 5 Transmutation [Faar, Good, Mind-Affecting]	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
fect: Grants you a 20% miss chance from concealment.	DC  1/caste 18  18  pons o  18  18  pons o  18  pons o  18  points	Saving Throw None  ar level [max 15] tempo Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates  of nonlethal damage	Standard Action  Time  1 standard action  1 standard action  1 standard action  2e. 1 immediate action  1 standard action  2 standard action  3 standard action  3 standard action  3 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: One creature 10 ft.	emanation  Comp. V.S.DF creatures, rt S,M/DF cres touche V.S.DF //level, no to V.X V.S.M,DF c/t radius, 2 V.S.M,DF c/t radius, 2 V.S.M/DF c/t levels, rt tt V.S.M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination Caster Level: 5 Transmutation [Creation) [Chaotic, Water] Caster Level: 5 Transmutation [Creation] [Chaotic, Water] Caster Level: 5 Transmutation Caster Level: 5 Necromancy	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.17
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name  Nam	18 18 18 18 18 18 18 points titly on, 1 18 18 c or 500	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distance None  Will negates [harmless]  dragon, bonus increas N/A  megating harmful effects Will negates  of nonlethal damage Will negates  Will negates	Standard Action  Time 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours Instantaneous  Instantaneous	Range: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)  Target: One creature Target: One creature Target: One creature Touch  Target: One creature Touch  Target: One evil creature Touch  Target: Cylinder Icoe	emanation  Comp. V.S.DF creatures, rt S.M/DF creatures v.S.DF //evel, no to V.X V.S.M.DF //t. radius, 2 V.S.M.DF //s/2 levels, r rt v.S.M/DF //s/3 levels V.S.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Transmutation [Creation) [Chaotic, Water] Caster Level: 5 Transmutation [Caster Level: 5 Transmutation [Caster Level: 5 Transmutation [Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.17 SC: p.21 PHB: p.203
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name  Name  Name  Aid, Mass  Fect: H on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Align Weapon, Mass  Fect: Functions like align weapon, except it effects multiple weapon. Alter Fortune  Fect: Target must reroll any die roll it just made taking the second Anarchic Storm  Fect: Storm imposes penalties and damages lawful creatures.  All subjects granted +2 luck bonus to AC, saves against and Company Attune Form  Fect: All subjects granted +2 luck bonus to have against and Company Attune Form  Fect: Altunes the affected creatures to the plane you are current and Company Awaken Sin  Fect: Subject immediately takes 1d6/caster level [max 10d6] iconscious it takes 1d6 Wis damage.  Bestow Curse  Fect: -6 to an ability score; -4 on attack rolls, saves, and checks.	18 18 18 18 18 18 18 points titly on, 1 18 18 c or 500	Saving Throw None  ar level [max 15] tempor Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates  Will negates Will negates Will negates Will negates Will negates Will negates Will negates	Standard Action  Time 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)  Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: Cylinder [20-Close (35 ft.)	emanation  Comp. V.S.DF  creatures, rt S.M/DF  irres touche V.S.DF  //evel, no to V,X  V.S.M.DF  ft. radius, 2 V.S.M.DF  x/2 levels, r rt tt V.S.M/DF  x/3 levels V.S.DF  atture with li V.S. ched V.S.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes Yes	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Evocation	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.17
fect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants concealment. Grants concealment. Grants creatures within range cannot lie.  Name  Name  Name  Aid, Mass  fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatures the ability it breath air. Gra	18 18 pons o o o o o o o o o o o o o o o o o o	Saving Throw None  ar level [max 15] tempor Will negates [harmless, object] Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates  of nonlethal damage Will negates Will negates Will partial	Standard Action  Time 1 standard action 2 +1 per four standard action 3 standard action 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours Instantaneous  Instantaneous	Range: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch  Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20-Close (35 ft.)  Target: One creature Target: One creature Target: One creature Touch  Target: One creature Touch  Target: One evil creature Touch  Target: Cylinder Icoe	emanation  Comp. V.S.DF  creatures, rt S.M/DF  irres touche V.S.DF  //evel, no to V,X  V.S.M.DF  ft. radius, 2 V.S.M.DF  x/2 levels, r rt tt V.S.M/DF  x/3 levels V.S.DF  atture with li V.S. ched V.S.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes Yes	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Transmutation [Creation) [Chaotic, Water] Caster Level: 5 Transmutation [Caster Level: 5 Transmutation [Caster Level: 5 Transmutation [Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.17 SC: p.21 PHB: p.203
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name  Name  Name  Name  Aid, Mass  Fect: H on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air.  Align Weapon, Mass  Fect: Functions like align weapon, except it effects multiple weap  Alter Fortune  Fect: Target must reroll any die roll it just made taking the secon  Grants creatures and damages lawful creatures.  Anarchic Storm  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: All subjects granted +2 luck bonus to AC, saves against and  Fect: Bubject immediately takes 1d6/caster level [max 10d6]  Conscious it takes 1d6 Wis damage.  Destrow Curse  Fect:	18 18 18 18 18 18 18 18 18 18 18 18 18 1	Saving Throw None  ar level [max 15] tempor Will negates [harmless, object] Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates  of nonlethal damage Will negates Will negates Will partial	Standard Action  Time 1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours Instantaneous  Instantaneous	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20- Close (35 ft.)  Target: One creature 10 ft.  Target: One creature Touch Target: One creature Touch Target: One evil creature Touch Target: Creature tou 0 ft. Target: Swordlike co	emanation  Comp. V.S.DF  creatures, rt S.M/DF  irres touche V.S.DF  //evel, no to V,X  V.S.M.DF  ft. radius, 2 V.S.M.DF  x/2 levels, r rt tt V.S.M/DF  x/3 levels V.S.DF  atture with li V.S. ched V.S.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A Yes Yes	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Transmutation (Creation) [Chaotic, Water] Caster Level: 5 Transmutation Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Evocation	Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.17 SC: p.21 PHB: p.203
fect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie.  Name  Name  Aid, Mass  fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 + Grants creatures the ability to breath air. Grants creatures to align weapon, except it effects multiple weapon. Grants creatures and damages lawful creatures. Grants creatures to an adamages lawful creatures. Grants creatures and damages	18 18 18 18 18 18 18 18 18 18 18 18 18 1	Saving Throw None  ar level [max 15] tempor Will negates [harmless, object] r projectiles at a distance None  Will negates [harmless] dragon, bonus increas N/A  negating harmful effects Will negates Will negates Will negates Will negates Will negates Will negates Will partial  ome frightened for 1d4	Standard Action  Time  1 standard action	LEVEL 3  Duration 1 minute/level 2 hours/level; see text  1 minute/level Instantaneous  1 round/level [D]  1 minute/level ur levels above 5th; see text 24 hours  Instantaneous  Instantaneous	Range Close (35 ft.)  Target: 20-ftradius  Range Close (35 ft.)  Target: One or more more than 30 ft. apar Touch Target: Living creature Close (35 ft.)  Target: One weapon than 30 ft. apart Close (35 ft.)  Target: One creature 20 ft.  Target: Cylinder [20- Close (35 ft.)  Target: One creature Touch Target: One creature Touch Target: One creature Touch Target: One evil creature Touch Target: Creature tou 0 ft. Target: Swordlike co	emanation  Comp. V,S,DF  creatures, rt S,M/DF  creatures touche V,S,DF  //level, no to V,X  V,S,M,DF  ft. radius, 2 V,S,M/DF  g/2 levels, rt rt V,S,M/DF  ature with lt V,S,DF  ched V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 20 ft. high] Yes [harmless] no two of which are N/A Yes  The specific of the specific o	Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation (See text] Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Divination  Caster Level: 5 Enchantment (Compulsion) [Chaotic, Water] Caster Level: 5 Transmutation (Creation) [Chaotic, Water] Caster Level: 5 Transmutation  Caster Level: 5 Transmutation  Caster Level: 5 Transmutation  Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5 Necromancy  Caster Level: 5 Evocation  Caster Level: 5	Source SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.17  SC: p.21  PHB: p.203  SC: p.30

				Cleric Spells					
Blindsight	18	Will negates [harmless]	1 standard action	1 minute/level	Touch V,	S	Yes [harmless]	Transmutation	SC: p.32
Effect: Grant blindsight to 30 ft.					Target: Creature touch	ied		Caster Level: 5	
Chain of Eyes	18	Will negates	1 standard action	1 hour/level	Touch V,	s	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.			dollori		Target: Living creature	touched		Caster Level: 5	
Channeled Divine Shield			See text	1 round/level	Personal V,	S		Abjuration	PHB II: p.106
Effect: Gain DR based upon casting time; See text.					Target: You			Caster Level: 5	
Circle Dance	18	N/A	1 minute	Instantaneous	Personal V,	S	N/A	Divination	SC: p.46
Effect: Get direction and general status of a known target.					Target: You			Caster Level: 5	
Cloak of Bravery	18	Will negates [harmless]	1 standard action	10 minutes/level	60 ft. V,	S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47
Effect: You and your allies gain a morale bonus on saves agains:	t fear e	ffects equal to your cas	ter level [Ma	ax +10l.	Target: 60-ftradius en	manation	centered on you	Caster Level: 5	
Cloak Pool	18	Will negates [harmless,object]		1 hour/level [D]	Close (35 ft.) V,	S	No	Illusion (Glamer) [Mind-Affecting]	SC: p.48
Effect:			action		Target: One color pool			Caster Level: 5	
Causes a color pool on the Astral Plane to seemingly cear	se to e	None		Permanent	Touch V,	S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touched	d Magical	, heatless flame	Caster Level: 5	
Makes a permanent, heatless torch.	18	Will negates	1 standard	10 minutes/level	Medium (150 ft.) V,	S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:		[harmless]	action		Target: Allies in a 20-ft			Caster Level: 5	
Same as conviction, except it affects multiple allies at a di	stance 18	. Fortitude negates	1 standard	1 round/level [D]	-		Yes	Evocation [Cold]	SC: n 52
Effect:			action		Target: 20-ftradius sp			Caster Level: 5	
Gain fire resistance 10, and deal 1d12 damage to all in yo as ong as they remain in the area.	ur area	a of effect. Creatures so	affected ha	eve -2 to Str & Dex, move at half speed for		n eau		Jasier Level: 5	
as ong as they remain in the area.  Create Food and Water		None	10 minutes	24 hours; see text	Close (35 ft.) V,	S	No	Conjuration	PHB: p.214
Effect:					Target: Food and wate	er to susta	nin 3 humans/level or	(Creation) Caster Level: 5	
Feeds 3 humans or 1 horses/level.	18	Will negates		1 hour/level [D] or until discharged	one horse/level for 24 l		Yes (harmless)	Necromancy	PHB II: p.108
Effect:		(harmless)	action		Target: Creature touch			Caster Level: 5	
Wearer can compel undead with a one-word command or Crown of Might	nce per 18	minute. See text. Will negates	1 standard	1 hour/level [D] or until discharged	Touch V,	S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature touch		,	Caster Level: 5	
+2 Strength enhancement or discharge for +8 Strength for			4	4 have lavel ID) as well discharged			V (hl)		DLID II 400
Crown of Protection	18	Will negates (harmless)	action	1 hour/level [D] or until discharged		S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +1 deflection bonus to AC and +1 resistance bonus on all					Target: Creature touch			Caster Level: 5	
Crown of Smiting	18	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged			Yes (harmless)	Evocation	PHB II: p.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once per			us on damag	ge rolls no next melee or ranged attack i	Target: Creature touch f	ied		Caster Level: 5	
the opponent has the designated alignment or Discharge for Cure Serious Wounds	a +8 b	oonus. Will half (harmless);	Standard	Instantaneous	Touch V,	S	Yes (harmless); see	Conjuration	PHB: p.216
adda ourc ochous wounds		see text	Action				text	(Healing)	
Effect:		SCC TOAT	ACTION		Target: Creature touch				
Cures 3d8 +1/level [max +15] damage.	18			1 round/level	Target: Creature touch	ied	Vos	Caster Level: 5	PHR III n 109
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction	18	Will negates		1 round/level	Medium (150 ft.) V,	ied	Yes	Caster Level: 5 Transmutation	PHB II: p.109
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including		Will negates	1 standard action		Medium (150 ft.) V,	ied	Yes	Caster Level: 5	PHB II: p.109
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect:		Will negates	1 standard action eapons, and		Medium (150 ft.) V,	s,M	Yes	Caster Level: 5 Transmutation	PHB II: p.109 SC: p.59
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Darkfire  Effect:	project	Will negates ile weapons, thrown w	1 standard action eapons, and 1 standard action	d ranged attacks. In addition, any critica 1 round/level [D]	Medium (150 ft.) V,  Target: One creature	s,M		Caster Level: 5 Transmutation Caster Level: 5	
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Darkfire  Effect: Produce a flame that can be used for touch attack or range	project	Will negates ile weapons, thrown w	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard	d ranged attacks. In addition, any critica 1 round/level [D]	Medium (150 ft.) V,  Target: One creature  0 ft. V,	s,M S,M		Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5	SC: p.59
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or rang  Curse 3d8 +1/level [max +15] damage.	project	Will negates ile weapons, thrown w None	1 standard action eapons, and 1 standard action dealing 1d6/2	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6].	Medium (150 ft.) V, Target: One creature I 0 ft. V, Target: Flame in your p Touch V,	s,M S palm	Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light]	SC: p.59
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Curse of Arrow Attraction  Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Daykire  Effect: Produce a flame that can be used for touch attack or ranged attack or ranged attack or ranged attack.  Curse of Arrow Attraction  Curse of Arrow Attraction  Daykire  Effect: 60-ft. radius of bright light.	project	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	Medium (150 ft.) V,  Target: One creature  1 0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched	S,M S s palm S	Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5	SC: p.59 PHB: p.216
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or rang  Daylight  Effect: Produce a flame that can be used for touch attack or rang  Odd. Tadius of bright light.	project	Will negates ile weapons, thrown w None	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6].	Medium (150 ft.) V,  Target: One creature all  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Touch V,	S,M S palm S d M/DF	Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness]	SC: p.59
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Darkfire  Effect: Produce a flame that can be used for touch attack or rang  Daylight  Effect: 60-ft. radius of bright light.  Deeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radius.	project	Will negates ile weapons, thrown w None ck [120 ft. no penalty] d None	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D]	Medium (150 ft.) V, Target: One creature  0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched	S,M S palm S d M/DF	Yes No	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217
Cures 3d8+1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Froduce a flame that can be used for touch attack or ranged threats.  Curse 3d8+1/level [max +15] damage.  Curse 3d	project	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action	d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	Medium (150 ft.) V, Target: One creature  10 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (35 ft.) V,	S,M S palm S d M/DF d S,DF	Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation	SC: p.59 PHB: p.216
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Darkfire  Effect: Produce a flame that can be used for touch attack or rang  Daylight  Effect: 60-ft. radius of bright light.  Deeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radius.	project ed atta 18 Evil su	Will negates ille weapons, thrown w None ck [120 ft. no penalty] o None  None  NWill half btypes [No Save. If the	1 standard action eapons, and 1 standard action 1 standard action dealing 1d6/2 Standard Action Standard Action 1 standard action creature is	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]; 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanarri it is also stunned unless it saves.	Medium (150 ft.) V, Target: One creature  0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (35 ft.) V, Target: Living creature	s s palm s s d d d d d d d d d d d d d d d d d	Yes No No Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Fifect: Produce a flame that can be used for touch attack or rang  Curse of Arrow Attraction  Daylight  Effect: 60-ft. radius of bright light.  Curse of Arrow Attraction  Depended on the Arrow Attraction  Complete sheds supernatural shadow in 60-ft. radius.  Curse of Arrow Attraction  Complete Sheds supernatural shadow in 60-ft. radius.  Curse of Arrow Attraction  Demon Dirge  Effect:  Deals 2d6 damage to any creature with both Chaotic and  Curse of Arrow Attraction  Curs	project ed atta	Will negates ille weapons, thrown w None ck [120 ft. no penalty] o None None	1 standard action eapons, and 1 standard action 1 standard action dealing 1d6/2 Standard Action Standard Action 1 standard action creature is	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text	Medium (150 ft.) V,  Target: One creature of the control of the co	s, s	Yes No	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or ranged attack is -5, including threats are attack is -5, including threat	project ed atta 18 Evil su 18	Will negates ile weapons, thrown w None  kt [120 ft. no penalty] o None  None  NWill half  btypes [No Save. If the None or Fortitude partial; see text	1 standard action eapons, and 1 standard action dealing 1d6// Standard Action  1 standard Action  1 standard action creature is 1 standard action	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds	Medium (150 ft.) V, Target: One creature  0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (35 ft.) V, Target: Living creature	s, s	Yes No No Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and	project ed atta 18 Evil su 18	Will negates ile weapons, thrown w None  kt [120 ft. no penalty] o None  None  NWill half  btypes [No Save. If the None or Fortitude partial; see text	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action creature is 1 standard action or be Stunner	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds	Medium (150 ft.) V,  Target: One creature of the control of the co	s S,M S palm S d M/DF d S,DF	Yes No No Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Darkfire  Effect: Froduce a flame that can be used for touch attack or ranged threats are automatically confirmed.  Curse of Country Daylight  Effect: Object and Supernatural shadow in 60-ft. radius.  Curse Deals 2d6 damage to any creature with both Chaotic and Curse	project ed atta 18 Evil su 18	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] o  None  None  NWill half  btypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action 1 standard action creature is 1 standard action creature is 1 standard action or be Stunner Standard	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds	Medium (150 ft.) V,  Target: One creature  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Touch V,  Target: Uning creature  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature	seed S,M S s palm S d M/DF d S,DF S S,DF	Yes No Yes Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [	project ed atta 18 Evil su 18	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] o  None  None  NWill half  btypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o	1 standard action eapons, and 1 standard action tealing 1d6/2 Standard Action  1 standard action 1 standard action creature is 1 standard action or be Standard Action 1 standard action	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds	Medium (150 ft.) V,  Target: One creature  10  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature  Medium (150 ft.) V,	S S S S S S S S S S S S S S S S S S S	Yes No Yes Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Abjuration	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Deals 2d6 damage to any creature with both Chaotic and Curse of Evil and Lawful subtypes take 2d6 damage [Curse of Carcels magical spells and effects. Cancels magical spells and effects.  Cancels magical spells and effects.  Circle Curse of Evil and Lawful subtypes take 2d6 damage [Curse of Carcels magical spells and effects.  Cancels magical spells and effects.  Circle Circle Carcels magical spells and effects.  Circle Circle Circle Circle Circle Carcels magical spells and effects.  Circle	18 Evil su 18	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of  None  None  NWill half  btypes [No Save. If the  None or Fortitude  partial; see text  e]. Baatezu must save of  None	1 standard action eapons, and 1 standard action 1 standard Action Standard Action 1 standard action 1 standard action 1 standard action or be Stunne Standard Action 1 swift action	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds ad Instantaneous	Medium (150 ft.) V,  Target: One creature  10  11  10 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: One spellcaste  0 ft. V,  Target: Magic weapon	S S S S S S S S S S S S S S S S S S S	Yes No Yes Yes No re, or object; or	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Cures attack or range and cure are a cure attack or range and cure are a cure attack or range and cure are a cure attack or range and cure attack or range at	18 Evil su 18 no save	Will negates  ille weapons, thrown w  None  ck [120 ft. no penalty] o  None  None  NWill half  btypes [No Save. If the None or Fortitude partial; see text a]. Baatezu must save o  None  ck modifier is caster leve te weapon strikes for lik	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action creature is 1 standard action Standard action 1 standard action	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds ad., Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you.	Medium (150 ft.) V,  Target: One creature  10  11  11  12  13  14  15  16  17  17  17  17  17  17  17  17  17	S S S S S S S S S S S S S S S S S S S	Yes No Yes Yes No re, or object; or	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Evocation [Force] Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110
Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Cures attack or range and cure are a cure attack or range and cure are a cure attack or range and cure are a cure attack or range and cure attack or range attack.  Cure attack or range attack is -5, including threat are attack or range attack or	18 Evil su 18 no sav	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] o  None  None  None  None  NWill half  btypes [No Save. If the  None or Fortitude partial; see text a]. Baatezu must save o  None  None	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action creature is 1 standard action Standard action 1 standard action	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds ad., Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you.	Medium (150 ft.) V,  Target: One creature  10  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Touch V,  Target: Object touched  Touch V,  Target: Living creature  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature  20-ftradius burst 0 ft. V,  Target: Magic weapon	S S S S S S S S S S S S S S S S S S S	Yes  No  No  Yes  Yes  No  No  Yes  Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Evocation [Force] Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Cures attack or range and cure are a cure attack or range and cure are a cure attack or range and cure are a cure attack or range and cure attack or range at	18 Evil su 18 no sav	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of  None  None  None  None  None  None  It the  None or Fortitude  partial; see text  a]. Baatezu must save of  None  k modifier is caster leve  weapon strikes for lik  Reflex partial; see text	1 standard action eapons, and 1 standard action 1 standard Action Standard Action 1 standard action 1 standard action 1 standard action or be Stunne Standard Action 1 swift action 1 swift action 1 swift action 1 standard action	d ranged attacks. In addition, any critical round/level [D]  2 levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  1 ranar'ri it is also stunned unless it saves. 1d6 rounds  ad Instantaneous  1 round  Wis modifier [your choice]. Damage is the gainst any creature that attacks you. Instantaneous	Medium (150 ft.) V,  Target: One creature  10  11  11  12  13  14  15  16  17  17  17  17  17  17  17  17  17	S S S S S S S S S S S S S S S S S S S	Yes  No  No  Yes  Yes  No  No  Yes  Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Evocation [Force] Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or rang  Curse and Daylight  Effect: 60-ft. radius of bright light.  Curse Deals 2d6 damage to any creature with both Chaotic and  Curse of Evil and Lawful subtypes take 2d6 damage [Curse Cancels magical spells and effects.  Cancels magical spells and effects.  Cancels magical spells and effects.  Careate divine weapon that mimics deity's favored weapon same as base weapon + 1-1/2 Str or Wis modifier [your choild in the care in the car	18 Evil su 18 no sav	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of  None  None  None  None  None  None  It the  None or Fortitude  partial; see text  a]. Baatezu must save of  None  k modifier is caster leve  weapon strikes for lik  Reflex partial; see text	1 standard action eapons, and 1 standard action 1 standard Action Standard Action 1 standard Action 1 standard action creature is 1 standard action or be Stunner Standard Action 1 swift action vel + Str or Vel = Action vel + Str or Vel = Action vel + Str or Vel = Action vith the grou	d ranged attacks. In addition, any critical round/level [D]  2 levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  1 ranar'ri it is also stunned unless it saves. 1d6 rounds  ad Instantaneous  1 round  Wis modifier [your choice]. Damage is the gainst any creature that attacks you. Instantaneous	Medium (150 ft.) V,  Target: One creature  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: One spellcaste 20-ftradius burst 0 ft. V,  Target: Magic weapon  Long (600 ft.) V,  Target: Cylinder (20-ft.	S S S S S S S S S S S S S S S S S S S	Yes No No Yes Yes No No Yes Yes	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Evocation [Force] Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or ranged	18 Evil su 18 no sav	Will negates  ille weapons, thrown w  None  ck [120 ft. no penalty] o  None  k modifier is caster leve weapon strikes for lik Reflex partial; see text  le weapon strikes for lik Reflex partial; see text  None	1 standard action eapons, and 1 standard action 1 standard action  Standard Action  Standard Action  1 swift action  1 swift action  1 swift action  1 swift action  1 standard action  1 swift action	d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds ad Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous Instantaneous Instantaneous	Medium (150 ft.) V,  Target: One creature  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: One spellcaste 20-ftradius burst 0 ft. V,  Target: Magic weapon  Long (600 ft.) V,  Target: Cylinder (20-ft.	S S S S S S S S S S S S S S S S S S S	Yes No No Yes Yes No e, or object; or No Yes O0 ft. high]	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Abjuration [See	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72
Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Cure of Darkfire  Effect: 60-ft. radius of bright light.  Cure of Deeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radius.  Cure of Deeper Darkness  Effect: Deals 2d6 damage to any creature with both Chaotic and Deeper Darkness  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Cure of Deeper Darkness]  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Cure of Deeper Darkness]  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Cure of Deeper Darkness]  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Cure of Deeper Darkness]  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Cure of Deeper Darkness]  Downdraft  Effect: Effect: Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	18 Evil su 18 no sav	Will negates  ille weapons, thrown w  None  ck [120 ft. no penalty] o  None  None	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action 1 standard action creature is 1 standard action or be Stunner Standard Action 1 swift action with the groun 1 standard action 1 standard action 1 swift action 1 standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds add. Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  Ind [1d6 per 10 ft.]. 1 round/level	Medium (150 ft.) V,  Target: One creature  10 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: One spellous  Target: Magic weapon  S  Long (600 ft.) V,  Target: Cylinder [20-ft.  Touch V,  Target: Touch	S,M S S S S S M/DF S S S S S S S S S S S S S S S S S S S	Yes No No Yes Yes No e, or object; or No Yes O0 ft. high]	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Air] Caster Level: 5 Abjuration [See text]	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Darkfire  Effect: Froduce a flame that can be used for touch attack or ranged attack	18 Evil su 18 no save	Will negates  ile weapons, thrown w  None  ck [120 ft. no penalty] of  None  None  None  None  None  None  None or Fortitude partial; see text  a]. Baatezu must save of  None  k modifier is caster leve weapon strikes for lik  Reflex partial; see text  damage if they collide w  None  amage dealt is 2d6	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action  1 standard Action  1 standard action  1 standard action or be Stunne Standard Action  1 swift action el + Str or Ve e amount age 1 standard action with the grou	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds add. Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  Ind [1d6 per 10 ft.]. 1 round/level	Medium (150 ft.) V,  Target: One creature  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Magic weapon  Support of the company of the c	S,M S S S S S M/DF S S S S S S S S S S S S S S S S S S S	Yes  No  No  Yes  Yes  No  re, or object; or  No  Yes  00 ft. high]	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Abjuration [See text] Caster Level: 5 Abjuration [See text] Caster Level: 5 Abjuration	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72  SC: p.79
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creatu	18 Evil su 18 no save	Will negates  lile weapons, thrown w  None  kk [120 ft. no penalty] of None  None  None  None  None  None  None of Fortitude partial; see text agl. Baatezu must save of None  None  k modifier is caster leve weapon strikes for lik Reflex partial; see text damage if they collide w None  amage dealt is 2d6  Will negates (harmless)	1 standard action eapons, and 1 standard action tealing 1d6/2 Standard Action  1 standard Action  1 standard action  1 standard action creature is 1 standard action or be Stunne Standard Action  1 swift action  1 swift action with the grou 1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard action	d ranged attacks. In addition, any critical round/level [D]  2 levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves. 1d6 rounds  ad Instantaneous  1 round  Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  Ind [1d6 per 10 ft.]. 1 round/level	Medium (150 ft.) V, Target: One creature  0 ft. V, Target: Flame in your r Touch V, Target: Object touched Touch V, Target: Object touched Close (35 ft.) V, Target: Living creature Close (35 ft.) V, Target: Living creature Medium (150 ft.) V, Target: One spellcaste 20-ftradius burst 0 ft. V, Target: Magic weapon  2 Long (600 ft.) V, Target: Cylinder [20-ft. Touch V, Target: Touch Close (35 ft.) V, Target: Touch Close (35 ft.) V, Target: One creature	S,M S S S S S S S S S S S S S S S S S S	Yes  No  Yes  Yes  No  Yes  Off. high]  No  Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [See text] Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration [See text] Caster Level: 5 Abjuration Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72  SC: p.79  PHB II: p.111
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or range and paying the confirmed.  Effect: 60-ft. radius of bright light.  Curse of Arrow Attraction  Deeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radius.  Curse of Arrow Dirge  Effect: Deals 2d6 damage to any creature with both Chaotic and confirmed or confirmed	18 Evil su 18 no save	Will negates  ille weapons, thrown w  None  ck [120 ft. no penalty] o  None  None	1 standard action eapons, and 1 standard action tealing 1d6/2 Standard Action  1 standard Action  1 standard action  1 standard action creature is 1 standard action or be Stunne Standard Action  1 swift action  1 swift action with the grou 1 standard action  1 standard action  1 swift action  1 swift action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard action	d ranged attacks. In addition, any critical round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'ri it is also stunned unless it saves. 1d6 rounds add. Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  Ind [1d6 per 10 ft.]. 1 round/level	Medium (150 ft.) V,  Target: One creature  0 ft. V,  Target: Flame in your p  Touch V,  Target: Object touched  Close (35 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Magic weapon  Support of the company of the c	S,M S S S S S S S S S S S S S S S S S S	Yes  No  No  Yes  Yes  No  re, or object; or  No  Yes  00 ft. high]	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Abjuration [See text] Caster Level: 5 Abjuration Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72  SC: p.79
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Confirmed.  Confirmed.  Froduce a flame that can be used for touch attack or ranged attack or r	18 Evil su 18 no save	Will negates  lile weapons, thrown w  None  kk [120 ft. no penalty] of None  None  None  None  None  None  None of Fortitude partial; see text agl. Baatezu must save of None  None  k modifier is caster leve weapon strikes for lik Reflex partial; see text damage if they collide w None  amage dealt is 2d6  Will negates (harmless)	1 standard action eapons, and 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action creature is 1 standard action or be Stunner Standard Action 1 swift action 1 swift action with the groun 1 standard action	d ranged attacks. In addition, any critical round/level [D]  2 levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves. 1d6 rounds  ad Instantaneous  1 round  Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  Ind [1d6 per 10 ft.]. 1 round/level	Medium (150 ft.) V,  Target: One creature  Target: Plame in your p  Touch V,  Target: Object touched  Touch V,  Target: Object touched  Touch V,  Target: Living creature  Medium (150 ft.) V,  Target: Living creature  Medium (150 ft.) V,  Target: Magic weapon  S  Long (600 ft.) V,  Target: Cylinder [20-ft.  Touch V,  Target: Touch  Close (35 ft.) V,	s S, M  S S S S S S S S S S S S S S S S S S	Yes No No Yes Yes No re, or object; or No Yes 00 ft. high] No Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Air] Caster Level: 5 Abjuration Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic]	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72  SC: p.79  PHB II: p.111
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Curse of Arrow Attraction  Effect: Produce a flame that can be used for touch attack or ranged	18 Evil su 18 no sav	Will negates  lile weapons, thrown w  None  kk [120 ft. no penalty] of None  Reflex partial; see text  damage if they collide w  None  amage dealt is 2d6  Will negates (harmless)	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action  1 standard Action  1 standard action  1 standard action creature is 1 standard action or be Stunne Standard Action  1 swift action vel + Str or Ne amount action  1 standard action  1 immediate action  1 standard action  1 standard action  1 standard action  1 standard action	d ranged attacks. In addition, any critical round/level [D]  2 levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves. 1d6 rounds  add. Instantaneous  1 round  Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  nd [1d6 per 10 ft.]. 1 round/level  1 round  Instantaneous	Medium (150 ft.) V,  Target: One creature  10  11  12  13  14  15  16  16  17  17  17  18  18  18  18  18  18  18	s S, M  S S S S S S S S S S S S S S S S S S	Yes No No Yes Yes No re, or object; or No Yes 00 ft. high] No Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Setext] Caster Level: 5 Abjuration [See text] Caster Level: 5 Abjuration Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [Choose:Acid, Cold, Fire,	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72  SC: p.79  PHB II: p.111
Cures 3d8 +1/level [max +15] damage.  Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Confirmed.  Curse of Arrow Attraction  Effect: Dall Daylight  Effect: Object sheds supernatural shadow in 60-ft. radius.  Cureatures of Evil and Lawful subtypes take 2d6 damage [Curse Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Curse Deals 2d6 damage and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Curse Deals 2d6 damage and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Curse Deals 2d6 damage and Devil Blight  Effect: Cancels magical spells and effects.  Create divine weapon that mimics deity's favored weapor same as base weapon +1-1/2 Str or Wis modifier [your choin continued of the	18 Evil su 18 no sav	Will negates  lile weapons, thrown w  None  kk [120 ft. no penalty] of None  Reflex partial; see text  damage if they collide w  None  amage dealt is 2d6  Will negates (harmless)	1 standard action eapons, and 1 standard action dealing 1d6/2 Standard Action  1 standard Action  1 standard action  1 standard action creature is 1 standard action or be Stunne Standard Action  1 swift action vel + Str or Ne amount action  1 standard action  1 immediate action  1 standard action  1 standard action  1 standard action  1 standard action	d ranged attacks. In addition, any critical round/level [D]  2 levels [Max 5d6]. 10 minutes/level [D]  1 day/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves. 1d6 rounds  add. Instantaneous  1 round  Wis modifier [your choice]. Damage is the painst any creature that attacks you. Instantaneous  nd [1d6 per 10 ft.]. 1 round/level  1 round  Instantaneous	Medium (150 ft.) V,  Target: One creature  10  11  12  13  14  15  16  16  17  17  17  18  18  18  18  18  18  18	s S, M  S S S S S S S S S S S S S S S S S S	Yes No No Yes Yes No re, or object; or No Yes 00 ft. high] No Yes (harmless)	Caster Level: 5 Transmutation Caster Level: 5 Evocation [Fire] Caster Level: 5 Evocation [Light] Caster Level: 5 Evocation [Darkness] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Force] Caster Level: 5 Evocation [Air] Caster Level: 5 Abjuration Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [See text] Caster Level: 5 Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic]	SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110  SC: p.72  SC: p.79  PHB II: p.111

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

March   Marc	The control of an analysis and an all and a property of the control of an analysis and a property of the control of an all a					Cleric Spells				
Part	Part	<b>」</b> □□□□ Energy Vulnerability	18	Will negates		1 round/level	Medium (150 ft.) V,S,M/I	OF Yes	Abjuration	PHB II: p.112
March   Marc	Secure   Part		ot leur	twice your caster level		which creatures are affected. Choose a	Target: One or more creatur	es within a 10-ftradius	Caster Level: 5	
Part	Second content in the many of the Content in Content	nergy type and that creature takes an additional 50% dama	ige from	n that type.				V	All and a	00 . 00
Continue	Part			Will negates [harmless]		1 hour/level		Yes [harmless]	•	SC: p.89
Part   Control   Part							Target: Creature touched		Caster Level: 5	
Process   Proc	Second programment or company and programment					1 round/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.90
Page	Second   Part			[namilood]	401011		Target: Creature touched		Caster Level: 5	
Page	Marie			None		1 round/level	Touch V,S,M	No	Evocation	SC: p.95
Manual part of liver from the live	Part				action		Target: Nonmagical weapon	touched	Caster Level: 5	
The component of the co	Part				1 standard	1 minute/level			Transmutation	SC: n 102
Part	Part   Company	·	10			i illilitate/level				30. p. 102
Companies   Comp	Second   S	Hit incorporeal normally.					time of casting]			
Separation Service   Separat	Control   Cont	☐☐☐☐ Girallon's Blessing	18			10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.106
Second   Company   Compa	Companies   Comp						Target: Creature touched		Caster Level: 5	
Control   Cont	Page		18	See text	10 minutes	Permanent until discharged [D]	Touch V,S,M		Abjuration	PHB: p.236
							Target: Object touched or up		Caster Level: 5	
Second Second Dec.   Lond Special Consequence   Lond Second Second Dec.   Lond Second Dec.	Control   Cont		18	N/A	1 swift	1 round/level	Personal V	N/A	Transmutation	SC: p.107
					action		Target: You		[Good]	·
Page   Description   Description   Page   Description	Captain   Capt	+2 sacred bonus to Dex, Land speed increases by 10 ft2			1 otes de la	10 minuton/love-		Von Ihaamia 3		SC: p 100
Agriculture   Ministry   Minist	March   Marc		ıø			ro minutes/ievel		res [narmiess]		эс: р. 109
According the part analysis to you.   According to you.   Accord	California   Cal									
The Control year lacket subject to you.   Control   February   F	Companies   Comp	□□□□ Helping Hand		None		1 hour/level	5 miles V,S, DF	No	Evocation	PHB: p.239
Page							Target: Ghostly hand		Caster Level: 5	
Part   Constitute on only label move action on 1s lurn; rely save set the Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on only lubble move action on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   Constitute on 1s lurn; rely save set to make a standard of roundlevel [0]   C	Page		18	Will negates; see text		1 round/level [D]; see text	Close (35 ft.) V,S	Yes		PHB II: p.114
Comparison on the turn relay save each round [can's action]									[Mind-Affecting]	
	Second in Listan, Sour, and Search checks, 4 nongood attacks. Ext creatment table 35 damage. Second of Canada in Listan, Sour, and Search checks, 4 nongood attacks. Ext creatment table 35 damage. Second of Canada in Listan, Sour, and Search checks, 4 nongood attacks. Ext creatment table 35 damage. Second of Canada in Listan, Sour, and Search checks, 4 nongood attacks. Ext creatment table 35 damage. Second of Canada in Listan, Sour, and Search checks, 4 nongood attacks. Ext creatment table 35 damage. Second of Canada in Listan, Sour, and Search checks. Se		each ro	ound [swift action].			Target: One living creature		Caster Level: 5	
Age	Application   Color   Application   Color   Application   Color   Application   Color   Application   Applicatio			None		1 round/level [D]	20 ft. V,S,M,I	PF No	Conjuration (Creation) (Good	SC: p.115
Section   Control   Cont					action		T	00 6 12:13	Water]	
Target Battleace-chaped weapon of swiring too   Caster Level: 5	Additional 2012 for old sample + 1/2 catent level (max + 10)   Indic Serious Wounds   18   Will hard   Standard   Industriannous   Touch   V.S.   Yes   Necromany   PHB p. 244   Necromany   PHB p. 246   Necromany   PHB p									
As deather 2012 of cold damage - 1/2 caster level [max + 15] along the control of the cold	Marchanist   Mar	〕□□□□ Ice Axe		None		1 round/level [D]	0 ft. V,S,M	Yes	Evocation [Cold]	SC: p.118
Pick	Inflict Serious Wounds		01				Target: Battleaxe-shaped we	eapon of swirling ice	Caster Level: 5	
Target Creature   Long (600 ft.)   V.S.F   V	Contaminate			Will half		Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
None	Acade   Acad				Action		Target: Creature touched		Caster Level: 5	
Target All wearers of special insignia within range   Caster Level: 5	Action  Action  Target All warrers of special insignia or Healing  18 Will hard [Hermiess]  Action  Target All warrers of special insignia within range  Cater Level: 5  Cater			None		5 minutes	Long (600 ft.) V,S,F	Yes (harmless)		Race Des: p.166
Insignia of Healing 18 Will hard (Harmless) Action	Francis of the contact and and any saving throws against set well feathers   Samination of Healing   18   Will half feathers   Samination of Healing   18   Will half feathers   Samination of Healing   18   Will half feathers   Samination of Healing   18   Will negates   Samination of Healing   18   Will negates   Samination of Healing   Samination of Warding   18   Will negates   Samination of Healing   Samination of Warding   18   Will negates   Samination of Warding   18   Will negates   Samination of Warding   18   Will negates   Samination of Warding   Samination of War	<b></b> g			Action					
Standard	Dissipation of Healing   18   Will helif (Harmiless)   Addition   Action   Target All weaterers   Sepocial missignia with range   Caster Level 5   Caster Level 5		inst fea	r effects.			Target: All wearers of specia	I insignia within range	Caster Level: 5	
	Target All warrers of special insignia of Warrings (Mainegales (Hamiles) Action   Standard   Sminutes   Smin					Instantaneous	Long (600 ft.) V,S,F		Conjuration	Race Des: p.166
Mile   Race   Companies   Race   Companies   Compani	Insignia of Warding   18				ACTION		Target: All wearers of specia			
Filed:   Harmless    Action   Target: All wearers of special insignia within range   Caster Level: 5	The first of the control of AC and on Fort saves.  In this paper in this paper in the control of AC and on Fort saves.  In this paper in this paper in the control of AC and on Fort saves.  In this paper in this paper in this paper in the control of AC and on Fort saves.  In this paper		18	Will negates	Standard	5 minutes	Long (600 ft.) V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
### Instantaneous on AC and on Fort saves.  ### Instantaneous of AC and saves. counter mind control, hedge out elementals and outsiders in 10-th. radius and 10 minutes/level.  ### Instantaneous of AC and saves. counter mind control, hedge out elementals and outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous of AC and saves. counter mind control, hedge out elementals and outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius and 10 minutes/level.  #### Instantaneous outsiders in 10-th. radius an	It divide bounts to AC and on Port Saves.    It all continues of the Standard 24 hours/level action   Caster Level 5   Caster	ğ ğ		(Harmless)	Action		Target: All wearers of specia	I insignia within range	Caster Level: 5	
Caster Level: 5   Caster Lev	Inamies  action   Inamies  action   Inamies  action   Inamies  action   Inamies    Ina	+1 divine bonus to AC and on Fort saves.	40	MGIIt	1	04 h	- '	•		CC: = 404
Send 25 words or less to the targeted creature; see text.	Signed 24 works or less to the targeted creature; see text.    Conjuration (Healing)   PHB   P.115	•	16			z4 nours/level		res [narmiess]	[Language-Depen	dent]
### Will half (harmless): a standard Instantaneous; see text action   Target Creature touched   Touch   V.S.   Yes (harmless); see   Ext (healing)   Caster Level: 5	Invest Moderate Protection   1s						Target: One creature		Caster Level: 5	
Target: Creature touched  Target: Creature t	Caser   Cas		18	Will half (harmless);	1 standard			V (hl)	Conjuration	PHB II: p.115
alled save undead take an extra 3 points of damage from a weapon that overcomes DR/good.    Caster Level: 5	ed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.  Action  Action  Target: You  Caster Level: 5    Target: You   Target:					Instantaneous; see text	Touch V,S			
Action  Target: You  Caster Level: 5    Spels invisibility within 5 ft./level   Spels invision   Spels invision   Sc. p.129     Spels invision   Spels invision   Sc. p.129     Spels invision   Spels invision   Spels invision   Sc. p.129     Spels invision   Spels invi	Action  Target: You  Caster Level: 5  SC: p.129  Caster Level: 5  Caster Le		, 161 -	see text	action		Target: Creature touched		(Healing)	
Dispels invisibility within 5 ft./level    Knight's Move   18   N/A   1 swift action   1 stantaneous action   1 st	Size	Living creature healed 3d4 +1 per two caster levels [maxieled save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of the save undead take and take an	( +6] ai weapor	nd gains DR:1/evil for n that overcomes DR/go	action 1 minute, ur ood.	ndead damaged by likewise amount. O	Target: Creature touched	text	(Healing) Caster Level: 5	
Second Component   18	Sciphics	Living creature healed 3d4 +1 per two caster levels [max ailed save undead take an extra 3 points of damage from a v note: Invisibility Purge	k +6] a weapor	nd gains DR:1/evil for n that overcomes DR/go	action  1 minute, ur  ood.  Standard	ndead damaged by likewise amount. O	Target: Creature touched	text	(Healing) Caster Level: 5	PHB: p.245
Target: You Caster Level: 5 Target: You Caster Level: 5 Target: You Caster Level: 5 Target: One creature  Caster Level: 5 Target: One creature  Caster Level: 5 Target: One creature  Target: One crea	Target: You Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a value of the state of	k +6] a weapor	nd gains DR:1/evil for n that overcomes DR/go	action  1 minute, ur  ood.  Standard	ndead damaged by likewise amount. O	Target: Creature touched	text	(Healing) Caster Level: 5  Evocation	PHB: p.245
Serious   Seri	Substitution   Subs	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a value of the same of the	weapor	see text  nd gains DR:1/evil for n that overcomes DR/go None	action  1 minute, un  ood.  Standard  Action  1 swift	ndead damaged by likewise amount. On 1 minute/level [D]	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see V,S,DF	No	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin	
action  Target: One creature  Caster Level: 5    Caster Level: 5   Caster Level: 5	action  Target: One creature  Caster Level: 5  Close (35 ft.) V,S Yes Divination SC: p.129  Cot:  Learn any vulnerabilities  Target: One creature  Caster Level: 5  Close (35 ft.) V,S Yes Divination SC: p.129  Cot:  Learn any vulnerabilities and resistances the target has.  Close (35 ft.) V,S Yes Divination SC: p.129  Cot:  Learn any vulnerabilities and resistances the target has.  Close (35 ft.) V,S Yes; see text Caster Level: 5  Caster Level:	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of the save undead take and the save undead take an extra 3 points of the save undead take an extra 3 points of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 3 points of damage from a value of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take an extra 4 points of the save undead take undead take an extra 4 points of the save undead take undead ta	weapor	see text  nd gains DR:1/evil for n that overcomes DR/go None	action  1 minute, un  ood.  Standard  Action  1 swift	ndead damaged by likewise amount. On 1 minute/level [D]	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see V,S,DF text	No	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation)	
Learn strengths or weaknesses of opponent; see text.	Learn strengths or weaknesses of opponent; see text.	Living creature healed 3d4 +1 per two caster levels [maxialed save undead take an extra 3 points of damage from a value of the state of	weapor	see text  nd gains DR:1/evil for n that overcomes DR/go None  N/A	action  1 minute, ur bod. Standard Action  1 swift action	ndead damaged by likewise amount. On 1 minute/level [D]	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see V,S,DF text Target: You	No N/A	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5	SC: p.129
action  Target: One creature  Caster Level: 5  Target: On	action  Target: One creature  Caster Level: 5  Caster Lev	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take and take an extra 3 points of damage from a valid save undead take and save undead take and take an extra 3 points of damage from a valid save undead take and take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take undead ta	weapor	see text  nd gains DR:1/evil for that overcomes DR/gr None  N/A  Will negates	action  1 minute, ur bod. Standard Action  1 swift action  1 standard	ndead damaged by likewise amount. On 1 minute/level [D]	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see V,S,DF text Target: You Close (35 ft.) S,DF	No N/A	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination	SC: p.129
Learn any vulnerabilities and resistances the target has.	Action Standard 10 minutes/level [D] Medium (150 ft.) V,S Yes; see text Light]    Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead to the save	18 18	see text  nd gains DR:1/evil for that overcomes DR/go None  N/A  Will negates	action  1 minute, ur ood. Standard Action  1 swift action  1 standard action	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous	Target: Creature touched  Personal V,S  Target: You  5 ft./2 levels; see V,S,DF text Target: You  Close (35 ft.) S,DF  Target: One creature	No N/A Yes	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5	SC: p.129
Islandard 10 minutes/level [D]   Medium (150 ft.)   V,S   Yes; see text   Evocation [Good, SC: p.132 Light]	Caster Level: 5   Caster Lev	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take undead	18 18	see text  nd gains DR:1/evil for n that overcomes DR/ge  None  N/A  Will negates  Will negates	action  1 minute, ur ood. Standard Action  1 swift action  1 standard action  1 standard	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see text Target: You Close (35 ft.) S,DF Target: One creature Close (35 ft.) V,S	No N/A Yes	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination	SC: p.129
### Target: You and up to two rays; see text	Target: You and up to two rays; see text  Caster Level: 5  Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxialed save undead take an extra 3 points of damage from a variation of the control of	18 18	see text  nd gains DR:1/evil for n that overcomes DR/ge  None  N/A  Will negates  Will negates	action  1 minute, ur ood. Standard Action  1 swift action  1 standard action  1 standard	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see V,S,DF text Target: You Close (35 ft.) S,DF Target: One creature Close (35 ft.) V,S Target: One creature	No N/A Yes	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5	SC: p.129 SC: p.129 SC: p.129
Contact Object	Contact Object   None   Standard   Action   Ac	Living creature healed 3d4 +1 per two caster levels [maxilled save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of the valided save undead take an extra 4 points of the valided save undead take and the valided save undead take u	18 18	see text  nd gains DR:1/evil for that overcomes DR/gr  None  N/A  Will negates  Will negates	action  1 minute, ur  1 minute, ur  1 standard  1 swift  1 standard	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous Instantaneous	Target: Creature touched Personal V,S Target: You 5 ft./2 levels; see V,S,DF text Target: You Close (35 ft.) S,DF Target: One creature Close (35 ft.) V,S Target: One creature	No No N/A Yes	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Evocation [Good,	SC: p.129 SC: p.129 SC: p.129
Action  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 5  Senses direction toward object [specific or type].  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 5  40 ft. per level  Touch V,S,M/DF No; see text Abjuration [Good] PHB: p.249  Action  Target: 10-ftradius emanation from touched creature Caster Level: 5  +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  Touch V,S,M/DF No; see text Abjuration PHB: p.250	Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 5  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 5  Action  Touch  V,S,M/DF No; see text  Abjuration [Good] PHB: p.249  Action  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: 10-ftradius emanation from touched creature  Caster Level: 5  Target: Armor or shield touched  Target: Armor or shield touched  Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead from a valided save undead from the fifted:  Dispels invisibility within 5 ft./level  Ciffect:  Learn strengths or weaknesses of opponent; see text.  Ciffect:  Learn any vulnerabilities  Ciffect:  Learn any vulnerabilities and resistances the target has.  Ciffect:  Learn any vulnerabilities and resistances the target has.	18 18 18	see text  nd gains DR:1/evil for that overcomes DR/gr  None  N/A  Will negates  Will negates	action  1 minute, ur  1 minute, ur  1 standard  1 swift  1 standard	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous Instantaneous	Target: Creature touched  Personal V,S  Target: You  5 ft./2 levels; see text Target: You  Close (35 ft.) S,DF  Target: One creature  Close (35 ft.) V,S  Target: One creature  Medium (150 ft.) V,S	No N/A Yes Yes Yes; see text	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Evocation [Good, Light]	SC: p.129 SC: p.129 SC: p.129
Senses direction toward object [specific or type].    Magic Circle against Evil   18   Will negates   Action   Nation	Action Magic Circle against Evil    Will negates (harmless)   Standard   10 minutes/level   Touch   V,S,M/DF   No; see text   Abjuration [Good]   PHB: p.249	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take an extra 3 points of damage from a valid save undead take undead to save undead the save undead take	18 18 18	see text  nd gains DR:1/evil for n that overcomes DR/go  None  N/A  Will negates  Wine  Will negates  Wone	action  1 minute, ur out of the standard Action  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  Standard action	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous Instantaneous 10 minutes/level [D]	Personal V,S  Target: You  5 ft./2 levels; see text Target: You  Close (35 ft.) S,DF  Target: One creature  Close (35 ft.) V,S  Target: One creature  Medium (150 ft.) V,S  Target: You and up to two reserved.	text  No  N/A  Yes  Yes  Yes; see text ys; see text	(Healing) Caster Level: 5  Evocation  Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination  Caster Level: 5  Divination  Caster Level: 5  Evocation [Good, Light] Caster Level: 5	SC: p.129 SC: p.129 SC: p.129 SC: p.132
(harmless) Action  Target: 10-ftradius emanation from touched creature Caster Level: 5  +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	(harmless) Action  Target: 10-ftradius emanation from touched creature Caster Level: 5  2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  Touch V,S,M/DF No; see text Abjuration [Chaotic] (Chaotic] (Chaotic)  Target: 10-ftradius emanation from touched creature Caster Level: 5  2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxialed save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead the save undead take an extra 4 points in the save undead to th	18 18 18	see text  nd gains DR:1/evil for n that overcomes DR/go  None  N/A  Will negates  Wine  Will negates  Wone	action  1 minute, ur out of the standard Action  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  Standard action	ndead damaged by likewise amount. On 1 minute/level [D] Instantaneous Instantaneous Instantaneous 10 minutes/level [D]	Target: Creature touched Personal V,S Target: You  5 ft./2 levels; see V,S,DF text Target: You  Close (35 ft.) S,DF Target: One creature  Close (35 ft.) V,S Target: One creature  Medium (150 ft.) V,S Target: You and up to two re Long (600 ft.) V,S,F/E Target: Circle, centered on y	text  No  N/A  Yes  Yes  Yes; see text  ys; see text	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination	SC: p.129 SC: p.129 SC: p.129 SC: p.132
+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.    O   O   O   O   O	2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.    Outhook   V,S,M/DF   No; see text   Abjuration   [Chaotic]   Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead to the save undead to	18 18 18	see text  nd gains DR:1/evil for that overcomes DR/gr  None  N/A  Will negates  Will negates  None  or outsiders; see text  None	action  1 minute, un observed. Standard Action  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action	Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Personal V,S  Target: You  5 ft./2 levels; see text Target: You  Close (35 ft.) S,DF  Target: One creature  Close (35 ft.) V,S  Target: One creature  Medium (150 ft.) V,S  Target: You and up to two re  Long (600 ft.) V,S,F/C  Target: Circle, centered on y 40 ft. per level	text  No  N/A  Yes  Yes  Yes; see text  ys; see text  F No ou, with a radius of 400 +	(Healing) Caster Level: 5  Evocation  Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination  Caster Level: 5  Divination  Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination  Caster Level: 5  Divination  Caster Level: 5	SC: p.129 SC: p.129 SC: p.129 SC: p.129 PHB: p.249
	(harmless) Action [Chaotic]  act: -2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5  Target: 10-ftradius emanation from touched creature Caster Level: 5	Living creature healed 3d4 +1 per two caster levels [maxialed save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead from the s	18 18 18	see text  nd gains DR:1/evil for n that overcomes DR/ge  None  N/A  Will negates  Will negates  vone  Will negates  Will negates  Will negates  Will negates  Will negates	action  1 minute, ur out of the standard Action  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action	Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Target: Creature touched Personal V,S Target: You  5 ft./2 levels; see V,S,DF text Target: You  Close (35 ft.) S,DF Target: One creature  Close (35 ft.) V,S Target: One creature  Medium (150 ft.) V,S Target: You and up to two rates and up to two	No  N/A  Yes  Yes  Yes; see text  F No ou, with a radius of 400 +  0F No; see text	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good]	SC: p.129 SC: p.129 SC: p.129 SC: p.132 PHB: p.249
(Harminos) Action [Charding	ect: 2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.  Touch V,S, DF Yes (harmless, object) Transmutation PHB: p.251  active throof or shield gains +1/4 levels [max +5] enhancement	Living creature healed 3d4 +1 per two caster levels [maxialed save undead take an extra 3 points of damage from a valued save undead take an extra 3 points of damage from a valued save undead take an extra 3 points of damage from a valued save undead take an extra 3 points of damage from a valued save undead from a value field.  Selfect:  Learn attempths or weaknesses of opponent; see text.  Learn any vulnerabilities and resistances the target has.  Light of Venya  Effect:  Same as light of Lunia except damage is 3d6 or 6d6 vs. ur  Locate Object  Senses direction toward object [specific or type].  Magic Circle against Evil	18 18 18 18 18 ndead c	see text  nd gains DR:1/evil for that overcomes DR/gr  None  N/A  Will negates  Will negates  or outsiders; see text  None  Will negates (harmless)  and outsiders in 10-ft. r	action  1 minute, ur out of the standard Action  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  adius and 11	ndead damaged by likewise amount. On  1 minute/level [D]  Instantaneous  Instantaneous  10 minutes/level [D]  1 minute/level  10 minutes/level  10 minutes/level	Target: Creature touched Personal V,S Target: You  5 ft./2 levels; see V,S,DF text Target: You  Close (35 ft.) S,DF Target: One creature  Close (35 ft.) V,S Target: One creature  Medium (150 ft.) V,S Target: You and up to two rates on y 40 ft. per level Touch V,S,M/I Target: 10-ftradius emanate	No  N/A  Yes  Yes  Yes; see text  ys; see text  F No ou, with a radius of 400 +  No; see text  on from touched creature	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Caster Level: 5  Abjuration [Good] Caster Level: 5	SC: p.129  SC: p.129  SC: p.129  SC: p.132  PHB: p.249  PHB: p.249
Effect: Target: 10-ftradius emanation from touched creature Caster Level: 5 +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.	Action    Magic Vestment	Living creature healed 3d4 +1 per two caster levels [maxilied save undead take an extra 3 points of damage from a valued save undead take an extra 3 points of damage from a valued save undead take an extra 3 points of damage from a valued save undead take an extra 3 points of damage from a valued save undead from a value fifect:  Seffect: Sense direction toward object [specific or type].  Seffect: Senses direction toward object [specific or type].  Seffect: Senses direction toward object [specific or type].  Magic Circle against Evil  Seffect: 42 to AC and saves, counter mind control, hedge out elem	18 18 18 18 18 18 18	see text  nd gains DR:1/evil for that overcomes DR/gr None  N/A  Will negates  Will negates  Vill negates  Will negates	action  1 minute, un outside action  Standard Action  1 swift action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  adius and 11 Standard  Standard Standard	ndead damaged by likewise amount. On  1 minute/level [D]  Instantaneous  Instantaneous  10 minutes/level [D]  1 minute/level  10 minutes/level  10 minutes/level	Target: Creature touched  Personal V,S  Target: You  5 ft./2 levels; see text Target: You  Close (35 ft.) S,DF  Target: One creature  Close (35 ft.) V,S  Target: One creature  Medium (150 ft.) V,S  Target: You and up to two re Long (600 ft.) V,S,F/C  Target: Circle, centered on y 40 ft. per level Touch V,S,M/C  Target: 10-ftradius emanat Touch V,S,M/C	No  N/A  Yes  Yes  Yes; see text  ys; see text  F No ou, with a radius of 400 +  OF No; see text  on from touched creature  OF No; see text	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good]	SC: p.129  SC: p.129  SC: p.129  SC: p.132  PHB: p.249  PHB: p.249
□□□□ Magic Vestment 18 Will negates Standard 1 hour/level Touch V,S, DF Yes (harmless, object) Transmutation PHB: p.251	ect: Target: Armor or shield touched Caster Level: 5 Armor or shield gains +1/4 levels [max +5] enhancement	Living creature healed 3d4 +1 per two caster levels [maxilled save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead take an extra 3 points of damage from a valided save undead the save undead take an extra 3 points of damage from a valided save undead the save undead to save undead the save un	18 18 18 18 18 18 18	see text  nd gains DR:1/evil for that overcomes DR/gr  None  N/A  Will negates  Will negates  Vill negates  (harmless)  and outsiders in 10-ft. r  Will negates  (harmless)	action  1 minute, un oblighted action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action	Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minutes/level [D]  1 minutes/level  10 minutes/level  10 minutes/level  10 minutes/level	Target: Creature touched  Personal V,S  Target: You  5 ft./2 levels; see text Target: You  Close (35 ft.) S,DF  Target: One creature  Close (35 ft.) V,S  Target: One creature  Medium (150 ft.) V,S  Target: You and up to two re Long (600 ft.) V,S,F/C  Target: Circle, centered on y 40 ft. per level Touch V,S,M/C  Target: 10-ftradius emanat Touch V,S,M/C	No  N/A  Yes  Yes  Yes; see text  ys; see text  F No ou, with a radius of 400 +  OF No; see text  on from touched creature  OF No; see text	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Divination Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good]	SC: p.129  SC: p.129  SC: p.129  SC: p.132  PHB: p.249  PHB: p.249
Effect: Target: Armor or shield touched Caster Level: 5		Living creature healed 3d4 +1 per two caster levels [maxialed save undead take an extra 3 points of damage from a variable save undead take an extra 3 points of damage from a variable save product of the sa	18 18 18 18 18 18 nuclead of	see text  nd gains DR:1/evil for that overcomes DR/gr  None  N/A  Will negates  Will negates  Will negates  vone  Will negates  Will negates  Will negates  Will negates  Will negates  And outsiders in 10-ft. r  Will negates  (harmless)  and outsiders in 10-ft. r  Will negates	action  1 minute, ur observed action  1 standard Action  1 swift action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  adius and 10 Standard Action  Standard Action  1 standard Action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action	Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minutes/level [D]  I minutes/level  I minutes/level  I minutes/level  I minutes/level  I minutes/level  I minutes/level	Personal V,S  Target: You  5 ft./2 levels; see text Target: You  Close (35 ft.) S,DF  Target: One creature  Close (35 ft.) V,S  Target: One creature  Medium (150 ft.) V,S  Target: You and up to two re  Long (600 ft.) V,S,F/L  Target: Circle, centered on y 40 ft. per level  Touch V,S,M/L  Target: 10-ftradius emanat  Touch V,S,M/L  Target: 10-ftradius emanat	No  N/A  Yes  Yes  Yes; see text  F No ou, with a radius of 400 +  Whist No; see text  on from touched creature  Of No; see text  on from touched creature	(Healing) Caster Level: 5  Evocation Caster Level: 5  Transmutatin (Teleportation) Caster Level: 5  Divination Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Chaotic] Caster Level: 5	SC: p.129 SC: p.129 SC: p.129 SC: p.132 PHB: p.249 PHB: p.249

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

				Cleric Spells					
□□□□□ Mantle of Chaos	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos	] SC: p.137
Effect: Gain SR 12 + your caster level against spells with the law	uful dosa	crintor	dollori		Target: You			Caster Level: 5	
Mantle of Law	18	N/A		10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: p.138
Effect:			action		Target: You			Caster Level: 5	
Gain SR 12 + your caster level against spells with the cha	aos des	criptor. None	1 standard	1 round/level	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
Effect:			action		Target: One creature			Caster Level: 5	
Subject marked takes 1d6 damage any time it continues to	fighting;	see text. None	Standard	10 minutes/level		V,S, DF	No	Transmutation	PHB: p.252
□□□□□Meld into Stone		None	Action	To minutes/level		v,o, Di	110	[Earth]	111b. p.202
Effect: You and your gear merge with stone.					Target: You			Caster Level: 5	
Mold Touch		None	Standard Action	Instantaneous		V,S, DF	No	Conjuration (Creation)	PGtF: p.106
Effect: NATURE GRANTED:Create 5-foot-diameter patch of broad	wn mol	d to appear; see text			Target: Patch of brow	wn mold		Caster Level: 5	
□□□□□ Nauseating Breath	18	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation)	SC: p.146
Effect: Creatures in area must save or be nauseated for 1d6 roul	inde				Target: Cone-shaped	d burst		Caster Level: 5	
DDDDDObscure Object	18	Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
Effect:			Action		Target: One object to	ouched of a	up to 100 lbs/level	Caster Level: 5	
Masks object against scrying.		None		1 round/level	40 ft.	V,S, DF	Yes	Enchantment	PHB: p.264
			Action					(Compulsion) [Mind-Affecting]	
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					Target: All allies and centered on you	foes within	n a 40-ftradius burst	Caster Level: 5	
□□□□□ Protection from Energy	18	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect: Absorb 12 points of damage/level [max 120] from one kin	nd of and				Target: Creature tou	ched		Caster Level: 5	
Remove Blindness/Deafness	18	Fortitude negates	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.270
Effect:		(harmless)	ACTION		Target: Creature tou	ched		(Healing) Caster Level: 5	
Cures normal or magical conditions.  Remove Curse	18	Will negates		Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
Effect:		(harmless)	Action		Target: Creature or i			Caster Level: 5	
Frees object or person from curse.	18	Fortitude negates	Standard	Instantaneous	-	V,S	Yes (harmless)	Conjuration	PHB: p.271
Effect:		(harmless)	Action	motalitation of the second of	Target: Creature tou		100 (1011111000)	(Healing) Caster Level: 5	, , , , , , , , , , , , , , , , , , ,
Cures all diseases affecting subject.	40	Forth to control	4 -1 1 1	40	_		Was floresteed		00 . 474
Resist Energy, Mass	18	Fortitude negates [harmless]	action	10 minutes/level		V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect: As resist energy, except that it affects all targeted creature	res.				Target: One creature more than 30 ft. apa		wo of which can be	Caster Level: 5	
Resurgence, Mass	18	Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.175
Effect: Same as resurgence, except it affects multiple targets.	. Allows	one retry on a failed	save agair	ast an ongoing spell, spell-like ability, o	Target: One creature rmore than 30 ft. apa	e/level, no t rt	wo of which can be	Caster Level: 5	
supernatural ability.  Ring of Blades	18	N/A		1 minute/level		V,S,M	N/A	Conjuration	SC: p.177
Diddes			action			.,-,		(Creation)	
Effect:					Target: Vou			Caster Level: 5	
Effect: Deals 1d6 +1 per caster level [max +10] points of damage					Target: You	v e	No or Voc (harmland)	Caster Level: 5	SC: p 170
Deals 1d6 +1 per caster level [max +10] points of damage Safety	e to all a	adjacent squares. DR do None or Will negates [harmless]			Touch	V,S	No or Yes [harmless]	Abjuration	SC: p.179
Deals 1d6 +1 per caster level [max +10] points of damage	18	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch  Target: Creature tou	ched		Abjuration  Caster Level: 5	
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect:	18	None or Will negates [harmless]	1 standard action		Touch  Target: Creature tou		No or Yes [harmless] Yes	Abjuration  Caster Level: 5  Evocation	SC: p.179 PHB: p.275
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety;	18 see text	None or Will negates [harmless] t. None	1 standard action Standard Action	10 minutes/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray	ched		Abjuration  Caster Level: 5	
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 2d6 damage.	18 see text	None or Will negates [harmless] t. None 10d6] against undead;	1 standard action Standard Action 5 to undea	10 minutes/level  Instantaneous  Instantaneous light; construct of	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  or	ched V,S	Yes	Abjuration  Caster Level: 5  Evocation  Caster Level: 5	РНВ: р.275
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 2d6 damage.	18 see text	None or Will negates [harmless] t. None 10d6] against undead;	1 standard action Standard Action 5 to undea	10 minutes/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch	ched V,S V,S,DF	Yes Yes [harmless]	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration	
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve innamate object only takes 2d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability	see textel [max 18 damage	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain.	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Touch Target: Creature tou Medium (150 ft.) Target: Ray or Touch Target: Living creature	v,s V,s,DF	Yes Yes [harmless]	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5	PHB: p.275 SC: p.188
Deals 1d6+1 per caster level [max+10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety: Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 2d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability	see textel [max 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless]	1 standard action Standard Action 5 to undea 1 standard action	10 minutes/level  Instantaneous  Instantaneous light; construct of	Touch Target: Creature tou Medium (150 ft.) Target: Ray r Touch Target: Living creatu Touch	ched V,S V,S,DF re touched V,S	Yes Yes [harmless] No	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]	PHB: p.275 SC: p.188
Deals 1d6 +1 per caster level [max +10] points of damage Selfect: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Shortest: Subject gains immunity takes 2d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see textel [max 18 damage 18 damage 18 des, +1 pe	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max	1 standard action  Standard Action  5 to undea  1 standard action  1 standard action  4 standard action  4 standard action	10 minutes/level  Instantaneous  Ind vulnerable to bright light; construct of 1 minute/level  1 minute/level	Touch Target: Creature tou Medium (150 ft.) Target: Ray r Touch Target: Living creatu Touch Target: One shield o	v,s,DF re touched v,s	Yes [harmless] No ouched	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety; Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 2d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see textel [max 18 damage 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless]	1 standard action  Standard Action  5 to undea  1 standard action  1 standard action	10 minutes/level  Instantaneous  Ind vulnerable to bright light; construct of 1 minute/level  1 minute/level	Touch Target: Creature tou Medium (150 ft.) Target: Ray Touch Target: Living creatu Touch Target: One shield o	V,S,DF re touched V,S r buckler to	Yes [harmless] No ouched Yes	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5	PHB: p.275 SC: p.188
Deals 1d6 +1 per caster level [max +10] points of damage Selfect: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Subject can find the shortest, most direct route to safety: Safetct: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see textel [max 18 damage 18 damage 18 des, +1 pe	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates	1 standard action  Standard Action  5 to undea  1 standard action  1 standard action  (+5].  1 standard action	10 minutes/level Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatu  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  Target: One creature  Target: Day of the shield of the	v,S,DF re touched v,S r buckler to	Yes [harmless] No ouched	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety: Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 2d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save	see textel [max 18 damage 18 damage 18 des, +1 pe	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max	1 standard action  Standard Action  5 to undea  1 standard action  1 standard action  (+5].  1 standard action	10 minutes/level  Instantaneous  Ind vulnerable to bright light; construct of 1 minute/level  1 minute/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatu  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  Target: One creature  Target: Day of the shield of the	V,S,DF re touched V,S r buckler to	Yes [harmless] No ouched Yes	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188
Deals 106 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Subject can find the shortest, most direct route to safety; Shortest Safet Canage, 1d6/level inaminate object only takes 2d6 damage, 1d6/level inaminate object only takes 2d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft./round; see text.	see text el [max 18 damage 18 es, +1 per 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates	standard action  Standard Action  5 to undea  1 standard action  1 standard action  4-5].  1 standard action  1 standard action  1 standard action  1 standard action	10 minutes/level Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatu  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  Target: One creature  Target: Day of the shield of the	V,S,DF re touched V,S r buckler to V,S,DF æ/level, no to	Yes [harmless] No ouched Yes two of which are more	Abjuration Caster Level: 5 Evocation Caster Level: 5 Abjuration Caster Level: 5 Abjuration [Good] Caster Level: 5 Transmutation Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Deals 1d6 +1 per caster level [max +10] points of damage Safety  Effect: Subject can find the shortest, most direct route to safety: Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/leve inanimate object only takes 2d6 damage. Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Save Sink  Effect: Affect creatures sink 100 ft/round; see text.	see text el [max 18 damage 18 es, +1 per 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates	Standard action  Standard Action  5 to undea  1 standard action  1 standard action  4+5].  1 standard action  1 standard	10 minutes/level Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatur  Touch  Target: One shield of  Close (35 ft.)  Target: One creature than 30 ft. apart  Touch  Target: One humanic	V,S,DF re touched V,S r buckler to V,S,DF æ/level, no to	Yes [harmless] No ouched Yes two of which are more	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy	PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Deals 106 +1 per caster level [max +10] points of damage	18 see text 18 ll [max 18 damage 18 ss, +1 pe 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [max Will negates] See text None	Standard action  Standard Action  5 to undea  1 standard action	10 minutes/level  Instantaneous  Ins	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatu  Touch  Target: One shield o  Close (35 ft.)  Target: One creature than 30 ft. apart  Touch  Target: One humanic	V,S,DF re touched V,S r buckler to V,S,DF v,S,DF v/S,DF v/S,DF v/S,DF od skull	Yes [harmless]  No ouched  Yes two of which are more  No	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 ll [max 18 damage 18 ss, +1 pe 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] er five caster levels [maxwill negates] See text None damage. Will negates	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level  Instantaneous  Ins	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: One humanic  Medium (150 ft.)  Target: Ray	V,S,DF re touched V,S r buckler to V,S,DF v,S,DF v/S,DF v/S,DF v/S,DF od skull	Yes [harmless]  No ouched  Yes two of which are more  No	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18   max 18 damage 18 ss, +1 pe 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates] See text None damage.	1 standard action  Standard Action  5 to undea  1 standard action  1 standard action  (+5].  1 standard action  1 standard action  1 standard action  1 standard action	10 minutes/level  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature than 30 ft. apart  Touch  Target: One humanic  Medium (150 ft.)  Target: Ray  Close (35 ft.)	V,S,DF re touched V,S r buckler to V,S,DF g/level, no to V,S,F od skull V,S	Yes [harmless]  No puched  Yes  wo of which are more  No  Yes	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18   max 18 damage 18 ss, +1 pe 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] er five caster levels [maxwill negates] See text None damage. Will negates	Standard action  Standard Action  5 to undea  1 standard action	10 minutes/level  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatu  Touch  Target: One shield of  Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humanic  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: One creature than 30 ft.)	V,S,DF re touched V,S r buckler to V,S,DF g/level, no to V,S,F od skull V,S	Yes [harmless] No ouched Yes wo of which are more No Yes [harmless]	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Transmutation	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 l [max 18 damagg 18 ls, +1 pe 18 l equal c 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [maxwill negates] See text  None damage. Will negates [harmless]	Standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of  Close (35 ft.)  Target: One creature than 30 ft. apart  Touch  Target: Ray  Close (35 ft.)  Target: One humanic  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: Ray  Close (35 ft.)	V,S,DF re touched V,S r buckler te V,S,DF e/level, no to V,S,F od skull V,S	Yes [harmless] No ouched Yes two of which are more No Yes Yes [harmless] two of which are more	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Transmutation  Caster Level: 5  Transmutation  Caster Level: 5  Evocation [Sonic]	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 18 18 18 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates] See text  None damage. Will negates [harmless]	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature than 30 ft. apart  Touch  Target: Ray  Close (35 ft.)  Target: Ray  Close (35 ft.)  Target: None humanic  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: Ray  Close (35 ft.)	V,S,DF re touched V,S r buckler to V,S,DF v,S,DF v,S,DF d skull V,S,F od skull V,S	Yes [harmless]  No ouched  Yes two of which are more No  Yes  Yes [harmless] two of which are more N/A	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation  Caster Level: 5  Transmutation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196
Deals 106 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 ss, +1 pe 18 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates See text  None  damage. Will negates [harmless]	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D]	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: Ray  Close (35 ft.)  Target: One creature  than 30 ft. apart  Personal  Target: You  Touch	V,S,DF re touched V,S r buckler to V,S,DF v,S,DF od skull V,S V,S v,S v,S v,S	Yes [harmless]  No outched  Yes awo of which are more  No  Yes [harmless]  two of which are more  N/A	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Deals 166 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates See text  None  damage. Will negates [harmless] h/A  Will negates [harmless] expression of the properties of the	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: Cone humanie  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Touch	V,S,DF re touched V,S r buckler to V,S,DF re touched V,S,DF rouckler to V,S,DF od skull V,S,F od skull V,S	Yes [harmless] No outched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ad	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  SC: p.196
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 ss, +1 pe 18 18 18 18 18	None or Will negates [harmless]  t. None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] or five caster levels [maxwill negates] Will negates Will negates [harmless]  N/A quires concentration to Will negates	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creatur  Touch  Target: One shield of Close (35 ft.)  Target: One creature than 30 ft. apart  Touch  Target: One creature than 30 ft. apart  Touch  Target: One creature than 30 ft. apart  Touch  Target: One creature than 30 ft. apart  Target: Touch  Target: Undead creature than 30 ft. apart  Target: You  Touch  Target: Undead creature than 30 ft. apart  Target: Undead creature than 30 ft. apart  Target: Undead creature than 30 ft. apart	v,s,DF re touched v,s r buckler te v,s,DF re touched v,s r buckler te v,s,DF re touched v,s r buckler te v,s,DF re touched v,s v,s,F od skull v,s v,s v,s v,s v,s v,s v,s v,s v,s	Yes [harmless]  No outched  Yes awo of which are more  No  Yes [harmless]  two of which are more  N/A	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy  Clanguage-Depen	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281
Deals 166 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates See text  None  damage. Will negates [harmless] h/A  Will negates [harmless] expression of the properties of the	1 standard action  Standard Action  5 to undea  1 standard action	10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: Cone humanie  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Touch	v,s,DF re touched v,s r buckler te v,s,DF re touched v,s r buckler te v,s,DF re touched v,s r buckler te v,s,DF re touched v,s v,s,F od skull v,s v,s v,s v,s v,s v,s v,s v,s v,s	Yes [harmless] No outched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ad	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Transmutation  Caster Level: 5  Transmutation  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Necromancy  Caster Level: 5  Necromancy  Caster Level: 5  Necromancy	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281
Deals 106 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates See text  None  damage. Will negates [harmless] h/A  Will negates [harmless] expression of the properties of the	1 standard action  Standard Action  5 to undea  1 standard action  1 of the standard action	10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: One humanic  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: One creature  than 30 ft. apart  Personal  Target: You  Touch  Target: You  Touch  Target: Undead creat  10 ft.  Target: One dead creat  10 ft.  Target: One dead creat  10 ft.	v,s,DF re touched v,s r buckler te v,s,DF re touched v,s r buckler te v,s,DF re touched v,s r buckler te v,s,DF re touched v,s v,s,F od skull v,s v,s v,s v,s v,s v,s v,s v,s v,s	Yes [harmless] No outched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ad	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy  Clanguage-Depen	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281
Deals 166 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates See text  None  damage. Will negates [harmless] N/A  quires concentration to Will negates; see text	1 standard action  Standard Action  5 to undea  1 standard action	Instantaneous  Instan	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: One humanic  Medium (150 ft.)  Target: Ray  Close (35 ft.)  Target: One creature  than 30 ft. apart  Personal  Target: You  Touch  Target: You  Touch  Target: Undead creat  10 ft.  Target: One dead creat  10 ft.  Target: One dead creat  10 ft.	V,S,DF re touched V,S r buckler to V,S,F pd skull V,S, V,S V,S V,S ture touched V,S,F pd skull V,S,S V,S v	Yes [harmless]  No ouched  Yes (wo of which are more No  Yes [harmless]  two of which are more N/A  Yes ed  No  No	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Necromancy  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates Will negates See text  None  damage. Will negates [harmless] N/A  quires concentration to Will negates; see text	1 standard action  Standard Action  5 to undea  1 standard action  1 standard action	Instantaneous  Instan	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: Asy  Close (35 ft.)  Target: Nee humanid  Medium (150 ft.)  Target: One creature  than 30 ft. apart  Personal  Target: You  Touch  Target: Undead creat  10 ft.  Target: Undead creat  10 ft.  Target: One dead creature  Touch  Target: Undead creature  Touch  Target: Undead creature  Touch  Target: Undead creature  Touch  Target: Undead creature  Touch  Target: Wooden weat	V,S,DF re touched V,S r buckler to V,S,F pd skull V,S, V,S V,S V,S ture touched V,S,F pd skull V,S,S V,S v	Yes [harmless]  No outched  Yes awo of which are more  No  Yes [harmless]  two of which are more  N/A  Yes ed  No  No ed	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy  Caster Level: 5  Transmutation	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates] Will negates See text  None  damage. Will negates [harmless] N/A quires concentration to Will negates; see text  None  damage. Will negates [harmless]	1 standard action  Standard Action  5 to undea  1 standard action	Instantaneous  Instan	Touch  Target: Creature tou Medium (150 ft.)  Target: Ray r  Touch  Target: Living creatur Touch  Target: One shield o Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: One creature than 30 ft. apart Touch  Target: One creature than 30 ft. apart Touch  Target: You Close (35 ft.)  Target: Apart Personal  Target: You Touch  Target: You Touch  Target: Undead creat 10 ft.  Target: Wooden wea Touch  Target: Wooden wea Touch  Target: Stone or store	V,S,DF re touched V,S r buckler to V,S,DF r buckler to V,S,DF od skull V,S, V,S v	Yes [harmless]  No outched  Yes awo of which are more  No  Yes [harmless]  two of which are more  N/A  Yes ed  No  No ed	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy  Caster Level: 5  Transmutation  Caster Level: 5	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.196  PHB: p.281 dent]  SC: p.202
Deals 166 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli 18	None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates] Will negates See text  None  damage. Will negates [harmless] N/A quires concentration to Will negates; see text  None  damage. Will negates [harmless]	1 standard action  Standard Action  5 to undea  1 standard action  2 standard action  3 standard action  1 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action	Instantaneous  Instan	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature than 30 ft. apart Touch  Target: Cone creature than 30 ft. apart Touch  Target: One creature than 30 ft. apart Touch  Target: One creature than 30 ft. apart Personal  Target: You  Touch  Target: Undead creat 10 ft.  Target: One dead creat Touch  Target: Wooden west Touch  Target: Stone or stor +1 cu. ft./level	V,S,DF re touched V,S r buckler to V,S,DF r buckler to V,S,DF od skull V,S, V,S v	Yes [harmless] No ouched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ouched, up to 10 cu. ft.	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Evocation  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Necromancy  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Transmutation  Caster Level: 5  Conjuration	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.196  PHB: p.281 dent]  SC: p.202
Deals 166 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli 18	None or Will negates [harmless]  t. None  10d6] against undead; Fortitude negates [harmless] e vill negates [harmless] e vill negates [object,harmless] er five caster levels [max Will negates Will negates Will negates See text  None  damage. Will negates [harmless] N/A  quires concentration to Will negates; see text  None  hus and threat range do None	1 standard action  Standard Action  5 to undea  1 standard action  2 standard action  3 standard action  1 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action	10 minutes/level Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of  Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: One creature  than 30 ft. apart  Target: You  Touch  Target: Undead creat  10 ft.  Target: Wooden weat  Touch  Target: Stone or stort  +1 cu. ft./level  Close (35 ft.)  Target: Stone or stort  +1 cu. ft./level  Close (35 ft.)  Target: One or more	V,S,DF re touched V,S r buckler to V,S,DF re touched V,S,DF re touched V,S,DF od skull V,S,F od skull V,S v	Yes [harmless]  No outched Yes two of which are more No Yes [harmless] two of which are more N/A  Yes ad No No ed No outched, up to 10 cu. ft. No d creatures, no two of	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Transmutation  Caster Level: 5  Conjuration  (Summoning)	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]  SC: p.202  PHB: p.284
Deals 1d6 +1 per caster level [max +10] points of damage	18 see text 18 damage 18 damage 18 18 18 18 18 18 un that re 18 ulinerabli 18	None or Will negates [harmless]  t. None  10d6] against undead; Fortitude negates [harmless] e vill negates [harmless] e vill negates [object,harmless] er five caster levels [max Will negates Will negates Will negates See text  None  damage. Will negates [harmless] N/A  quires concentration to Will negates; see text  None  hus and threat range do None	1 standard action  Standard Action  5 to undea  1 standard action  2 standard action  3 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard action	10 minutes/level Instantaneous	Touch  Target: Creature tou  Medium (150 ft.)  Target: Ray  Touch  Target: Living creature  Touch  Target: One shield of Close (35 ft.)  Target: One creature  than 30 ft. apart  Touch  Target: One humanic  Medium (150 ft.)  Target: One creature  than 30 ft. apart  Personal  Target: You  Touch  Target: You  Touch  Target: Undead creat  10 ft.  Target: Undead creat  10 ft.  Target: Wooden weat  Touch  Target: Stone or stor  +1 cu. ft./level  Close (35 ft.)	V,S,DF re touched V,S r buckler to V,S,DF re touched V,S,DF re touched V,S,DF od skull V,S,F od skull V,S v	Yes [harmless]  No outched Yes two of which are more No Yes [harmless] two of which are more N/A  Yes ad No No ed No outched, up to 10 cu. ft. No d creatures, no two of	Abjuration  Caster Level: 5  Evocation  Caster Level: 5  Abjuration [Good]  Caster Level: 5  Transmutation  Caster Level: 5  Necromancy  Caster Level: 5  Evocation  Caster Level: 5  Evocation [Sonic]  Caster Level: 5  Transmutation  Caster Level: 5  Conjuration  (Summoning)	PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]  SC: p.202  PHB: p.284

				Olcric Opcils					
□□□□□ Suppress Glyph	18	Will negates [object]	1 standard 1 action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a	glyph o	f warding; see text.			Target: 100-ftradio	us emanatio	n centered on you	Caster Level: 5	
□□□□□Telepathic Bond, Lesser		None	1 standard 5 action	50 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
Effect: You forge a telepathic bond with another willing creature	with ar	n Intelligence score of 6	or higher.		Target: You and Or	ne willing cr	eature within 30'	Caster Level: 5	
□□□□ Tremor	18	See text	1 standard 1 action	1 round/3 levels	Medium (150 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.					Target: 40-ftradius	s spread		Caster Level: 5	
□□□□□Vigor, Mass Lesser	18	Will negates [harmless]	1 standard 1 action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast her	aling abi	lity for the duration of the	e spell at 1 hp	automatically healed per round.	Target: One creature more than 30 ft. apa		no two of which can be	Caster Level: 5	
□□□□□ Visage of the Deity, Lesser	18	N/A	1 standard 1 action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 5	
□□□□□Wall of Light		None	1 standard 1 action	1 minute/level [D]	Close (35 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled	l. You c	an see through the wall;	see text.		Target: A straight w square/level or hem		rea is up to one 10-ft. t./2 levels	Caster Level: 5	
□□□□ Water Breathing	18	Will negates (harmless)	Standard 2 Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.					Target: Living creat	ures touche	d	Caster Level: 5	
□□□□□ Water Walk	18	Will negates (harmless)	Standard 1 Action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
Effect: Subject treads on water as if solid.					Target: One touche	d creature/l	evel	Caster Level: 5	
□□□□ Weapon of Impact	18	Will negates [harmless,object]	1 standard 1 action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Double threat range of weapon.					Target: One bludge projectiles [all of wh			Caster Level: 5	
□□□□□ Weapon of the Deity	18	Fortitude negates [harmless,object]	1 standard 1 action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Imbue a weapon favored by your deity with special enha	anceme	nts and abilities. See tex	t.		Target: Weapon too	uched		Caster Level: 5	
□□□□ Wind Wall	18	None; see text	Standard 1 Action	1 round/level	Medium (150 ft.)	V,S,M/DF		Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 1 [S]	10 ft./level lo	ong and 5 ft./level high	Caster Level: 5	

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