

^{*:} weapon is equipped

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
ARIVOR	TYPE AC MAXDEX CHECK SPELL FAILURE

EQUIPMENT ITEM LOCATION QTY WT COST Dagger Equipped 1.0 2.0 TOTAL WEIGHT CARRIED/VALUE 1 lbs 2.0 gp

WEIGHT ALLOWANCE Light 33 Medium 66 Heavy 100 Lift over head 100 Lift off ground 200 Push / Drag 500

LANGUAGES

Common

Special Attacks Warcraft [Eclipse, p.10] +2 BAB

Special Qualities Death and Dving [Eclipse] Disabled 0 HP till -1, Dying -2 and Dead -13 Weapon Proficiency (All Simple Weapons) [Eclipse, p.49] Grants Proficiency with all simple weapons

Recurring Bonuses Duties (To help those who you can) [Eclipse, p.17] You have duties. Grants 2 CP per level. [+6 total CP] [Eclipse, p.17] Fast Learner (Focused on Skills) +2 CP towards Skills per level. [+6 total Skill Points Granted]

DISADVANTAGES Hunted (Family Murderers) [Eclipse, p.19] Something powerful is hunting you. Valuable [Eclipse, p.20] You have value to others. Vows (To slay the Family Murderers) [Eclipse, p.20] You have vows

Spell Caster Information Spell Points [Eclipse] Cleric [Eclipse, p.11] Cleric Level 6, Casterlevel is 6

Eclipse Abilities

Character Points Total

[Eclipse]

Character Points Total 136, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 4 is 0 CP, HD 10 deducts 12 CP [Eclipse]

Immunity / XP Cost Initial Innate Enchanment

(2 CP) Handles initial Innate Enchantment, L1 only 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 / Detect Magic

(+700) At-will personal use at L1 caster level.

Innate Enchantment / Force Armor I

[At Will] As Armor Spell, grants +4 Armor AC.

Innate Enchantment / Force Shield I [Eclipse] [At Will] As Shield Spell, grants +4 Shield AC.

Metamagic / Extension

[Eclipse, p.58]

[Eclipse]

[Eclipse]

Extension (+1 SL per step) increases the range from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight. ! Indirect Fire (+2 SL) hit targets within range which the user is aware of but cannot see. ! Global (+6 SL) hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) target through scrying effects across the dimensional boundary, or interstellar ranges.

Metamagic / Triggering

[Eclipse, p.60]

You can set up delays or activation conditions and program your spells to choose You can set up delays or activation conditions and program your spells to choose between options on their own., (6 CP). Triggering options normally persist for 24 hours, except where noted otherwise. ! Holding keeps a touch spell ready while you do something else for up to 10 minutes. This costs no spell levels, although spontaneous casters do have the casting time extended as usual. ! Simple Conditions (+1 SL) or a time delay costs +1 spell level. This includes 'Activate on command,' 'Wait ten minutes,' and 'When the next group of people come by.' ! Complex Conditions (+2 SL) allow the caster to use multiple Simple triggers at once. ! Programmed Conditions (+3 SL) allow the caster to set up contingent effects (or several contingent effects) with a specified target, such as 'Activate when I reach half my hit points.' ! Mobile Focus (+1 SL) allows the spell to locate and select targets on its own initiative. These spells have a +0 ranged attack bonus, should it matter. This includes 'Fire yourself at my enemies chasing after me past the obelisk.' Also, this anchors the spell to a physical item which can be moved or left behind, whereas the previous versions either kept the spell near the caster or at a specific location. Clockwise (+1 SL) adds to the time limit. Casters may relax the limit by an additional 24 hours with Extension. This doesn't increase the spell's duration, but will allow a trigger to remain active for longer. The caster may stack as many of these as he or she can afford.

Metamagic Upgrade / Streamline (Metamagic / Extension, Metamagic / Triggering)

[Eclipse, p.60]

(6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0.

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 Spell Conversion. Clerics use this the most, but anyone may have it.

Feats

Feat Conversion to CP ~ 6 (2x)

Community

[Eclipse, p.9]

Covert regular feat to six Character Points

DOMAINS Use calm emotions as a spell-like ability once per

day. Gain a +2 competence bonus on Diplomacy

Healing You cast healing spells at +1 caster level.

PROFICIENCIES

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 (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
At Will Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination	SR: No	Target: Cone-shape	d emanation		Caster Level: 1	
Effect: Detects spells and magic items within 60 ft.						

* =Domain/Speciality Spell

Class Spell-like Abilities

Name	Save Information	Time	Duration	Range	Comp.	Source
Calm Emotions	DC: 10, Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (110 ft.)	V,S, DF	PHB: p.207
nchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: Creatures in	a 20-ftradius spread		Caster Level: 1	

^{* =}Domain/Speciality Spell

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

LEVEL 0

			U			
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Amanuesis	DC: 13, Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	SC: p.9
School: Transmutation	SR: Yes [object]	Target: Object or ob	jects with writing		Caster Level: 6	
Effect: Copies 250 words per minute.						
Create Water		Standard Action	Instantaneous	Close (40 ft.)	V,S	PHB: p.215
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 2 gallo	ons/level of water		Caster Level: 6	
Effect: Creates 2 gallons/level of pure water.						BUB
Cure Minor Wounds	DC: 13, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature tou	iched		Caster Level: 7	
Effect: Cures 1 point of damage.		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V.S	PHB: p.219
Detect Magic			• • • • • • • • • • • • • • • • • • • •	00 II.	,-	РПВ: р.219
School: Divination	SR: No	Target: Cone-shape	d emanation		Caster Level: 6	
Effect: Detects spells and magic items within 60 ft.		Standard Action	Instantaneous	Close (40 ft.)	V.S	PHB: p.219
Detect Poison	00.41			01030 (40 11.)	,-	111b. p.219
School: Divination Effect: Detects poison in one creature or small object.	SR: No	rarget: One creatur	e, one object, or a 5-ft. cube		Caster Level: 6	
DDDDDGuidance	DC: 13, Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
School: Divination	SR: Yes		· ·	rodon	Caster Level: 6	1 11b. p.200
Effect: +1 on one attack roll, saving throw, or skill check.	SR: Tes	Target: Creature tou	iched		Caster Level: 6	
□□□□□□Inflict Minor Wounds	DC: 13, Will negates	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
School: Necromancy	SR: Yes	Target: Creature tou	uchod		Caster Level: 6	
Effect: Touch attack, 1 point of damage.	Srt. 1es	rarget. Creature tot	icileu		Caster Level. 0	
Light		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
School: Evocation [Light]	SR: No	Target: Object touch	ned		Caster Level: 6	
Effect: Object shines like a torch.		g ,				
□□□□ Mending	DC: 13, Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	of up to 1 lb.		Caster Level: 6	
Effect: Makes minor repairs on an object.		,				
□□□□□ Purify Food and Drink	DC: 13, Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
School: Transmutation	SR: Yes (object)	Target: 1 cu. ft./leve	I. of contaminated food and water		Caster Level: 6	
Effect: Purifies 1 cu. ft./level of food or water.						
□□□□□ Read Magic		Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
School: Divination	SR: No	Target: You			Caster Level: 6	
Effect: Read scrolls and spellbooks.					V0.4475	BUB
Resistance	DC: 13, Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
School: Abjuration	SR: Yes (harmless)	Target: Creature tou			Caster Level: 6	
Effect: You imbue the subject with magical energy that pro						
□□□□□ Virtue	DC: 13, Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298
School: Transmutation	SR: Yes (harmless)	Target: Creature to	ıched		Caster Level: 6	
Effect: Subject gains 1 temporary hp.						
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LEVEL 1

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Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Axiomatic Water	DC: 14, Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.22
School: Transmutation [Lawful]	SR: Yes [object]	Target: Flask of wate	r touched		Caster Level: 6	
Effect: Water damages chaotic outsiders for 2d4 points of date						
⊒□□□□ Bane	DC: 14, Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.203
School: Enchantment (Compulsion) [Fear, Mind-Affecting]	SR: Yes	Target: All enemies w	vithin 50 ft.		Caster Level: 6	
Effect: Enemies take -1 on attack rolls and saves against fe	ar.					
⊒□□□□ Blade of Blood		1 swift action	1 round/level or until discharged	Touch	V,S	PHB II: p.103
School: Necromancy	SR: No	Target: Weapon touc	hed		Caster Level: 6	
Effect: Weapon deals an additional 1d6 damage, if you take	5 pts of damage the weapon deals a total of 3d6		A sets to the set	50.6	\(\(\text{0}\) DE	DUD OOF
□□□□ Bless		Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.205
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	Target: The caster an	nd all allies within a 50-ft. burst, centered on	the caster	Caster Level: 6	
Effect: Allies gain +1 Morale bonus on attack rolls and on sa	ves against fear. DC: 14, Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	SC: p.31
Blessed Aim				50 II.		30. p.31
School: Divination	SR: No	Target: 50 ft. spread,	centered on you		Caster Level: 6	
Effect: +2 morale bonus on ranged attacks for your allies wit	DC: 14, Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	PHB: p.205
Bless Water				Toubii		1 11D. p.200
School: Transmutation [Good] Effect: Makes holy water.	SR: Yes (object)	Target: Flask of wate	r touched		Caster Level: 6	
*	DC: 14, Will negates [harmless]	1 swift action	1 round	Close (40 ft.)	V,S	SC: p.33
□□□□□ Blood Wind School: Evocation				01030 (40 11.)		00. p.00
scriooi: Evocation Effect: Full attack action allows creature to use natural or un	SR: Yes [harmless]		ture with Intelligence 4 or higher		Caster Level: 6	
DDDD Cause Fear	DC: 14, Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (40 ft.)	V.S	PHB: p.208
School: Necromancy [Fear, Mind-Affecting]	SR: Yes	Target: One living or	eature with 5 or fewer HD	,	Caster Level: 6	
Effect: One creature of 5 HD or less flees for 1d4 rounds.	Sh. res	rarget. One living the	sature with 5 or rewer FID		Caster Level. 6	
Cold Fire	DC: 14, No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or	Close (40 ft.)	V,S,DF	SC: p.50
			Instantaneous [creature]			
School: Transmutation [Cold]	SR: Yes [creature]	Target: One fire source	ce [up to a 20-ft. cube] or one creature; see	text	Caster Level: 6	
Effect: Flames deal cold damage; see text	DC: 14, Will negates	Standard Action	1 round	Close (40 ft.)	V	PHB: p.211
				01030 (40 11.)	-	111b. p.211
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: One living cre	eature		Caster Level: 6	
Effect: One subject obeys selected command for 1 round.						
Comprehend Languages		Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
School: Divination	SR: No	Target: You			Caster Level: 6	
Effect: You understand all spoken and written languages.						
Conviction	DC: 14, Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.52
School: Abjuration	SR: Yes [harmless]	Target: Creature touc	ched		Caster Level: 6	
Effect: +2 morale bonus to saves, +1 for every six levels [ma	ax +5 at 18th level]; see text.					
☐☐☐☐ Cure Light Wounds	DC: 14, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touc	ched		Caster Level: 7	
Effect: Cures 1d8 +1/level [max +5] damage.						
□□□□□ Delay Disease	DC: 14, Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63
School: Conjuration (Healing)	SR: Yes [harmless]	Target: Creature touc	ched		Caster Level: 7	
Effect: Halts any nonmagical disease for the duration of the	spell.					
Detect Chaos		Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.218
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level: 6	
Effect: Reveals creatures, spells, or objects of selected align	nment.					
		* =Domain/Speciality	Spell			

		Cleric Spe	elis			
Detect Evil School: Divination Effect: Reveals creatures, spells, or objects of selected align	SR: No	Standard Action Target: Cone-shaped	Concentration, up to 10 minutes/level [D] emanation	60 ft.	V,S, DF Caster Level: 6	PHB: p.218
Detect Good School: Divination	SR: No	Standard Action Target: Cone-shaped	Concentration, up to 10 minutes/level [D] emanation	60 ft.	V,S, DF Caster Level: 6	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected align Detect Law School: Divination	SR: No	Standard Action Target: Cone-shaped	Concentration, up to 10 minutes/level [D] emanation	60 ft.	V,S, DF Caster Level: 6	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected align Detect Undead School: Divination	ment. SR: No	Standard Action Target: Cone-shaped	Concentration, up to 1 minutes/level [D] emanation	60 ft.	V,S,M/DF Caster Level: 6	PHB: p.220
Effect: Reveals undead within 60 ft. Dispel Ward School: Abjuration	SR: No	1 standard action Target: One warded o	Instantaneous	Medium (160 ft.)	V,S Caster Level: 6	SC: p.67
Effect: Functions like dispel magic; see text		Standard Action	1 minute	Personal	V,S, DF	PHB: p.224
School: Evocation Effect: You gain +1 on attack and damage rolls. [Every three Doom	SR: No e caster levels, MAX +6] DC: 14, Will negates	Target: You Standard Action	1 minute/level	Medium (160 ft.)	V,S, DF	PHB: p.225
School: Necromancy [Fear, Mind-Affecting] Effect: One subject takes -2 on attack rolls, damage rolls, sa DDDDDEbon Eyes	SR: Yes ves, and checks.	Target: One living creat 1 standard action	ature 10 minutes/level	Touch	Caster Level: 6 V,S,M	SC: p.77
School: Transmutation Effect: See normally in darkness both magical and natural. DDDDDEndure Elements	SR: Yes [harmless] DC: 14, Will negates (harmless)	Target: Creature touch	ned 24 hours	Touch	Caster Level: 6	PHB: p.226
School: Abjuration Effect: Exist comfortably in hot or cold environments.	SR: Yes (harmless)	Target: Creature touch	hed		Caster Level: 6	
School: Abjuration Effect: Ranged attacks against you have 20% miss chance.	SR: No	Standard Action Target: You	1 minute/level [D]	Personal	V,S Caster Level: 6	PHB: p.227
Ghoof: Conjuration (Healing) Effect: Heal 8 + caster level [max +5] hit points.	DC: 14, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Living creature	Instantaneous e touched	Touch	V,S Caster Level: 7	SC: p.87
☐☐☐☐☐Foundation of Stone School: Transmutation [Earth] Effect: As long as subjects don't move they gain +2 AC and	SR: Yes [harmless]	1 standard action Target: One creature/	1 round/level level, no two of which are more than 30 ft. a	Close (40 ft.) part	V,M Caster Level: 6	SC: p.99
Grave Strike School: Divination [Good]	DC: 14, N/A SR: N/A	1 swift action Target: You	1 round	Personal	V,DF Caster Level: 6	SC: p.107
Effect: Allows you to make sneak attacks against undead if y Guiding Light School: Evocation	SR: Yes	1 standard action Target: Creatures in a	1 minute/level [D] 5-ftradius burst	Long (640 ft.)	V,S Caster Level: 6	SC: p.108
Effect: +2 on ranged attacks Healthful Rest School: Conjuration (Healing)	DC: 14, Will negates [harmless] SR: Yes [harmless]	10 minutes Target: One creature/	24 hours level, no two of which can be more than 30	Close (40 ft.)	V,S Caster Level: 7	SC: p.111
Effect: Doubles the natural healing rate.	DC: 14, Will negates (harmless); see text SR: Yes	Standard Action Target: One touched of	10 minutes/level [D]	Touch	V,S, DF Caster Level: 6	PHB: p.241
Effect: Undead can't perceive 1 subject/level.	DC: 14, N/A SR: N/A	1 standard action	1 minute/level [D]	Personal	V,DF Caster Level: 6	SC: p.119
Effect: Attack as if wearing a +1 spiked guantlet. Deals norm	nal damage for your size + 1d4 cold damage. DC: 14, Will negates	Target: You 1 swift action	1 minute/level	Close (40 ft.)	V,S	SC: p.121
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Forces creature to act, it cannot delay or ready an act	SR: Yes tion. DC: 14, Will half	Target: Creatures in a Standard Action	10-ft. burst Instantaneous	Touch	Caster Level: 6 V,S	PHB: p.244
School: Necromancy Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit	SR: Yes DC: 14, Will negates	Target: Creature touch 1 standard action	Instantaneous	Medium (160 ft.)	Caster Level: 6 V,S	SC: p.123
School: Enchantment (Compulsion) [Mind-Affecting] Effect: You inhibit your foe from acting. The subject is forced Invest Light Protection	SR: Yes I to delay until the following round, acting immedia DC: 14, Will half (harmless); see text	Target: One creature stely before you on your 1 standard action	r initiative count.	Touch	Caster Level: 6	PHB II: p.115
School: Conjuration (Healing) Effect: Living creature healed 1d4 +1 per two caster levels [r	SR: Yes (harmless); see text max +3] and gains DR:1/evil for 1 minute. On faile	Target: Creature touch d save undead take an	hed extra 1 points of damage from a weapon the	nat overcomes DR/good	Caster Level: 7	
School: Abjuration Effect: Target gains +5 alchemical bonus on Fort saves again	DC: 14, Will negates SR: Yes nst all poisons.	1 standard action Target: Creature touch		Touch	V,S,M Caster Level: 6	SC: p.126
Light of Lunia School: Evocation (Good, Light) Effect: The silvery radiance created by this spell emanates f	SR: Yes; see text rom you in a 30-foot radius, and dim light extends	1 standard action Target: You and up to for an additional 30 fee	et. Beginning one turn after you cast this spe	Medium (160 ft.) ell, you can choose to e	V,S Caster Level: 6 expend some or all of the	SC: p.132 e light of Lunia as a ray
of light. You must succeed on a ranged touch attack with the resistance applies to this attack. This dims your silvery radia and ends the spell.	e ray to strike a target. You can make a single ran- nce to half 15. You can choose to fire one addition	ged touch attack that de nal ray with the same c	eals 1d6 points of damage, or 2d6 points of characteristics either on the same round or con-	damage against undea on a subsequent round.	d or evil outsiders, with Firing the second ray q	a range of 30 feet. Spell uenches your radiance
School: Transmutation Effect: Three stones gain +1 on attack rolls, deal 1d6+1 dam	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object) nage.	Standard Action Target: Up to three pe	30 minutes or until discharged abbles touched	Touch	V,S, DF Caster Level: 6	PHB: p.251
Magic Weapon School: Transmutation Effect: Weapon gains +1 bonus.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action Target: Weapon touch	1 minute/level ned	Touch	V,S, DF Caster Level: 6	PHB: p.251
School: Illsion (Pattern) [Mind-Affecting]	DC: 14, Will negates [harmless] SR: Yes	1 standard action Target: Creature touch	1 round/level hed	Medium (160 ft.)	V,S,F Caster Level: 6	SC: p.143
Effect: Creature becomes fascinated for the duration of the s \[\rightarrow	DC: 14, N/A SR: N/A	1 standard action Target: You	1 minute/level [D]	Personal	V,S Caster Level: 6	SC: p.148
Effect: +1 resistance on Saving throws, increases to +2 at ca Nimbus of Light School: Evocation [Light]	DC: 14, N/A SR: N/A	1 standard action Target: You	1 minute/level or until discharged [D]	Personal	V,S,DF Caster Level: 6	SC: p.148
Effect: Creates light 30' Can use as ranged touch attack 30' Obscuring Mist School: Conjuration (Creation) Effect: Fog surrounds you.	for 1d8 plus 1 point per round that's elapsed since SR: No	Standard Action	3 + caster level]. 1 minute/level s in 20-ft. radius from you, 20 ft. high	20 ft.	V,S Caster Level: 6	PHB: p.258
Omen of Peril School: Divination	DC: 14, N/A SR: N/A	1 round Target: You	Instantaneous	Personal	V,F Caster Level: 6	SC: p.149
Effect: Brief supplication gives you a vision that hints at how Portal Beacon School: Transmutation	SR: No	ee text. 1 standard action Target: One interplana	1 hour/level ar gate or portal	Close (40 ft.)	V,S Caster Level: 6	SC: p.161
Effect: Up to six creatures can be chosen to recieve mental	beacon.	* =Domain/Speciality \$	Spell			

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□□□□□ Protection from Chaos	DC: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
School: Abjuration [Lawful]	SR: No; see text	Target: Creature touc	hed		Caster Level: 6	
Effect: +2 to AC and saves, counter mind control, hedge of	ut elementals and outsiders. DC: 14, Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Protection from Evil	- · · · · · · · · · · · · · · · · · · ·		1 minute/level [D]	rouch		PHB: p.200
School: Abjuration [Good] Effect: vs. Evil gain a +2 Deflection bonus to AC and +2 R	SR: No; see text	Target: Creature touc			Caster Level: 6	
Remove Fear	DC: 14, Will negates (harmless)	Standard Action	10 minutes; see text	Close (40 ft.)	V,S	PHB: p.271
School: Abjuration	SR: Yes (harmless)	Target: One creature/	4 levels, no two of which can be more than	30 ft. apart	Caster Level: 6	
Effect: Suppresses fear or gives +4 on saves against fear	for one subject/4 levels.	-				
□□□□□ Resist Planar Alignment	DC: 14, Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174
School: Abjuration	SR: Yes [harmless]	Target: Creature touc	hed		Caster Level: 6	
Effect: Grants limited protection from a plane's alignment t	DC: 14, Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	SC: p.174
Resurgence				Touch		30. p.174
School: Abjuration Effect: Allows one retry on a failed save against an ongoin	SR: Yes [harmless]	Target: Creature touc	ned		Caster Level: 6	
Sanctuary	DC: 14, Will negates	Standard Action	1 round/level	Touch	V,S, DF	PHB: p.274
School: Abjuration	SR: No	Target: Creature touc	hed		Caster Level: 6	
Effect: Opponents can't attack you, and you can't attack.		, and the second				
□□□□□ Scholar's Touch		Standard Action	Concentration, up to 6 rounds	Personal	V,S,M,F	Race Des: p.167
School: Divination	SR: No	Target: One book/rou	ind		Caster Level: 6	p.107
Effect: Absorb the contents of an entire book as if you had		o read the language.				
□□□□□Shield of Faith	DC: 14, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.278
School: Abjuration	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level: 6	
Effect: Aura grants +3 deflection bonus.	DC: 14, N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	SC: p.189
			10 minutes/level of dritti discharged	reisonai		3C. p. 109
School: Enchantment (Compulsion) [Mind-Affecting] Effect: +4 bonus on your next initiative check.	SR: N/A	Target: You			Caster Level: 6	
DDDDSnowshoes	DC: 14, Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194
School: Transmutation	SR: Yes [harmless]	Target: Creature touc			Caster Level: 6	
Effect: Speed increases by 10 ft. and no Balance checks of	r Reflex required to walk on snow.	_				
□□□□□ Spell Flower	DC: 14, N/A	1 standard action	1 round/level	Personal	V,S	SC: p.198
School: Transmutation	SR: N/A	Target: You			Caster Level: 6	
Effect: Hold the charge of one touch spell per arm; see tex	it.	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	PHB: p.285
Selection (Summon Monster I	CD. No.		1 round/level [D]	5103e (40 It.)		1 11b. p.200
School: Conjuration (Summoning) Effect: This spell summons an extraplanar creature [typica	SR: No	Target: One summon to another planel. It app		ately on your turn. It at	Caster Level: 6	to the best of its ability. If
you can communicate with the creature, you can direct it r	ot to attack, to attack particular enemies, or to perf	orm other actions. The	spell conjures one of the creatures from the	1st-level list on the acc	companying Summon N	Monster table. You choose
which kind of creature to summon, and you can change the cannot be summoned into an environment that cannot sup-						
necessarily lit] candle. Celestial dog LG; Celestial owl LG;	Celestial giant fire beetle NG; Celestial porpoise1	NG; Celestial badger C	G; Celestial monkey CG; Fiendish dire rat L	E; Fiendish raven LE; F	Fiendish monstrous cen	ntipede, Medium NE;
Fiendish monstrous scorpion, Small NE; Fiendish hawk C	E; Fiendish monstrous spider, Small CE; Fiendish	octopus1 CE; Fiendish :	snake, Small viper CE			
Updraft	DC: 14, N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
School: Conjuration (Creation) [Air] Effect: Gain 10 ft. per level of altitude, and then gently float	SR: N/A t back to the ground	Target: You			Caster Level: 6	
DDDD Vigor, Lesser	DC: 14, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
School: Conjuration (Healing)	SR: Yes [harmless]	Target: Living creatur			Caster Level: 7	
Effect: Grants target fast healing ability for the duration of		rarget. Living creatur	Citatina		Oddier Level. 1	
UUUUVision of Glory		1 standard action	1 minute or until discharged	Touch	V,S,DF	SC: p.231
School: Divination	SR: Yes	Target: Creature touc	hed		Caster Level: 6	
Effect: Grants a +1 morale bonus to a single saving throw						
	DC: 14, Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240
□□□□□Wings of the Sea						
School: Transmutation	SR: Yes [harmless]	Target: Creature touc	hed		Caster Level: 6	
_		Target: Creature touc			Caster Level: 6	
School: Transmutation					Caster Level: 6	
School: Transmutation	SR: Yes [harmless]	Target: Creature touc		Range		Source
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name		Target: Creature touc	2	Range Touch	Comp. V,S, DF	Source PHB: p.196
School: Transmutation Effect: Increases creatures swim speed by 30 ft.	SR: Yes [harmless]	LEVEL :	2 Duration 1 minute/level		Comp.	
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless)	LEVEL :	2 Duration 1 minute/level		Comp. V,S, DF	
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes [harmless] Save Information SR: Yes (harmless)	LEVEL :	2 Duration 1 minute/level		Comp. V,S, DF	
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp.	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touci	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be in	Touch	Comp. V,S, DF Caster Level: 6	PHB: p.196
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Carbonic Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object)	Target: Creature touch LEVEL Time Standard Action Target: Living creatur Standard Action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be in	Touch	Comp. V,S, DF Caster Level: 6 V,S, DF	PHB: p.196
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic.	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object)	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touci	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be in	Touch	Comp. V,S, DF Caster Level: 6 V,S, DF	PHB: p.196
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Carbonic Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level	Touch Touch n contact with each	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6	PHB: p.196
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: 41 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic.	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level	Touch Touch n contact with each Touch	Comp. V.S., DF Caster Level: 6 V.S., DF Caster Level: 6 V,S,M Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic.	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce 1 standard action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level	Touch Touch n contact with each	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M	PHB: p.196
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: 41 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power School: Transmutation Effect: Subject is imbued with +2 to Strength, Dexterity an Augury School: Divination	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc	Duration 1 minute/level te touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed	Touch Touch n contact with each Touch	Comp. V.S., DF Caster Level: 6 V.S., DF Caster Level: 6 V,S,M Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power School: Transmutation Effect: Subject is imbued with +2 to Strength, Dexterity an Chapter Augury School: Divination Effect: Learns whether an action will be good or bad.	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution.	Target: Creature touch LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touch other at the time of ca 1 standard action Target: Creature touch 1 minute Target: You	Duration 1 minute/level te touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous	Touch Touch contact with each Touch Personal	Comp. V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V,S.M,F Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action	Duration 1 minute/level te touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed	Touch Touch n contact with each Touch	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F	PHB: p.196 PHB: p.197 PHB II: p.101
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power School: Transmutation Effect: Subject is imbued with +2 to Strength, Dexterity an Augury School: Divination Effect: Learns whether an action will be good or bad. Aura Against Flame School: Abjuration	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A	Target: Creature touch LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touch other at the time of ca 1 standard action Target: Creature touch 1 minute Target: You	Duration 1 minute/level te touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous	Touch Touch contact with each Touch Personal	Comp. V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V,S.M,F Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: 41 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power School: Transmutation Effect: Subject is imbued with +2 to Strength, Dexterity an Augury School: Divination Effect: Learns whether an action will be good or bad. Aura Against Flame School: Abjuration Effect: Protects against first 10 points of fire damage, it als	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action	Duration 1 minute/level te touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous	Touch Touch contact with each Touch Personal	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power School: Transmutation Effect: Subject is imbued with +2 to Strength, Dexterity an Augury School: Divination Effect: Learns whether an action will be good or bad. Aura Against Flame School: Abjuration	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A	Target: Creature touch LEVEL . Time Standard Action Target: Living creatur Standard Action Target: Weapon touch other at the time of ca 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level	Touch Touch contact with each Touch Personal Personal 20 ft.	Comp. V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M,F Caster Level: 6 V.S. M,F Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: Horale Bonus on attack rolls, +1 against fear, as a light of the state	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane.	Target: Creature touch LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touch other at the time of ce 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level	Touch Touch n contact with each Touch Personal Personal	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A to extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A	Target: Creature touch LEVEL . Time Standard Action Target: Living creatur Standard Action Target: Weapon touch other at the time of ca 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level	Touch Touch contact with each Touch Personal Personal 20 ft.	Comp. V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M.F Caster Level: 6 V,S. Caster Level: 6 V.S. Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A	Target: Creature touch LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touch other at the time of ce 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level	Touch Touch n contact with each Touch Personal Personal	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] If Constitution. SR: No DC: 15, N/A SR: N/A Indigral of the control of th	Target: Creature touch Time Standard Action Target: Living creature Standard Action Target: Weapon touch other at the time of ce 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/ 1 standard action Target: You	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level level in a 20-ft. radius burst centered on you	Touch Touch n contact with each Touch Personal 20 ft.	Comp. V,S, DF Caster Level: 6 V,S, MF Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V Caster Level: 6 V,S,M,DF Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless)	Target: Creature touch Time Standard Action Target: Living creature Standard Action Target: Weapon touch other at the time of ce 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/ 1 standard action Target: You Standard Action Target: You Standard Action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you	Touch Touch n contact with each Touch Personal Personal	Comp. V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] If Constitution. SR: No DC: 15, N/A SR: N/A Indigral of the control of th	Target: Creature touch Time Standard Action Target: Living creature Standard Action Target: Weapon touch other at the time of ce 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/ 1 standard action Target: You	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you	Touch Touch n contact with each Touch Personal 20 ft.	Comp. V,S, DF Caster Level: 6 V,S, MF Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V Caster Level: 6 V,S,M,DF Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless)	Target: Creature touch Time Standard Action Target: Living creature Standard Action Target: Weapon touch other at the time of ce 1 standard action Target: Creature touch 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/ 1 standard action Target: You Standard Action Target: You Standard Action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you	Touch Touch n contact with each Touch Personal 20 ft.	Comp. V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes	Target: Creature touch LEVEL Time Standard Action Target: Living creature Standard Action Target: Weapon touch other at the time of ca 1 standard action Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard action Target: You Standard Action Target: You	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you	Touch Touch Touch Touch Touch Personal Personal Personal Touch Touch	Comp. V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S,M/DF Caster Level: 6 V,S,M/DF Caster Level: 6 V,S,DF Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (see text.)	Target: Creature touc LEVEL: Time Standard Action Target: Living creature Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: You 1 standard action Target: One creature 1 standard action Target: You Standard Action Target: Creature touc 1 standard action Target: Creature touc	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level devel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous	Touch Touch Touch Touch Touch Personal Personal 20 ft. Touch Close (40 ft.)	Comp. V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.OF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.Caster Level: 6 Caster Level: 6 Caster Level: 6 Caster Level: 6 Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates SR: Yes age as if struck by it's currently held weapon or mc DC: 15, Will negates (harmless)	Target: Creature touc LEVEL: Time Standard Action Target: Living creature Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard Action Target: Creature touc 1 standard action Target: One creature 1 standard action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous	Touch Touch Touch Touch Touch Personal Personal Personal Touch Touch	Comp. V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.F Caster Level: 6 V.S. M.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S. Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203
School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes (harmless)	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/ 1 standard Action Target: Creature touc 1 standard action Target: One creature/ 1 standard Action Target: Creature touc 1 standard Action Target: Creature touc 1 standard Action Target: Creature touc 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: Two willing cr	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged	Touch Touch Touch Touch Touch Personal Personal 20 ft. Touch Close (40 ft.)	Comp. V.S. DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.OF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.M.DF Caster Level: 6 V.S.Caster Level: 6 Caster Level: 6 Caster Level: 6 Caster Level: 6 Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103
Name Name Aid School: Transmutation Effect: Increases creatures swim speed by 30 ft. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 Morale Bonus on attack rolls, +1 against fear, a Align Weapon School: Transmutation Effect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power School: Transmutation Effect: Subject is imbued with +2 to Strength, Dexterity an Aura Against Flame School: Divination Effect: Learns whether an action will be good or bad. Effect: Learns whether an action will be good or bad. Effect: Chectes against first 10 points of fire damage, it als Chool: Abjuration Effect: Gain temporary respite from the natural effects of a Balor Nimbus School: Transmutation Effect: Any creature grappling you takes 6d6 points of fire Bear's Endurance School: Transmutation Effect: Subject gains +4 to Con for 1 minutes/level. Black Karma Curse School: Enchantment (Compulsion) [Mind-Affecting] Effect: If the target fails it's save, it immediately takes dam Blade Brothers School: Abjuration Effect: Once during the spell, if a subject attempts a savine Effect: Once during the spell, if a subject attempts a savine	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes age as if struck by it's currently held weapon or mc DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	Target: Creature touc LEVEL Time Standard Action Target: Living creature Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Tou willing creature st damaging natural att 1 standard action Target: Two willing creature st damaging natural att 1 standard action Target: Treature touc	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level devel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell.	Touch Touch Touch Touch Touch Personal Personal 20 ft. Touch Close (40 ft.)	Comp. V.S, DF Caster Level: 6 V.S, MF Caster Level: 6 V.S,M.F Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6 V.S,M/DF Caster Level: 6 V.S, DF Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes age as if struck by it's currently held weapon or mc DC: 15, Will negates (harmless) SR: Yes (harmless) phrow, both recipients can roll and use the most f. DC: 15, N/A	Target: Creature touc LEVEL Time Standard Action Target: Living creature Standard Action Target: Weapon touclother at the time of ca 1 standard action Target: You 1 standard action Target: You 1 immediate action Target: You 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: Touck 1 standard action Target: Treature touc 1 standard action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged	Touch Touch Touch Touch Touch Personal Personal 20 ft. Touch Close (40 ft.)	Comp. V.S. DF Caster Level: 6 V.S. M Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.F Caster Level: 6 V.S. Caster Level: 6 V.S. Caster Level: 6 V.S. Caster Level: 6 V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S. Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] If Constitution. SR: No DC: 15, N/A SR: N/A O extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes (harmless) SR: N/A	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard Action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: Tou 1 standard action Target: Tou 1 standard action Target: Tun willing creavorable result. If both s 1 standard action Target: Two willing creavorable result. If both s 1 standard action Target: You	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level devel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell.	Touch Touch Touch Touch Touch Personal Personal 20 ft. Touch Close (40 ft.)	Comp. V.S, DF Caster Level: 6 V.S, MF Caster Level: 6 V.S,M.F Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6 V.S,M/DF Caster Level: 6 V.S, DF Caster Level: 6 V.S Caster Level: 6 V.S Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] If Constitution. SR: No DC: 15, N/A SR: N/A O extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes (harmless) SR: N/A	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard Action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: Tou 1 standard action Target: Tou 1 standard action Target: Tun willing creavorable result. If both s 1 standard action Target: Two willing creavorable result. If both s 1 standard action Target: You	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level devel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell.	Touch Touch Touch Touch Touch Personal Personal 20 ft. Touch Close (40 ft.)	Comp. V.S. DF Caster Level: 6 V.S. M Caster Level: 6 V.S.M.F Caster Level: 6 V.S.M.F Caster Level: 6 V.S. Caster Level: 6 V.S. Caster Level: 6 V.S. Caster Level: 6 V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S. Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] If Constitution. SR: No DC: 15, N/A SR: N/A O extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes (harmless) SR: N/A	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: One creature/ 1 standard action Target: You 2 standard Action Target: You 3 standard action Target: You 4 standard action Target: Tou creature/ 1 standard action Target: Tou willing creature/ 1 standard action Target: Tou willing creature/ 1 standard action Target: You willing creature/ 1 standard action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level //level in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 minute/level 1 minute/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 minute/level	Touch Touch Touch Touch Touch Personal Personal Touch Close (40 ft.) Touch Personal	Comp. V,S, DF Caster Level: 6 V,S, M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF Caster Level: 6 V,S, DF Caster Level: 6 V,S, Caster Level: 6 V,S Caster Level: 6 Caster Level: 6 V,S Caster Level: 6	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 PHB II: p.103 SC: p.35
Name Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes age as if struck by it's currently held weapon or money. DC: 15, Will negates (harmless) SR: Yes Age as if struck by it's currently held weapon or money. DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: No Weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: One creature 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: Two willing cr avorable result. If both s 1 standard action Target: Wooden weap 1 standard action Target: Wooden weap 1 stevel [max +10] dan 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard was the standard action Target: Wooden weap 1 standard was the standa	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 round/level pon touched lange.	Touch Touch Touch Touch Touch Touch Personal 20 ft. Touch Close (40 ft.) Touch Personal	Comp. V,S, DF Caster Level: 6 V,S, M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,MDF Caster Level: 6 V,S,DF Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S Caster Level: 6	PHB: p.196 PHB: p.197 PHB: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 PHB II: p.103 SC: p.35 SC: p.38
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: N/A lict 1d6 +1/level [max +5] piercing damage with a r SR: No weapon; gains a +1 to hit enhancement and deals DC: 15, Will negates (harmless)	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature/ 1 standard action Target: Creature touc 1 standard action Target: One creature/ 1 standard action Target: Creature touc 1 standard action Target: Creature touc 1 standard action Target: Two willing cr avorable result. If both s 1 standard action Target: You nelee attack; see text. 1 standard action Target: Wooden wea 1-flevel [max +10] dan Standard Action was 1-flevel [max +10] dan Standard Action was 1-flevel [max +10] dan Standard Action was 1-flevel [max +10] dan Standard Action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level 1 minute/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 round/level 1 round/level on touched large. 1 minute/level	Touch Touch Touch Touch Touch Personal Personal Touch Close (40 ft.) Touch Personal	Comp. V,S, DF Caster Level: 6 V,S, MF Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,MDF Caster Level: 6 V,S,MDF Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S Caster Level: 6 V,S,MDF	PHB: p.196 PHB: p.197 PHB II: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 PHB II: p.103 SC: p.35
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) and grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes age as if struck by it's currently held weapon or money. DC: 15, Will negates (harmless) SR: Yes Age as if struck by it's currently held weapon or money. DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: No Weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals weapon; gains a +1 to hit enhancement and deals	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touclother at the time of ce 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: One creature 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: Two willing cr avorable result. If both s 1 standard action Target: Wooden weap 1 standard action Target: Wooden weap 1 stevel [max +10] dan 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard action Target: Wooden weap 1 standard was the standard was the standard action Target: Wooden weap 1 standard was the standa	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level 1 minute/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 round/level 1 round/level on touched large. 1 minute/level	Touch Touch Touch Touch Touch Touch Personal 20 ft. Touch Close (40 ft.) Touch Personal	Comp. V,S, DF Caster Level: 6 V,S, M Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,MDF Caster Level: 6 V,S,DF Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S Caster Level: 6	PHB: p.196 PHB: p.197 PHB: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 PHB II: p.103 SC: p.35 SC: p.38
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] It Constitution. SR: No DC: 15, N/A SR: N/A Indigrants of the second of the s	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Two willing or 1 standard action Target: Two willing or 1 standard action Target: You nelee attack; see text. 1 standard action Target: Wooden weap 1 level [max +10] dan Standard Action Target: Creature touc Target: Creature touc	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 minute/level 1 round/level pon touched nage. 1 minute/level thed	Touch Touch Touch Touch Touch Personal Personal 20 ft. Close (40 ft.) Touch Personal Touch Touch Touch	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M/DF Caster Level: 6 V,S, M,S Caster Level: 6 V,S, M,C Caster Level: 6 V,S, DF Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S Caster Level: 6 V,S,M Caster Level: 6 V,S,M/DF Caster Level: 6	PHB: p.196 PHB: p.197 PHB: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 SC: p.35 SC: p.38 PHB: p.207
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) d grants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] d Constitution. SR: No DC: 15, N/A SR: N/A o extinguishes flames; see text. SR: Yes [harmless] specific plane. DC: 15, N/A SR: N/A damage. DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: No Weapon; gains a +1 to hit enhancement and deals DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless)	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ce 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard Action Target: Creature touc 1 standard Action Target: Creature touc 1 standard Action Target: Creature touc 1 standard Action Target: Two willing creatural att 1 standard action Target: You 1 standard action Target: You nelee attack; see text. 1 standard action Target: Wooden weat +1/level [max +10] dan Standard Action Target: Creature touc Standard Action	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level flevel in a 20-ft. radius burst centered on you 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 minute/level ono touched nage. 1 minute/level hed Concentration, up to 1 round/level [D]	Touch Touch Touch Touch Touch Touch Personal 20 ft. Touch Close (40 ft.) Touch Personal	Comp. V,S, DF Caster Level: 6 V,S,M Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F Caster Level: 6 V,S Caster Level: 6 V,S,M/DF Caster Level: 6 V,S Caster Level: 6 V,S,Caster Level: 6 V,S, DF Caster Level: 6 V,S Caster Level: 6 V,S,M Caster Level: 6 V,S,M/DF Caster Level: 6 V,S,DF	PHB: p.196 PHB: p.197 PHB: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 PHB II: p.103 SC: p.35 SC: p.38
Name	SR: Yes [harmless] Save Information SR: Yes (harmless) Indigrants 1d8 +1/level [max +10] temporary hp. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) DC: 15, Will negates [harmless] SR: Yes [harmless] It Constitution. SR: No DC: 15, N/A SR: N/A Indigrants of the second of the s	Target: Creature touc LEVEL Time Standard Action Target: Living creatur Standard Action Target: Weapon touc other at the time of ca 1 standard action Target: Creature touc 1 minute Target: You 1 standard action Target: You 1 immediate action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Creature touc 1 standard action Target: One creature 1 standard action Target: Two willing or 1 standard action Target: Two willing or 1 standard action Target: You nelee attack; see text. 1 standard action Target: Wooden weap 1 level [max +10] dan Standard Action Target: Creature touc Target: Creature touc	Duration 1 minute/level e touched 1 minute/level hed or fifty projectiles [all of which must be insting] 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous 1 round/level 1 minute/level hed Instantaneous 1 minute/level 1 minute/level 1 minute/level 1 minute/level hed Instantaneous ack. 1 minute/level or until discharged eatures saves fail, both are affected by the spell. 1 minute/level 1 minute/level 1 minute/level hed Concentration, up to 1 round/level [D] a 20-ftradius spread	Touch Touch Touch Touch Touch Personal Personal 20 ft. Close (40 ft.) Touch Personal Touch Touch Touch	Comp. V,S, DF Caster Level: 6 V,S, DF Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M,F Caster Level: 6 V,S,M/DF Caster Level: 6 V,S, M,S Caster Level: 6 V,S, M,C Caster Level: 6 V,S, DF Caster Level: 6 V,S, Caster Level: 6 V,S, Caster Level: 6 V,S Caster Level: 6 V,S,M Caster Level: 6 V,S,M/DF Caster Level: 6	PHB: p.196 PHB: p.197 PHB: p.101 PHB: p.202 SC: p.18 SC: p.19 SC: p.24 PHB: p.203 PHB II: p.103 SC: p.35 SC: p.38 PHB: p.207

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Effect: Calms creatures, negating emotion effects. Close Wounds	DC: 15, Will half [harmless]; see text	1 immediate action	Instantaneous	Close (40 ft.)	V	SC: p.48
School: Conjuration (Healing)	SR: Yes [harmless]	Target: One creature		,	Caster Level: 7	•
Effect: Cure 1d4 +1/level [max +5].		1 standard action	1 round/level	Personal	V,S,M	PHB II: p.107
Cloud of Knives School: Conjuration	SR:	Target: You	i iodila/level	reisonai	Caster Level: 6	F 110 II. p. 107
Effect: Each round as a free action you can release a knife a		onus = Caster level + K				
Consecrate		Standard Action	2 hours/level	Close (40 ft.)	V,S,M, DF	PHB: p.212
School: Evocation [Good] Effect: Fills area with positive energy, making undead weaker	SR: No er.	Target: 20-ftradius e	manation		Caster Level: 6	
□□□□□ Cure Moderate Wounds	DC: 15, Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touch	hed		Caster Level: 7	
Effect: Cures 2d8 +1/level [max +10] damage. Curse of III Fortune	DC: 15, Will negates	1 standard action	1 minute/level	Medium (160 ft.)	V,S,DF	SC: p.56
School: Necromancy	SR: Yes	Target: One living crea	ature		Caster Level: 6	
Effect: Cause -3 penalty on attack rolls, saving throws, ability	y checks and skill checks.	Chandred Astion	40 minutes (level ID)	Tarrah	V M/DE	DLID 040
School: Evocation [Darkness]	SR: No	Standard Action Target: Object toucher	10 minutes/level [D]	Touch	V, M/DF Caster Level: 6	PHB: p.216
Effect: This spell causes an object to radiate shadowy illumin	nation out to a 20-foot radius. All creatures in the a	area gain concealment	[20% miss chance]. Even creatures that car	n normally see in such	conditions [such as with	darkvision or low-light
vision] have the miss chance in an area shrouded in magical darkness. If darkness is cast on a small object that is then pl	I darkness. Normal lights [torches, candles, lanter laced inside or under a lightproof covering, the spe	ns, and so forth] are inc ell's effect is blocked ur	capable of brightening the area, as are light ntil the covering is removed. Darkness coun	spells of lower level. Hi ters or dispels any light	igher level light spells a spell of equal or lower	re not affected by spell level. Arcane
Material Component: A bit of bat fur and either a drop of pitch	h or a piece of coal.	1 standard action	1 round/level	Close (40 ft.)	V,S,DF	SC: p.58
School: Illusion (Shadow)	SR: Yes		force 5 ft. wide, 1 in. thick, and up to 20 ft./le		Caster Level: 6	30. p.30
Effect: Create a ribbonlike, weightless, unbreakable bridge.						
Deific Vegeance	DC: 15, Will half	1 standard action	Instantaneous	Close (40 ft.)	V,S,DF	SC: p.62
School: Conjuration (Summoning) Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster l	SR: Yes evel if undead [max 10d6].	Target: One creature			Caster Level: 6	
Dull Deific Vengeance	DC: 15, Will half	Standard Action	Instantaneous	Close (40 ft.)	V,S,DF	cmpdiv: null
School: Conjuration (Summoning)	SR: Yes	Target: One creature			Caster Level: 6	
Effect: Cause 3d6 or 6d6 if the target is undead. Delay Poison	DC: 15, Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touch	hed		Caster Level: 7	
Effect: Stops poison from harming subject for 1 hour/level.	DC: 15, N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	SC: p.70
School: Divination	SR: N/A	Target: You	currovor or unui disoridiged [D]	. croonal	Caster Level: 6	55. p. r 6
Effect: Gain 5 + your caster level [max bonus of 15] to one si	kill check during the duration of the spell.	ranget. Tou				
Divine Interdiction	DC: 15, Will negates or None [object]; see text	1 standard action	1 round/level	Close (40 ft.)	V	SC: p.70
School: Abjuration	SR: Yes or No [object]; see text	Target: 10-ftradius e	manation centered on a creature, object, or	point in space	Caster Level: 6	
Effect: Temp loss of turning power & domain powers. Divine Protection	DC: 15, Will negates [harmless]	1 standard action	1 minute/level	Medium (160 ft.)	V,S,DF	SC: p.70
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes [harmless]	Target: Allies in a 20-f		,	Caster Level: 6	
Effect: +1 morale bonus to AC and saving throws.	DC: 45 Will reserve (house)	Chandred Astion	4	Tarrah	V C M/DE	DI ID 225
Eagle's Splendor School: Transmutation	DC: 15, Will negates (harmless) SR: Yes	Standard Action Target: Creature touch	1 minute/level	Touch	V,S,M/DF Caster Level: 6	PHB: p.225
Effect: Subject gains +4 to Cha for 1 minutes/level.	on. res	rarger. Creature touch	neu		Caster Level. 6	
□□□□□ Energized Shield, Lesser		1 standard action	1 round/level	Touch	V,S,DF	SC: p.79
School: Abjuration [See text] Effect: Protects against on energy type [fire, cold, electricity,	SR: No acid, or sonic), you gan 5 resistance: see text	Target: Touch			Caster Level: 6	
Enthrall	DC: 15, Will negates; see text	1 round	1 hour or less	Medium (160 ft.)	V,S	PHB: p.227
School: Enchantment (Charm)	SR: Yes	Target: Any number o	f creatures		Caster Level: 6	
Effect: Captivates all within 100 ft. +10 ft./level	DC: 15, N/A	1 standard action	Instantaneous	Personal	V	SC: p.86
School: Transmutation	SR: N/A	Target: You			Caster Level: 6	,
Effect: Extends your tentacles by 5 ft.		-	A second and a	D	V 0	DUD . OOO
School: Divination	SR: No	Standard Action	1 minute/level	Personal	V,S Caster Level: 6	PHB: p.230
Effect: Notice traps as a rogue does.	SA. NO	Target: You			Caster Level. 6	
Frost Breath	DC: 15, Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	SC: p.100
School: Evocation [Cold] Effect: Breath a cone of cold that deal 1d4/2 caster levels [m	SR: Yes lax 5d4l and creatures are also dazed if they failed	Target: Cone-shaped the Reflex save.	burst		Caster Level: 6	
	DC: 15, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.100
School: Transmutation	SR: Yes [harmless]	Target: Creature with	at least two arms or tentacles touched		Caster Level: 6	
Effect: Gain +4 Str for every set of limbs fused to the primary Gentle Repose	/ limb. DC: 15, Will negates (object)	Standard Action	1 day/level	Touch	V,S,M/DF	PHB: p.235
School: Necromancy	SR: Yes (object)	Target: Corpse touche	•		Caster Level: 6	
Effect: Preserves one corpse.	DC: 45 Will remains [houseless]	4	4	Tarrah	VCM	CC: = 400
Ghost Touch Armor	DC: 15, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Armor of creat	1 minute/level	Touch	V,S,M Caster Level: 6	SC: p.102
Effect: Armor gains Ghost Touch property.	C. a. 160 [namicoo]					
□□□□ Hand of Divinity		1 minute	1 minute/level	Touch	V,S,DF	SC: p.109
School: Evocation [See text] Effect: Grant +2 [Profane or Sacred] bonus to all saving through	SR: No ws.	Target: Creature touch	hed		Caster Level: 6	
□□□□□ Healing Lorecall	DC: 15, N/A	1 standard action	10 minutes/level	Personal	V,S,M	SC: p.110
School: Divination	SR: N/A	Target: You			Caster Level: 6	
Effect: Allows caster with Heal ranks to remove other ailmen Hold Person	ts when using Conjuration [Healing] spells. Can a DC: 15, Will negates; see text	Iso heal more; see text Standard Action	1 round/level [D]; see text	Medium (160 ft.)	V,S,F/DF	PHB: p.241
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One humanoid		,	Caster Level: 6	•
Effect: Paralyzes one humanoid for 1 round/level.	DC: 15, Will half	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
Inflict Moderate Wounds School: Necromancy	SR: Yes	Standard Action Target: Creature touch		TOUCH	V,S Caster Level: 6	ι 11 D . μ.244
Effect: Touch attack, 2d8 +1/level [max +10] damage.	C. I. 160					
nky Cloud		1 standard action	10 minutes/level	30 ft.	V,S,M	SC: p.123
School: Conjuration (Creation) Effect: Inky cloud that works under water.	SR: No	rarget: 30-ftradius sp	pread centered on you		Caster Level: 6	
Insight of Good Fortune	DC: 15, Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (40 ft.)	V,S,M	PHB II: p.115
School: Divination	SR: Yes (harmless)	Target: One creature			Caster Level: 6	
Effect: Reroll once after making an attack, skill check, saving Insignia of Alarm	g throw or ability check before result is known and	take the better result. Standard Action	Instantaneous	Long (640 ft.)	V,S,F	Race Des:
School: Abjuration	SR: Yes (harmless)		special insignia within range	5 7	Caster Level: 6	p.166
Effect: Spell alerts all wearers.		-				
Iron Silence	DC: 15, Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	SC: p.125
School: Transmutation Effect: Hide and Move Silent check ignore the Armor penalty	SR: Yes [harmless,object] during the duration of the spell.	Target: One suit of arr	mor touched/3 levels		Caster Level: 6	
Light of Mercuria	g and datastall of the spoil.	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	SC: p.132
School: Evocation [Good, Light]	SR: Yes; see text	Target: You and up to	two rays; see text		Caster Level: 6	
Effect: Same as light of Lunia except damage is 2d6 or 4d6 v	vs. undead or outsiders.	* =Domain/Speciality S	Spell			
		opoolality (-1 -			

		Cleric Spe	HIS			
School: Necromancy	DC: 15, Fortitude negates [harmless] SR: Yes [harmless]	1 standard action Target: Creature touch	1 minute/level	Touch	V,S,DF Caster Level: 6	SC: p.134
Effect: Not subject to sneak attacks or criticals; -4 penalty to	Cha score.	Standard Action	Instantaneous	Close (40 ft)	V,S	DUD: n 252
School: Transmutation	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	Target: One object of i		Close (40 ft.)	V,S Caster Level: 6	PHB: p.252
Effect: Repairs an object.	DC: 15, Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,DF	PHB II: p.119
School: Necromancy Effect: Whenever a creature succeeds on a melee or range	SR: Yes	Target: One creature/3	3 levels, no two of which are more than 30 f		Caster Level: 6	
Mark of the Outcast School: Necromancy	DC: 15, Will negates SR: Yes	1 standard action Target: One creature	Permanent	Close (40 ft.)	V,S,DF Caster Level: 6	SC: p.138
Effect: Creates an indelible mark on the subjects face; see t		1 immediate action	Instantaneous	Close (40 ft.)	V	PHB II: p.119
Master's Touch (Skillful) School: Divination Effect: Subject gains +4 insight bonus to one skill check.	SR: Yes (harmless)	Target: One creature	III Stalitarie Gus	Close (40 lt.)	Caster Level: 6	F115 II. μ.119
Owl's Wisdom	DC: 15, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259
School: Transmutation Effect: Subject gains +4 to Wis for 1 minutes/level.	SR: Yes	Target: Creature touch			Caster Level: 6	
Protection from Negative Energy School: Abjuration	SR: Yes [harmless]	1 standard action Target: Creature touch	10 minutes/level ned	Touch	V,S Caster Level: 6	SC: p.163
Effect: Subtract 10 hp worth of damage from each negative Protection from Positive Energy	DC: 15, Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.163
School: Abjuration Effect: Subtract 10 hp worth of damage from each positive of	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 6	
Quick March School: Transmutation	DC: 15, Will negates [harmless] SR: Yes [harmless]	1 standard action Target: Allies in a 20-fi	1 round tradius burst	Medium (160 ft.)	V,S,DF Caster Level: 6	SC: p.164
Effect: Subjects base land speed increased by 30 feet. Remove Paralysis	DC: 15, Will negates (harmless)	Standard Action	Instantaneous	Close (40 ft.)	V,S	PHB: p.271
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Up to four crea	atures, no two of which can be more than 30		Caster Level: 7	
Effect: Frees one or more creatures from paralysis or slow of Resist Energy	DC: 15, Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	PHB: p.272
School: Abjuration Effect: Ignores first 10 points of damage/attack from specifie	SR: Yes (harmless) ed energy type.	Target: Creature touch	ned		Caster Level: 6	
Restoration, Lesser	DC: 15, Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	PHB: p.272
School: Conjuration (Healing) Effect: Dispels magical ability penalty or repairs 1d4 ability or		Target: Creature touch			Caster Level: 7	
School: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 round Target: Two willing cre	10 minutes/level eatures touched	Touch	V,S,M Caster Level: 6	PHB II: p.124
Effect: Creatures get a +2 bonus on any skill checks they m	DC: 15, Will negates (object); Will negates	Standard Action	Instantaneous	Close (40 ft.)	V,S,M/DF	PHB: p.278
School: Evocation [Sonic]	(object) or Fortitude half; see text SR: Yes (object)	Target: 5-ftradius spr	read; or one solid object or one crystalline co	reature	Caster Level: 6	
Effect: Sonic vibration damages objects or crystalline creatu	DC: 15, Will negates (harmless)	Standard Action	1 hour/level [D]	Close (40 ft.)	V,S,F	PHB: p.278
School: Abjuration	SR: Yes (harmless)	Target: One creature			Caster Level: 6	
Effect: You take half of subject's damage. Shroud of Undeath	DC: 15, N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	SC: p.189
School: Necromancy Effect: Shroud yourself in invisbile negative energy so nonir	SR: N/A	Target: You	have the opposite effect on you as if you we	are undead	Caster Level: 6	
Silonce	DC: 15, Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (640 ft.)	V,S	PHB: p.279
School: Illusion (Glamer)	SR: Yes; see text or no (object)	Target: 20 ft. radius er	manation centered on a creature, object, or	point in space	Caster Level: 6	
Effect: Negatos sound in 15-ft radius						
Effect: Negates sound in 15-ft. radius. Sound Burst	DC: 15, Fortitude partial	Standard Action	Instantaneous	Close (40 ft.)	V,S,F/DF	PHB: p.281
•	SR: Yes	Standard Action Target: 10-ftradius sp		Close (40 ft.)	V,S,F/DF Caster Level: 6	PHB: p.281
Chool: Evocation (Sonic) Effect: Deals 1d8 sonic damage to subjects; may stun them Chool: Spawn Screen School: Necromancy	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless]		oread 1 hour/level	Close (40 ft.)		PHB: p.281 SC: p.197
School: Evocation [Sonic] Effect: Deals 148 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: 10-ftradius sp	oread 1 hour/level	Touch	Caster Level: 6 V,S,DF	
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: 10-ftradius sp. 1 standard action Target: One creature/le	oread 1 hour/level evel 10 minutes/level		Caster Level: 6 V,S,DF Caster Level: 6	SC: p.197
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of School: Abjuration Effect: Protects one creature from a single 1st- or 2nd-level School: Evocation [Force]	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless]	Target: 10-ftradius sp. 1 standard action Target: One creature/li 1 standard action	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D]	Touch	Caster Level: 6 V,S,DF Caster Level: 6 V,S	SC: p.197
School: Evocation [Soric] Effect: Deals 1d8 sonic damage to subjects; may stun them Dining Spawn Screen School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of Dining Spell Immunity, Lesser School: Abjuration Effect: Protects one creature from a single 1st- or 2nd-level Dining Spiritual Weapon School: Evocation [Force] Effect: Magical weapon attacks on its own.	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text.	Target: 10-ftradius sp 1 standard action Target: One creature/l 1 standard action Target: Creature touch Standard Action Target: Magic weapon	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D]	Touch	Caster Level: 6 V,S,DF Caster Level: 6 V,S Caster Level: 6 V,S, DF	SC: p.197
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the school: Necromancy School: Abjuration Effect: Protects one creature from a single 1st- or 2nd-level School: Evocation [Force] Effect: Magical weapon attacks on its own.	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless]	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous	Touch Touch Medium (160 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S Caster Level: 6 V.S, DF Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subjects will not rise as spawn if killed by an undead of the subject subjects will not rise as spawn if killed by an undead of the subject subjects will not rise as spawn if killed by an undead of the subject subjects will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject s	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless]	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous	Touch Touch Medium (160 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S. Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF	SC: p.197 SC: p.199 PHB: p.283
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will be subject will not rise as spawn if killed by an undead of the subject will not	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless]	Target: 10-ftradius sp 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius bu mage [Will negates]. Standard Action	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you	Touch Touch Medium (160 ft.) See text	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7	SC: p.197 SC: p.199 PHB: p.283 SC: p.204
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will be subject with subject will be subject with subject will be subject to 2nd-level School: Abjuration Effect: Protects one creature from a single 1st- or 2nd-level School: Evocation [Force] Effect: Magical weapon attacks on its own. School: Conjuration (Healing) Effect: Spell designed for battle fields, heals all creatures for the subject with sub	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] SR: Yes [barmless] SPE: Yes DC: 15, Will negates [harmless]; see text SR: Yes The to stabalize them, undead take 1 point of da DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless)	Target: 10-ftradius sp 1 standard action Target: One creature/l 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius butmage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous	Touch Touch Medium (160 ft.) See text	Caster Level: 6 V.S.DF Caster Level: 6 V.S. Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7 V.S. Caster Level: 6 V	SC: p.197 SC: p.199 PHB: p.283 SC: p.204
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the school: Necromancy School: Abjuration Effect: Protects one creature from a single 1st- or 2nd-level School: Evocation [Force] Effect: Magical weapon attacks on its own. Limit School: School: School: School: Evocation [Force] Effect: Spell designed for battle fields, heals all creatures for the school: Sc	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (sparmless) SR: Yes (harmless) SR: Yes (harmless)	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius br mage [Will negates] Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7 V.S. Caster Level: 6 V. Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subjec	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] r1 hp to stabalize them, undead take 1 point of da DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates SR: Yes (harmless)	Target: 10-ftradius sp 1 standard action Target: One creature/l 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius butmage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level	Touch Touch Medium (160 ft.) See text Touch	Caster Level: 6 V.S.DF Caster Level: 6 V.S. Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7 V.S. Caster Level: 6 V	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (see SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by tmage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7 V.S. Caster Level: 6 V Caster Level: 6 V Caster Level: 6 V Caster Level: 6 Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 11 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates SR: Yes Will negates SR: Yes SR: Yes SR: Yes SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless]	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage Will negatest Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: Corporeal und	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7 V.S Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 11 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates SR: Yes Will negates SR: Yes SR: Yes SR: Yes SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless]	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage (Will negates). Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: Corporeal und Standard Action	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not resure the subje	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] The to stabalize them, undead take 1 point of da DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) C: 15, Will negates SR: Yes SR: Yes SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless]	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: Corporeal und Standard Action Target: You	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 4 0 minutes/level ead creature touched 6 rounds [D] One attack	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 7 V.S. Caster Level: 6 V Caster Level: 6 V Caster Level: 6 V Caster Level: 6 V S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 Caster Level: 6 Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163
School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject s	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] r1 hp to stabalize them, undead take 1 point of da DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by smage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: You 1 swift action Target: You 1 swift action Target: Welee weapon 10 minutes	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 1 10 minutes/level ead creature touched 6 rounds [D] One attack wielded 8 hours	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V Caster Level: 6 V Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163
School: Evocation [Sonic] Fifect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject will not rise as spawn if killed by an undead of the subject subject will not rise as spawn if killed by an undead of the s	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes [harmless]	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoid 1 standard action Target: Corporeal und Standard Action Target: You 1 swift action Target: You 1 swift action Target: Melee weapon 10 minutes Target: One summone	oread 1 hour/level evel 10 minutes/level ned 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 1 10 minutes/level ead creature touched 6 rounds [D] One attack to wielded 8 hours ed Elysian thrush	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214
□□□□Sound Burst School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them □□□□Spawn Screen School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the st	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: No see text SR: No	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: You 1 swift action Target: Melee weapon 10 minutes Target: One summone 1 round Target: One or more s	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched 6 rounds [D] One attack of wielded 8 hours eld Elysian thrush 1 round/level [D] ummoned creatures, no two of which can b	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.) Close (40 ft.) e more than 30 ft. apart	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6 V.S.FIDF Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214 PHB: p.286
□□□□Sound Burst School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them □□□□Spawn Screen School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the st	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: No see text SR: No	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: You 1 swift action Target: Melee weapon 10 minutes Target: One summone 1 round Target: One or more s	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched 6 rounds [D] One attack of wielded 8 hours eld Elysian thrush 1 round/level [D] ummoned creatures, no two of which can b	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.) Close (40 ft.) e more than 30 ft. apart	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6 V.S.FIDF Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214 PHB: p.286
□□□□Sound Burst School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them □□□□Spawn Screen School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the st	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: No see text SR: No	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage [Will negates]. Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: You 1 swift action Target: Melee weapon 10 minutes Target: One summone 1 round Target: One or more s	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched 6 rounds [D] One attack of wielded 8 hours eld Elysian thrush 1 round/level [D] ummoned creatures, no two of which can b	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.) Close (40 ft.) e more than 30 ft. apart	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6 V.S.FIDF Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214 PHB: p.286
Group Sound Burst School: Evocation [Sonic] Group Spawn Screen School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the space of	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes C: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes (harmless, object) SR: No ing damage; see text. DC: 15, Will negates (harmless, object) SR: Yes (harmless, object) SR: No ing damage; see text.	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage (Will negates). Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoid 1 standard action Target: Corporeal und Standard Action Target: You 1 swift action Target: Melee weapon 10 minutes Target: One summone 1 round Target: One or more sevel list or 1d3 creatures sus centipede, Large Nt	oread 1 hour/level evel 10 minutes/level evel 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched 6 rounds [D] One attack invielded 8 hours eld Elysian thrush 1 round/level [D] ummoned creatures, no two of which can be of the same kind from the 1st-level list. Cel E; Fiendish monstrous scorpion, Medium NE 24 hours	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.) Close (40 ft.) e more than 30 ft. apart estial giant bee LG; Cel E; Fiendish shark, Medi	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V Caster Level: 6 Caster Level: 6 Caster Level: 6 V Caster Level: 6 Caster Level: 6 V Caster Level: 6 V Caster Level: 6 V Caster Level: 6 Caster Level:	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214 PHB: p.286 beetle NG; Celestial strous spider, Medium
School: Evocation [Sonic] Fifect: Deals 1d8 sonic damage to subjects; may stun them School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes [harmless] SR: Yes (harmless, object) SR: No see text SR: No see text SR: No see text DC: 15, Will negates (harmless, object) SR: No see text DC: 15, Will negates (harmless, object) SR: No see text DC: 15, Will negates (bett) DC: 15, Will negates (object)	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage (Will negates) Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoic 1 standard action Target: You 1 swift action Target: You 1 swift action Target: You 1 swift action Target: One summone 1 round 1 round 1 round 1 round 1 round 1 standard Action Target: One or more s wel list or 1d3 creatures us centipede, Large Nt Standard Action	oread 1 hour/level evel 10 minutes/level evel 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 10 minutes/level ead creature touched 6 rounds [D] One attack invielded 8 hours eld Elysian thrush 1 round/level [D] ummoned creatures, no two of which can be of the same kind from the 1st-level list. Cel E; Fiendish monstrous scorpion, Medium NE 24 hours	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.) Close (40 ft.) e more than 30 ft. apart estial giant bee LG; Cel E; Fiendish shark, Medi	Caster Level: 6 V.S.DF Caster Level: 6 V.S. DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6 V.S.FDF Caster Level: 6 V.S.FIDF Caster Level: 6 S.FIDF Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214 PHB: p.286 beetle NG; Celestial strous spider, Medium
□□□□Sound Burst School: Evocation [Sonic] Effect: Deals 1d8 sonic damage to subjects; may stun them □□□□Spawn Screen School: Necromancy Effect: Subject will not rise as spawn if killed by an undead of the state of the st	SR: Yes DC: 15, Will negates [harmless] SR: Yes [harmless] capable of creating spawn. DC: 15, Will negates [harmless] SR: Yes [harmless] spell; see text. SR: Yes DC: 15, Will negates [harmless]; see text SR: Yes [harmless] 1 hp to stabalize them, undead take 1 point of de DC: 15, Will negates (harmless) SR: Yes (harmless) DC: 15, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes (harmless) SR: Yes (harmless, object) SR: No see text SR: No see text SR: No att you can summon one creature from the 2nd-lettish squid1 LE; Fiendish wolf LE; Fiendish monstre DC: 15, Will negates (object) SR: Yes (object)	Target: 10-ftradius sy 1 standard action Target: One creature/ 1 standard action Target: Creature touch Standard Action Target: Magic weapon 1 swift action Target: 50-ftradius by mage Will negatest Standard Action Target: One/per 3 leve 1 immediate action Target: One humanoid 1 standard action Target: Corporeal und Standard Action Target: Wellee weapon 10 minutes Target: One summone 1 round Target: One or more s vel list or 1d3 creatures sus centipede, Large Ni Standard Action Target: One or more s sus centipede, Large Ni Standard Action Target: One creature of	oread 1 hour/level evel 10 minutes/level hed 1 round/level [D] of force Instantaneous urst centered on you 1 hour/level els living creatures touched Instantaneous 4 10 minutes/level ead creature touched forunds [D] One attack of wielded 8 hours ed Elysian thrush 1 round/level [D] ummoned creatures, no two of which can be of the same kind from the 1st-level list. Cel E; Fiendish monstrous scorpion, Medium Ni 24 hours or object	Touch Touch Medium (160 ft.) See text Touch Medium (160 ft.) Touch Personal 0 ft. Close (40 ft.) e more than 30 ft. apart estial giant bee LG; Cel E; Fiendish shark, Medi Close (40 ft.)	Caster Level: 6 V.S.DF Caster Level: 6 V.S.F Caster Level: 6 V.S.DF Caster Level: 6 V.S.F/DF Caster Level: 6 SCASTER Level: 6 SCASTER Level: 6 Caster Level: 6	SC: p.197 SC: p.199 PHB: p.283 SC: p.204 PHB: p.284 PHB II: p.126 SC: p.208 Race Sto: p.163 PHB II: p.126 SC: p.214 PHB: p.286 beetle NG; Celestial strous spider, Medium PHB: p.297

Chool: Enchantment (Compulsion) [Mind-Affecting]

Effect: Subjects within range cannot lie. SR: Yes

DC: 15, Will negates

Standard Action 1 minute/level Target: 20-ft.-radius emanation

Close (40 ft.)

V,S, DF

PHB: p.303

Caster Level: 6

LEVEL 3

School: Enchantment (Compulsion) [Mind-Affecting] SR: Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1	R: Yes [harmless] 1/caster level [max 15] temporary hp. 2: 16, Will negates [harmless] R: Yes [harmless] 2: 16, Will negates [harmless, object] R: Yes [harmless, object] apons or projectiles at a distance. R: No nd roll. 2: 16, Will negates [harmless] R: Yes [harmless] nything dragon, bonus increase +1 per four le 2: 16, WA 10: 10, Wall negating harmful effects. 2: 16, Will negates R: Yes	1 standard action Target: One or more or 1 standard action Target: Living creatures 1 standard action Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex	1 minute/level vel, no two of which are more than 30 ft. ap Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.) ft. apart Touch Close (40 ft.) art Close (40 ft.) Close (40 ft.)	V,S,DF Caster Level: 6 S,M/DF Caster Level: 6 V,S,DF Caster Level: 6	Source SC: p.8 SC: p.8 SC: p.9
School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 on attack rolls, +1 against fear, all creatures gain 188 +1 Cock transmutation School: Transmutation School: Transmutation [See text] Effect: Grants creatures the ability to breath air. Align Weapon, Mass DC: School: Transmutation [See text] Effect: Functions like align weapon, except it effects multiple weap Alter Fortune School: Divination School: Divination Effect: Target must reroll any die roll it just made taking the second Ciffect: Target must reroll any die roll it just made taking the second School: Abjuration Effect: All subjects granted +2 luck bonus to AC, saves against an Ciffect: All subjects granted +2 luck bonus to AC, saves against an Ciffect: Altunes the affected creatures to the plane you are current Chool: Transmutation School: Transmutation School: Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Chool: Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] School: Necromancy Effect: Rain falls around you. 4 to Listen, Spot, Search and range Ciffect: 6 to an ability score; -4 on attack rolls, saves, and checks; Effect: Blade of Pain and Fear	8: Yes [harmless] 4: //caster level [max 15] temporary hp. 5: 16, Will negates [harmless] 7: Yes [harmless] 7: 16, Will negates [harmless, object] 8: Yes [harmless, object] 9: No not roll. 7: 16, Will negates [harmless] 8: Yes [harmless] 9: Yes [harmless] 10: 16, Will negates [harmless] 11: 16, Will negates [harmless] 12: 16, Will negates [harmless] 13: 16, Will negates [harmless] 14: N/A 15: 16, Will negating harmful effects. 15: 16, Will negates	Target: One or more or 1 standard action Target: Living creatures 1 standard action Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	eatures, no two of which are more than 30 to 2 hours/level; see text stouched 1 minute/level vel, no two of which are more than 30 ft. applications are more than 30 ft.	ft. apart Touch Close (40 ft.) art Close (40 ft.) Close (40 ft.)	Caster Level: 6 S,M/DF Caster Level: 6 V,S,DF Caster Level: 6 V,X	SC: p.8
Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1	#1/caster level [max 15] temporary hp. 2: 16, Will negates [harmless] 2: Yes [harmless] 2: 16, Will negates [harmless, object] 3: Yes [harmless, object] apons or projectiles at a distance. 3: No nd roll. 2: 16, Will negates [harmless] 3: Yes [harmless] nything dragon, bonus increase +1 per four le 2: 16, Will negating harmful effects. 2: 16, Will negates 3: Yes	Target: Living creatures 1 standard action Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	2 hours/level; see text s touched 1 minute/level vel, no two of which are more than 30 ft. ap Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Touch Close (40 ft.) art Close (40 ft.)	S,M/DF Caster Level: 6 V,S,DF Caster Level: 6 V,X	SC: p.9
School: Transmutation SR: Effect: Functions like align weapon, Mass School: Transmutation [See text] School: Transmutation [See text] Effect: Functions like align weapon, except it effects multiple weap Iffect: Functions like align weapon, except it effects multiple weap Iffect: Target must reroll any die roll it just made taking the second Antidragon Aura School: Divination SR: Effect: All subjects granted +2 luck bonus to AC, saves against an Image: Altune Form DC: School: Transmutation SR: Effect: All subjects granted +2 luck bonus to AC, saves against an Image: Altune Form DC: School: Transmutation SR: Effect: All subjects granted +2 luck bonus to AC, saves against an Image: Altune Form DC: School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Image: Altune Form School: Conjuration (Creation) [Lawful, Water] School: School: Necromancy Effect: Rain falls around you4 to Listen, Spot, Search and range Image: Altune Form DC: School: Recromancy SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Image: Altune Form DC: School: Recromancy Bestow Curse DC: SR: Effect: Gt an ability score; -4 on attack rolls, saves, and checks; Image: Altune Form DC: School: Recromancy Bestow Curse DC: SR: Effect: Gt an ability score; -4 on attack rolls, saves, and checks; Image: Altune Form DC: School: Recromancy Effect: Gt an ability score; -4 on attack rolls, saves, and checks;	2: 16, Will negates [harmless] 2: 16, Will negates [harmless, object] 2: Yes [harmless, object] 3: Yes [harmless, object] 3: Yes [harmless, object] 4: No nd roil. 2: 16, Will negates [harmless] 3: Yes [harmless] 3: Yes [harmless] 3: 16, WA 4: N/A	Target: Living creatures 1 standard action Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	s touched 1 minute/level vel, no two of which are more than 30 ft. ap Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.) art Close (40 ft.) Close (40 ft.)	Caster Level: 6 V,S,DF Caster Level: 6 V,X	SC: p.9
School: Transmutation Effect: Grants creatures the ability to breath air. Iffect: Grants creatures the ability to breath air. Align Weapon, Mass School: Transmutation [See text] Effect: Functions like align weapon, except it effects multiple weap Alter Fortune School: Divination Effect: Target must reroll any die roll it just made taking the second Company Antidragon Aura DC: School: Abjuration Effect: All subjects granted +2 luck bonus to AC, saves against an Attune Form DC: School: Transmutation Effect: All subjects granted +2 luck bonus to AC, saves against an Attune Form DC: School: Transmutation Effect: Runses the affected creatures to the plane you are currently Awaken Sin DC: School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] Effect: Rain falls around you4 to Listen, Spot, Search and range Cool: Necromancy Effect: for an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear	C: 16, Will negates [harmless, object] R: Yes [harmless, object] R: Yes [harmless, object] R: No nd roll. C: 16, Will negates [harmless] R: Yes [harmless] R: Yes [harmless] R: Yos [harmless] R: N/A	1 standard action Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	1 minute/level vel, no two of which are more than 30 ft. ap Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.) art Close (40 ft.) Close (40 ft.)	V,S,DF Caster Level: 6 V,X	
Effect: Grants creatures the ability to breath air.	C: 16, Will negates [harmless, object] R: Yes [harmless, object] R: Yes [harmless, object] R: No nd roll. C: 16, Will negates [harmless] R: Yes [harmless] R: Yes [harmless] R: Yos [harmless] R: N/A	1 standard action Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	1 minute/level vel, no two of which are more than 30 ft. ap Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.)	Caster Level: 6 V,X	
School: Transmutation [See text] Effect: Functions like align weapon, except it effects multiple weap Chool: Divination SR: Effect: Target must reroll any die roll it just made taking the second Chool: Divination SR: Effect: Target must reroll any die roll it just made taking the second Chool: Abjuration Effect: All subjects granted +2 luck bonus to AC, saves against an Chool: Abjuration Attune Form DC: School: Transmutation Effect: Attunes the affected creatures to the plane you are currentl Chool: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting) Effect: Subject immediately takes 1d6/caster level [max 10d6] poin Chool: Conjuration (Creation) [Lawful, Water] School: Conjuration (Creation) [Lawful, Water] School: Restond you4 to Listen, Spot, Search and range Chool: Necromancy SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Chool: Necromancy SR: Effect: Gan ability score; -4 on attack rolls, saves, and checks; Chool: Blade of Pain and Fear	R: Yes [harmless, object] apons or projectiles at a distance. R: No nd roll. R: 16, Will negates [harmless] R: Yes [harmless] R: N/A R:	Target: One weapon/le 1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	vel, no two of which are more than 30 ft. ap Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.)	Caster Level: 6 V,X	
Effect: Functions like align weapon, except it effects multiple weapon, except it effects multiple weapon, except it effects multiple weapon and it is a school: Divination SR: Effect: Target must reroll any die roll it just made taking the second School: Abjuration SR: Effect: All subjects granted +2 luck bonus to AC, saves against an DC: School: Transmutation SR: Effect: Attunes the affected creatures to the plane you are current DC: School: Transmutation DC: School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poin School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range DC: School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; DC: Blade of Pain and Fear	apons or projectiles at a distance. R: No nd roll. R: Yes [harmless] R: Yes [harmless] R: NA R: N/A	1 immediate action Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	Instantaneous 1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.)	V,X	PHB II: p.101
Alter Fortune School: Divination Effect: Target must reroll any die roll it just made taking the secone Antidragon Aura DC: School: Abjuration SR: Effect: All subjects granted +2 luck bonus to AC, saves against an Chool: Transmutation SR: Effect: Attunes the affected creatures to the plane you are current Chool: Transmutation SR: Effect: Attunes the affected creatures to the plane you are current Chool: Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Chool: Necromancy Effect: 6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear	R: No nd roll. 2: 16, Will negates [harmless] R: Yes [harmless] nnything dragon, bonus increase +1 per four le 2: 16, N/A R: N/A ntly on, negating harmful effects. 2: 16, Will negates	Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.)		PHB II: p.101
School: Divination SR: Effect: Target must reroll any die roll it just made taking the second Color Antidragon Aura SC: School: Abjuration SR: Effect: All subjects granted +2 luck bonus to AC, saves against an Color Attune Form DC: School: Tansmutation SR: Effect: Attunes the affected creatures to the plane you are currentl Color Awaken Sin DC: School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting) Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Color Bestow Curse School: Necromancy Effect: 6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear	R: No nd roll. 2: 16, Will negates [harmless] 3: Yes [harmless] 3: Yes [harmless] 3: Nything dragon, bonus increase +1 per four le 3: 16, WiA 7: N/A 7: N/A 7: N/A 7: 16, Will negates 7: Yes	Target: One creature 1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	1 minute/level levels, no two of which are more than 30 ft	Close (40 ft.)		PHB II: 0.101
Effect: Target must reroll any die roll it just made taking the second Company Antidragon Aura DC: School: Abjuration Effect: All subjects granted +2 luck bonus to AC, saves against an Company Attune Form DC: School: Transmutation Effect: All runses the affected creatures to the plane you are current Company Awaken Sin DC: School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poin Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Coloo): Necromancy SR: Effect: 6 an ability score; -4 on attack rolls, saves, and checks; Company Blade of Pain and Fear	nd roll. :: 16, Will negates [harmless] ?: Yes (harmless] nnything dragon, bonus increase +1 per four le :: 16, W/A ?: N/A :: 16, Will negates ?: Yes	1 standard action Target: One creature/2 vels above 5th; see tex 1 standard action	levels, no two of which are more than 30 ft	Close (40 ft.)	Caster Level: 6	
Antidragon Aura School: Abjuration SR: Effect: All subjects granted +2 luck bonus to AC, saves against an DC: School: Transmutation SR: Effect: Attunes the affected creatures to the plane you are currentl Awaken Sin School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Conjuration (Creation) [Lawful, Water] School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Conjuration (Creation) School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear	2: 16, Will negates [harmless] 2: Yes [harmless] vity [harmless] vity [harmless] 2: 16, N/A 7: N/A 7	Target: One creature/2 vels above 5th; see tex 1 standard action	levels, no two of which are more than 30 ft			
School: Abjuration SR: Effect: All subjects granted +2 luck bonus to AC, saves against an Chool: Transmutation School: Transmutation School: Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Chool: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear	R: Yes [harmless] nnything dragon, bonus increase +1 per four le : 16, N/A R: N/A ntly on, negating harmful effects. R: Yes	Target: One creature/2 vels above 5th; see tex 1 standard action	levels, no two of which are more than 30 ft		V,S,M,DF	SC: p.14
Effect: All subjects granted +2 luck bonus to AC, saves against an DC: School: Transmutation School: Transmutation School: Transmutation School: Additionable of Pain and Fear School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poin Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] School: Conjuration Version [Lawful, Water] School: Necromancy Effect: 40 an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear DC:	nrything dragon, bonus increase +1 per four le :: 16, N/A ?: N/A titly on, negating harmful effects. :: 16, Will negates ?: Yes	vels above 5th; see tex 1 standard action		anart	Caster Level: 6	
Cochool: Transmutation School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Conjuration (Creation) [Lawful, Water] School: Conjuration (Creation) [Lawful, Water] School: Rain falls around you4 to Listen, Spot, Search and range Cochool: Necromancy School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear DC:	:: 16, N/A ?: N/A tly on, negating harmful effects. 2: 16, Will negates ?: Yes	1 standard action		арап	Oddier Level. 0	
Effect: Attunes the affected creatures to the plane you are current	ntly on, negating harmful effects. :: 16, Will negates R: Yes	Target: One creature/3	24 hours	Touch	V,S,M/DF	SC: p.17
□□□□□ Awaken Sin School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir □□□□□ Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range □□□□□ Bestow Curse School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; □□□□ Blade of Pain and Fear DC:	:: 16, Will negates ?: Yes		levels		Caster Level: 6	
School: Enchantment (Compulsion) [Fear, Good, SR: Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir Conjuration (Creation) [Lawful, Water] School: Conjuration (Creation) [Lawful, Water] SR: Effect: Rain falls around you4 to Listen, Spot, Search and range Check: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear DC:	?: Yes					
Mind-Affecting] Effect: Subject immediately takes 1d6/caster level [max 10d6] poir School: Conjuration (Creation) [Lawful, Water] Effect: Rain falls around you4 to Listen, Spot, Search and range Check: Respect of the Conjuration (Creation) [Lawful, Water] School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear DC:			Instantaneous			SC: p.21
Effect: Subject immediately takes 1d6/caster level [max 10d6] poin and the control of the contro	pints of nonlethal damage and is stunned for 1	Target: One evil creatu	re with Intelligence 3+		Caster Level: 6	
Axiomatic Storm School: Conjuration (Creation) [Lawful, Water] Effect: Rain falls around you4 to Listen, Spot, Search and range DC: School: Necromancy SR: Effect: -6 to an ability score; -4 on attack rolls, saves, and checks;		round. If subject is known	cked unconscious it takes 1d6 Wis damage			
School: Conjuration (Creation) [Lawful, Water] Effect: Rain falls around you4 to Listen, Spot, Search and range DC: School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; DC: Construction of Pain and Fear DC:			1 round/level		V,S,M,DF	SC: p.22
Effect: Rain falls around you4 to Listen, Spot, Search and range Color Bestow Curse School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Direction Blade of Pain and Fear DC:	R: No	Target: Cylinder [20-ft.	radius, 20 ft. high]		Caster Level: 6	
School: Necromancy SR: Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; DC: DC:				onal 5d6 acid.		
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; Blade of Pain and Fear DC:	, •		Permanent			PHB: p.203
DC:		Target: Creature touche	ed		Caster Level: 6	
		1 standard ==ti==	1 minuto/loval [D]	0.4	V,S,DF	SC: p 20
School: Evocation Sp.			1 minute/level [D]			SC: p.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save of		Target: Swordlike colur	nn or gnashing teeth		Caster Level: 6	
		Standard Action	Permanent [D]	Medium (160 ft.)	V	PHB: p.206
	- · ·	Target: One living creat			Caster Level: 6	
Effect: Makes subject blinded or deafened.	100	ranges. One sving crea	ia.		000101 20101. 0	
DC:	: 16, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	SC: p.32
School: Transmutation SR:	R: Yes [harmless]	Target: Creature touche	ed		Caster Level: 6	
Effect: Grant blindsight to 30 ft.	2.40 Will manufacture	d standard red	4 h 1	Tarrah	V.C	CC: - 45
	- · · · · ·		1 hour/level			SC: p.45
	R: Yes	Target: Living creature	touched		Caster Level: 6	
Effect: Scrying sensor passed along by touch. Channeled Divine Shield		See text	1 round/level	Personal	V,S	PHB II: p.106
School: Abjuration SR:		Target: You			Caster Level: 6	
Effect: Gain DR based upon casting time; See text.	ν.	rarget. Tou			Caster Level. 0	
□□□□□ Checkmate's Light		1 standard action	1 round/level [D]	Touch	V,S,DF	SC: p.46
	R: No	Target: Melee weapon	touched		Caster Level: 6	
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max +						
		1 minute	Instantaneous			SC: p.46
	R: N/A	Target: You			Caster Level: 6	
Effect: Get direction and general status of a known target.	: 16, Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	SC: p.47
					Caster Level: 6	30. p.47
School: Abjuration [Mind-Affecting] SR: Effect: You and your allies gain a morale bonus on saves against f			nanation centered on you		Caster Level: 6	
			1 hour/level [D]	Close (40 ft.)	V,S	SC: p.48
School: Illusion (Glamer) [Mind-Affecting] SR:	R: No	Target: One color pool			Caster Level: 6	
Effect: Causes a color pool on the Astral Plane to seemingly cease						
□□□□□ Continual Flame		Standard Action	Permanent	Touch	V,S,M	PHB: p.213
	R: No	Target: Object touched	Magical, heatless flame		Caster Level: 6	
Effect: Makes a permanent, heatless torch.	2. 4C Mill nameter Thomas	4	40 minutes flavol	Ma di (400 ft)	VCM	CC: - F2
			10 minutes/level			SC: p.52
School: Abjuration SR: Effect: Same as conviction, except it affects multiple allies at a dist		Target: Allies in a 20-ft.	-radius burst		Caster Level: 6	
		1 standard action	1 round/level [D]	10 ft.	V,S,DF	SC: p.52
	•	Target: 20-ftradius spi			Caster Level: 6	
Effect: Gain fire resistance 10, and deal 1d12 damage to all in you						
□□□□□ Create Food and Water			24 hours; see text		V,S	PHB: p.214
School: Conjuration (Creation) SR:	R: No	Target: Food and water	to sustain 3 humans/level or one horse/lev	el for 24 hours	Caster Level: 6	
Effect: Feeds 3 humans or 1 horses/level.	40 400	A de la de de	All and all IDI	T	V0M5	DUD II
	, , ,		1 hour/level [D] or until discharged			PHB II: p.108
		Target: Creature touche	ed		Caster Level: 6	
Effect: Wearer can compel undead with a one-word command one Crown of Might DC:		1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.108
	- · · · · · · · · · · · · · · · · · · ·					
School: Transmutation SR: Effect: +2 Strength enhancement or discharge for +8 Strength for or		Target: Creature touche	eu e		Caster Level: 6	
		1 standard action	1 hour/level [D] or until discharged	Touch	V,S,F	PHB II: p.108
	R: Yes (harmless)	Target: Creature touche	ed		Caster Level: 6	
Effect: +1 deflection bonus to AC and +1 resistance bonus on all s	saves.	_				
=======	, , ,		1 hour/level [D] or until discharged			PHB II: p.108
		Target: Creature touche			Caster Level: 6	
Effect: Choose alignment [chaotic, evil, good or lawful]. Once per r						DUD: n 216
			Instantaneous			PHB: p.216
School: Conjuration (Healing) SR: Effect: Cures 3d8 +1/level [max +15] damage.	R: Yes (harmless); see text	Target: Creature touche	ed		Caster Level: 7	
	2: 16, Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M	PHB II: p.109
	- · · · · · · · · · · · · · · · · · · ·	Target: One creature			Caster Level: 6	
			ny critical threats are automatically confirme		20.00	
			1 round/level [D]		V,S	SC: p.59
School: Transmutation SR:		Target: Flame in your p	alm		Caster Level: 6	
School: Transmutation SR: Effect: Subjects AC against any ranged attack is -5, including proje Darkfire School: Evocation [Fire] SR:			10	T. d	V.0	DUD . 212
School: Transmutation SR: Effect: Subjects AC against any ranged attack is -5, including proje Darkfire School: Evocation [Fire] SR: Effect: Produce a flame that can be used for touch attack or range		Standard Action	10 minutes/level [D]	Touch		PHB: p.216
School: Transmutation SR: Effect: Subjects AC against any ranged attack is -5, including proje Cartifice: Subjects AC against any ranged attack is -5, including proje School: Evocation [Fire] Effect: Produce a flame that can be used for touch attack or range Daylight						
School: Transmutation SR: Effect: Subjects AC against any ranged attack is -5, including proje Cartifice: Subjects AC against any ranged attack is -5, including proje School: Evocation [Fire] Effect: Produce a flame that can be used for touch attack or range Daylight	R: No	Target: Object touched			Caster Level: 6	a within the rediscret

Cleric Spells

magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness sole life deaul or lower level, such as darkness.

counters or dispels any darkness spell of equal or lower lev	ylight brought into an area of magical darkness [oi el, such as darkness.					
Deeper Darkness		Standard Action	1 day/level [D]	Touch	V, M/DF	PHB: p.217
School: Evocation [Darkness]	SR: No	Target: Object touched	i i		Caster Level: 6	
Effect: Object sheds supernatural shadow in 60-ft. radius.						
□□□□□ Demon Dirge	DC: 16, NWill half	1 standard action	1d6 rounds; see text	Close (40 ft.)	V,S,DF	SC: p.63
School: Transmutation	SR: Yes	Target: Living creature			Caster Level: 6	
Effect: Deals 2d6 damage to any creature with both Chaotic	DC: 16, None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (40 ft.)	V,S,DF	SC: p.64
Devil Blight				01030 (40 11.)	Caster Level: 6	оо. р.о-
School: Transmutation Effect: Creatures of Evil and Lawful subtypes take 2d6 dam	SR: Yes	Target: Living creature			Caster Level: 6	
Dispel Magic	ago (no davo). Badioza madi davo di bo cialmoa.	Standard Action	Instantaneous	Medium (160 ft.)	V,S	PHB: p.223
School: Abjuration	SR: No	Target: One spellcaste	er, creature, or object; or 20-ftradius burst		Caster Level: 6	
Effect: Cancels magical spells and effects.			.,, ,,			
Divine Retaliation		1 swift action	1 round	0 ft.	V,S,DF	PHB II: p.110
School: Evocation [Force]	SR: No	Target: Magic weapon	of force		Caster Level: 6	
Effect: Create divine weapon that mimics deity's favored we	eapon. Attack modifier is caster level + Str or Wis r	nodifier [your choice]. D	amage is the same as base weapon + 1-1/2	2 Str or Wis modifier [ye	our choice]. The weapor	strikes for like amount
against any creature that attacks you.	DC: 16, Reflex partial; see text	1 standard action	Instantaneous	Long (640 ft.)	V,S,M	SC: p.72
School: Evocation [Air]	SR: Yes	Target: Cylinder [20-ft.		Long (040 it.)	Caster Level: 6	00. p.72
Effect: Either send a flying creature down 50 ft. or 100 ft. Th			radius, 100 it. nignj		Caster Level: 6	
Energized Shield	oy take ian damage it they combe with the ground	1 standard action	1 round/level	Touch	V,S,DF	SC: p.79
School: Abjuration [See text]	SR: No	Target: Touch			Caster Level: 6	
Effect: As lesser energized shield, except energy resistance		g				
□□□□□ Energy Aegis	DC: 16, Will negates (harmless)	1 immediate action	1 round	Close (40 ft.)	V,DF	PHB II: p.111
School: Abjuration	SR: Yes (harmless)	Target: One creature			Caster Level: 6	
Effect: Gain resistance 20 against one energy type for one						
□□□□□ Energy Vortex	DC: 16, Reflex half	1 standard action	Instantaneous	20 ft.		SC: p.81
School: Evocation [Choose:Acid, Cold, Fire, Electricity,	SR: Yes	Target: All creatures w	rithin a 20-ftradius burst centered on you		Caster Level: 6	
Sonic] Effect: Choose a energy type and it causes 1d8 +1/caster le	evel [max +20]. You may double the damage if you	I formoe a save and take	the damage as well			
DDDD Energy Vulnerability	DC: 16, Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M/DF	PHB II: p.112
School: Abjuration	SR: Yes		reatures within a 10-ftradius burst	, ,	Caster Level: 6	
Effect: You can affect a number of creatures with total hit di				takes an additional 50		e.
□□□□□ Favorable Sacrifice	DC: 16, Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	SC: p.89
School: Abjuration	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 6	
Effect: Gain benefit from deity; see text.		-				
□□□□□ Fell the Greatest Foe	DC: 16, Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	SC: p.90
School: Transmutation	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 6	
Effect: Deal 1d6 damage per size category difference.						
□□□□□ Flame of Faith		1 standard action	1 round/level	Touch		SC: p.95
School: Evocation	SR: No	Target: Nonmagical w	eapon touched		Caster Level: 6	
Effect: Normal or masterwork weapon becomes temporary	DC: 16, Will negates [harmless,object]	1 standard action	1 minute/level	Close (40 ft.)	V,S	SC: p.102
Ghost Touch Weapon				` ′		30. p. 102
School: Transmutation Effect: Hit incorporeal normally.	SR: Yes [harmless,object]	rarget: One weapon o	r fifty projectiles [all in contact at time of case	stingj	Caster Level: 6	
Girallon's Blessing	DC: 16, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.106
School: Transmutation	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 6	·
Effect: Gain an additional pair of arms; see text	Ort. 103 [namicss]	rarget. Oreature touch			Oddici Ecvol. o	
Glyph of Warding	DC: 16, See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	PHB: p.236
School: Abjuration	SR: No (object) and Yes; see text	Target: Object touched	d or up to 5 sq. ft/level		Caster Level: 6	
Effect: Inscription harms those who pass it.						
□□□□□ Grace	DC: 16, N/A	1 swift action	1 round/level	Personal	V	SC: p.107
School: Transmutation [Good]	SR: N/A	Target: You			Caster Level: 6	
Effect: +2 sacred bonus to Dex, Land speed increases by 1		A store for Longitus	10 1 1 1	T	V014	00 100
□□□□□ Hamatula Barbs	DC: 16, Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.109
School: Transmutation	SR: Yes [harmless]	Target: Creature touch	ned		Caster Level: 6	
Effect: Any creature hitting the subject takes 1d8 damage. Helping Hand		Standard Action	1 hour/level	5 miles	V,S, DF	PHB: p.239
School: Evocation	SR: No		. Hourieve.	· · · · · · · · · · · · · · · · · · ·		1 11B. p.200
Effect: Ghostly hand leads subject to you.	SR: NO	Target: Ghostly hand			Caster Level: 6	
		1 immediate action	1 round/level [D]; see text	Close (40 ft.)	V,S	PHB II: p.114
	DC: 16, Will negates; see text					
□□□□ Hesitate	DC: 16, Will negates; see text SR: Yes	Target: One living crea	ature		Caster Level: 6	
	SR: Yes	Target: One living crea	ature		Caster Level: 6	
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One living creat 1 standard action	ature 1 round/level [D]	20 ft.		SC: p.115
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes		1 round/level [D]	20 ft.		SC: p.115
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No	1 standard action Target: Cylinder [20-ft. n round [double if outside]	1 round/level [D] radius, 20 ft. high] ers].		V,S,M,DF Caster Level: 6	
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: 4 penalty to Listen, Spot, and Search checks, 4 rar	SR: Yes save each round [swift action]. SR: No ged attacks. Evil creatures take 2d6 damage each	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D]	20 ft. 0 ft.	V,S,M,DF Caster Level: 6 V,S,M	SC: p.115
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Chool: Conjuration (Creation) [Good, Water] Effect: 4 penalty to Listen, Spot, and Search checks, 4 rar Chool: Evocation [Cold]	SR: Yes save each round [swift action]. SR: No sged attacks. Evil creatures take 2d6 damage each SR: Yes	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action	1 round/level [D] radius, 20 ft. high] ers].		V,S,M,DF Caster Level: 6	
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No siged attacks. Evil creatures take 2d6 damage each SR: Yes ax +10].	1 standard action Target: Cylinder [20-ft. n round [double if outsid 1 standard action Target: Battleaxe-shap	1 round/level [D] radius, 20 ft. high] lers]. 1 round/level [D] veed weapon of swirling ice	0 ft.	V,S,M,DF Caster Level: 6 V,S,M Caster Level: 6	SC: p.118
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar School: Evocation [Cold] Effect: Axe deals 2d12 of cold damage +1/2 caster level [mind] Inflict Serious Wounds	SR: Yes save each round [swift action]. SR: No oged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous		V,S,M,DF Caster Level: 6 V,S,M Caster Level: 6 V,S	
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No siged attacks. Evil creatures take 2d6 damage each SR: Yes ax +10].	1 standard action Target: Cylinder [20-ft. n round [double if outsid 1 standard action Target: Battleaxe-shap	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous	0 ft.	V,S,M,DF Caster Level: 6 V,S,M Caster Level: 6	SC: p.118
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar Louis (Lee Axe School: Evocation [Cold] Effect: Axe deals 2d12 of cold damage +1/2 caster level [mind] Louis (Listen) [Listen] Louis (Listen) [Listen) [Listen] Louis (Listen)	SR: Yes save each round [swift action]. SR: No oged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous	0 ft.	V,S,M,DF Caster Level: 6 V,S,M Caster Level: 6 V,S	SC: p.118
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar Lower Lice Axe School: Evocation [Cold] Effect: Axe deals 2d12 of cold damage +1/2 caster level [minder] Lower Lice Axe School: Evocation [Cold] Effect: Axe deals 2d12 of cold damage +1/2 caster level [minder] Lower Lice Axe Lower Lice Axe Lice Axe deals 2d12 of cold damage +1/2 caster level [minder] Lice Axe deals 2d12 of cold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder] Lice Axe deals 2d12 of sold damage +1/2 caster level [minder]	SR: Yes save each round [swift action]. SR: No gged attacks. Evil creatures take 2d6 damage each SR: Yes aax +10]. DC: 16, Will half SR: Yes	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch	1 round/level [D] radius, 20 ft. high] ers). 1 round/level [D] sed weapon of swirling ice Instantaneous eed 6 minutes	0 ft.	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S. Caster Level: 6 V.S. Caster Level: 6	SC: p.118 PHB: p.244
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No sped attacks. Evil creatures take 2d6 damage each SR: Yes ax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] eed weapon of swirling ice Instantaneous	0 ft.	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6	SC: p.118 PHB: p.244 Race Des:
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No aged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects.	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] sed weapon of swirling ice Instantaneous sed 6 minutes special insignia within range	0 ft. Touch Long (640 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6 V.S.F Caster Level: 6	SC: p.118 PHB: p.244 Race Des: p.166
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No oped attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of Standard Action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous	0 ft.	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6 V.S.F Caster Level: 6 V.S.F	SC: p.118 PHB: p.244 Race Des:
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No aged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects.	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of Standard Action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] sed weapon of swirling ice Instantaneous sed 6 minutes special insignia within range	0 ft. Touch Long (640 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6 V.S.F Caster Level: 6	SC: p.118 PHB: p.244 Race Des: p.166 Race Des:
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar Lower Lice Axe School: Evocation [Cold] Effect: Axe deals 2d12 of cold damage +1/2 caster level [m:] Lower Lindict Serious Wounds School: Necromancy Effect: Touch attack, 3d8 +1/level [max +15] damage. Lower Lindict Serious Mounds School: Enchantment (Comulsion) [Mind-Affecting] Effect: 1-1 morale bonus on attack rolls and on saving throw Lower Lindict Serious Mounds School: Conjuration (Healing) School: Conjuration (Healing) Effect: Heals 1d8+7 to all wearers.	SR: Yes save each round [swift action]. SR: No signed attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless); see text	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of Standard Action Target: All wearers of	1 round/level [D] radius, 20 ft. high] ters]. 1 round/level [D] sed weapon of swirling ice Instantaneous ted 6 minutes special insignia within range Instantaneous special insignia within range	0 ft. Touch Long (640 ft.) Long (680 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S. Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No oped attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of Standard Action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous	0 ft. Touch Long (640 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6 V.S.F Caster Level: 6 V.S.F	SC: p.118 PHB: p.244 Race Des: p.166 Race Des:
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No signed attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless); see text	1 standard action Target: Cylinder [20-ft. 1 round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of: Standard Action Target: All wearers of: Standard Action	1 round/level [D] radius, 20 ft. high] ters]. 1 round/level [D] sed weapon of swirling ice Instantaneous ted 6 minutes special insignia within range Instantaneous special insignia within range	0 ft. Touch Long (640 ft.) Long (680 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S. Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No ged attacks. Evil creatures take 2d6 damage each SR: Yes ax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: All wearers of	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 Race Des: p.166
Hesitate	SR: Yes save each round [swift action]. SR: No ged attacks. Evil creatures take 2d6 damage each SR: Yes ax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless)	1 standard action Target: Cylinder [20-ft. 1 round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of	1 round/level [D] radius, 20 ft. high] ers). 1 round/level [D] sed weapon of swirling ice Instantaneous sed 6 minutes special insignia within range Instantaneous special insignia within range	0 ft. Touch Long (640 ft.) Long (680 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S. Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No ged attacks. Evil creatures take 2d6 damage each SR: Yes ax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless) SR: Yes (harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: All wearers of Standard Action Target: All wearers of Standard Action Target: All wearers of	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 Race Des: p.166
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No oped attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless) SR: Yes (harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range 6 minutes special insignia within range 24 hours/level	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.) One creature	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S. Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 Race Des: p.166 SC: p.124
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No oged attacks. Evil creatures take 2d6 damage each sR: Yes ax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless) SR: Yes (harmless);see text DC: 16, Will negates [harmless] SR: Yes (harmless)	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: Creature touch Standard Action Target: All wearers of Standard Action Target: One creature 1 standard action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range 24 hours/level Instantaneous; see text	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.)	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 Race Des: p.166
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry	SR: Yes save each round [swift action]. SR: No siged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless) DC: 16, Will negates [harmless] SR: Yes (harmless) DC: 16, Will half (harmless); see text DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action Target: Cylinder [20-ft. 1 round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: All wearers of 1 standard action Target: One creature 1 standard action Target: One creature 1 standard action Target: Creature touch	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] sed weapon of swirling ice Instantaneous sed 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range 24 hours/level Instantaneous; see text	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.) One creature Touch	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.Caster Level: 6 V.S.Caster Level: 6 V.S.Caster Level: 7	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 Race Des: p.166 SC: p.124 PHB II: p.115
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar	SR: Yes save each round [swift action]. SR: No siged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless) DC: 16, Will negates [harmless] SR: Yes (harmless) DC: 16, Will half (harmless); see text DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action Target: Cylinder [20-ft. 1 round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: All wearers of 1 standard action Target: One creature 1 standard action Target: One creature 1 standard action Target: Creature touch	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] sed weapon of swirling ice Instantaneous sed 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range 24 hours/level Instantaneous; see text	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.) One creature Touch	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.Caster Level: 6 V.S.Caster Level: 6 V.S.Caster Level: 7	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 Race Des: p.166 SC: p.124 PHB II: p.115
Hesitate School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creature can only take move action on it's turn; retry Holy Storm School: Conjuration (Creation) [Good, Water] Effect: -4 penalty to Listen, Spot, and Search checks, -4 rar Computer of the Computer of Comp	SR: Yes save each round [swift action]. SR: No oged attacks. Evil creatures take 2d6 damage each sR: Yes ax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless); see text DC: 16, Will negates (Harmless) SR: Yes (harmless); see text DC: 16, Will negates [harmless] SR: Yes (harmless) sR: Yes (harmless); see text DC: 16, Will half (harmless); see text SR: Yes (harmless); see text max +6] and gains DR: 1/evil for 1 minute, undead	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: All wearers of: Standard Action Target: One creature 1 standard action 1 standard action Target: Creature touch Target: Creature touch damaged by likewise a Standard Action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range 24 hours/level Instantaneous; see text led mount. On failed save undead take an extra	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.) One creature Touch 1 3 points of damage fin	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S Caster Level: 7 M.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 M.S.F Caster Level: 8 M.S.F Caster Level: 8 M.S.F Caster Level: 8 M.S.F Caster Level: 9	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 SC: p.124 PHB II: p.115 omes DR/good.
Hesitate	SR: Yes save each round [swift action]. SR: No siged attacks. Evil creatures take 2d6 damage each sax +10]. DC: 16, Will half SR: Yes SR: Yes (harmless) s against fear effects. DC: 16, Will half (Harmless) SR: Yes (harmless);see text DC: 16, Will negates (Harmless) SR: Yes (harmless) DC: 16, Will negates [harmless] SR: Yes (harmless) DC: 16, Will half (harmless); see text DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action Target: Cylinder [20-ft. round [double if outsid 1 standard action Target: Battleaxe-shap Standard Action Target: All wearers of: Standard Action Target: All wearers of: Standard Action Target: All wearers of: 1 standard Action Target: One creature 1 standard action Target: Creature touch 1 standard action	1 round/level [D] radius, 20 ft. high] ers]. 1 round/level [D] bed weapon of swirling ice Instantaneous led 6 minutes special insignia within range Instantaneous special insignia within range 6 minutes special insignia within range 24 hours/level Instantaneous; see text led mount. On failed save undead take an extra	0 ft. Touch Long (640 ft.) Long (680 ft.) Long (640 ft.) One creature Touch 1 3 points of damage fin	V.S.M.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.F Caster Level: 6 V.S.F Caster Level: 7 V.S.F Caster Level: 6 V.S.F Caster Level: 6 V.S.Caster Level: 7 V.S.F Caster Level: 6 V.S.Caster Level: 7 Tom a weapon that overce	SC: p.118 PHB: p.244 Race Des: p.166 Race Des: p.166 SC: p.124 PHB II: p.115 omes DR/good.
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Effect: Learn strengths or weaknesses of opponent; see tex		Olorio Ope				
Committee of the commit	DC: 16, Will negates	1 standard action	Instantaneous	Close (40 ft.)	V,S	SC: p.129
School: Divination	SR: Yes	Target: One creature		,	Caster Level: 6	
Effect: Learn any vulnerabilities and resistances the target h		rarget. One oreature			Oddier Edver. 0	
□□□□□Light of Venya		1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	SC: p.132
School: Evocation [Good, Light]	SR: Yes; see text	Target: You and up to	two rays; see text		Caster Level: 6	
Effect: This spell functions like light of Lunia, except that a s		al 3d6 points of damage	e, or 6d6 points of damage against undead	and evil outsiders. Alter	natively, you can choos	se for the ray to heal 1d6
points of damage + your divine spellcaster level 10 to a livin	g, non-evil creature.	Standard Action	1 minute/level	Long (640 ft.)	V,S,F/DF	PHB: p.249
School: Divination	SR: No		ed on you, with a radius of 400 + 40 ft. per le		Caster Level: 6	
Effect: Senses direction toward object [specific or type].	SK. NU	rarget. Circle, certiere	ed off you, with a radius of 400 + 40 ft. per le	svei	Caster Level. 6	
□□□□ Magic Circle against Chaos	DC: 16, Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.249
School: Abjuration [Lawful]	SR: No; see text	Target: 10-ftradius e	manation from touched creature		Caster Level: 6	
Effect: +2 to AC and saves, counter mind control, hedge ou		minutes/level.				
□□□□□ Magic Circle against Evil	DC: 16, Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	PHB: p.249
School: Abjuration [Good]	SR: No; see text		manation from touched creature		Caster Level: 6	
Effect: +2 to AC and saves, counter mind control, hedge ou			1 hour/lovel	Touch	V,S, DF	DUD: n 251
□□□□ Magic Vestment	DC: 16, Will negates (harmless, object)	Standard Action	1 hour/level	Touch		PHB: p.251
School: Transmutation Effect: Armor or shield gains +1/4 levels [max +5] enhancer	SR: Yes (harmless, object)	Target: Armor or shiel	d touched		Caster Level: 6	
Mantle of Chaos	DC: 16, N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	SC: p.137
School: Abjuration [Chaos]	SR: N/A	Target: You			Caster Level: 6	
Effect: Gain SR 12 + your caster level against spells with th		rargot. rou			Cucior Ecvol. C	
Mantle of Law	DC: 16, N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	SC: p.138
School: Abjuration [Law]	SR: N/A	Target: You			Caster Level: 6	
Effect: Gain SR 12 + your caster level against spells with th	e chaos descriptor.					BUB II
□□□□ Mark of Doom		1 standard action	1 round/level	Medium (160 ft.)	V,S,DF	PHB II: p.119
School: Necromancy	SR: No	Target: One creature			Caster Level: 6	
Effect: Subject marked takes 1d6 damage any time it contin	ues iighting, see text.	Standard Action	10 minutes/level	Personal	V,S, DF	PHB: p.252
School: Transmutation [Earth]	SR: No	Target: You			Caster Level: 6	
School: I ransmutation [Earth] Effect: You and your gear merge with stone.	O.A. INO	raryer. 10u			Jasier Level: 0	
Mold Touch		Standard Action	Instantaneous	Touch	V,S, DF	PGtF: p.106
School: Conjuration (Creation)	SR: No	Target: Patch of brown	n mold		Caster Level: 6	
Effect: NATURE GRANTED:Create 5-foot-diameter patch of	f brown mold to appear; see text	, and the second				
□□□□□ Nauseating Breath	DC: 16, Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	SC: p.146
School: Conjuration (Creation)	SR: No	Target: Cone-shaped	burst		Caster Level: 6	
Effect: Creatures in area must save or be nauseated for 1de		Chanda, I.A. C	O haves [D]	Tarret	VOMPE	DUD 050
Obscure Object	DC: 16, Will negates (object)	Standard Action	8 hours [D]	Touch	V,S,M/DF	PHB: p.258
School: Abjuration	SR: Yes (object)	Target: One object too	uched of up to 100 lbs/level		Caster Level: 6	
Effect: Masks object against scrying.		Standard Action	1 round/level	40 ft.	V,S, DF	PHB: p.264
Prayer						FIID. p.204
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Allies +1 bonus on most rolls, enemies -1 penalty.	SR: Yes	larget: All allies and f	oes within a 40-ftradius burst centered on	you	Caster Level: 6	
Protection from Energy	DC: 16, Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	PHB: p.266
School: Abjuration	SR: Yes (harmless)	Target: Creature touch			Caster Level: 6	·
Effect: Absorb 12 points of damage/level [max 120] from on		rarget. Oreature todes	ica		Oddier Edver. 0	
□□□□□ Remove Blindness/Deafness	DC: 16, Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.270
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level: 7	
Effect: Cures normal or magical conditions.						BUB
	DC: 16, Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	PHB: p.270
□□□□□ Remove Curse						
School: Abjuration	SR: Yes (harmless)	Target: Creature or ite			Caster Level: 6	
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless)	Target: Creature or ite	m touched		Caster Level: 6	
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless)	Target: Creature or ite	Instantaneous	Touch	Caster Level: 6 V,S	PHB: p.271
School: Abjuration Effect: Frees object or person from curse. Company Remove Disease School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature or ite	Instantaneous		Caster Level: 6	
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless)	Target: Creature or ite	Instantaneous		Caster Level: 6 V,S	
School: Abjuration Effect: Frees object or person from curse. Compared to the school: Conjuration (Healing) Effect: Cures all diseases affecting subject. Compared to the school: Compared to the	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action	m touched Instantaneous ned 10 minutes/level	Touch Close (40 ft.)	V,S Caster Level: 7 V,S,DF	PHB: p.271
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action	m touched Instantaneous ned	Touch Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7	PHB: p.271
School: Abjuration Effect: Frees object or person from curse. Compared Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Resist Energy, Mass School: Abjuration	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action	m touched Instantaneous ned 10 minutes/level	Touch Close (40 ft.)	V,S Caster Level: 7 V,S,DF	PHB: p.271
School: Abjuration Effect: Frees object or person from curse. Comparation (Healing) Effect: Cures all diseases affecting subject. Comparation (Healing) Effect: Cures all diseases affecting subject. Effect: As esist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted on Comparation (Healing) Effect: As resist energy, except that it affects all targeted on Comparation (Healing)	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/ 1 standard action Target: One creature/	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 l Instantaneous evel, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level.	Touch Close (40 ft.) ft. apart Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6	PHB: p.271 SC: p.174
School: Abjuration Effect: Frees object or person from curse. \[\begin{align*}	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] S. Allows one retry on a failed save against an one	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/ 1 standard action Target: One creature/ 20ing spell, spell-like at	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart	Caster Level: 6 V.S. Caster Level: 7 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Allows one retry on a failed save against an one DC: 16, N/A	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/ 1 standard action Target: One creature/ going spell, spell-like at 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 l Instantaneous evel, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level, no two of which can be more than 30 level.	Touch Close (40 ft.) ft. apart Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M	PHB: p.271 SC: p.174
School: Abjuration Effect: Frees object or person from curse. Remove Disease School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Resist Energy, Mass School: Abjuration Resurgence, Mass School: Abjuration Effect: Same as resurgence, except it affects multiple target Ffect: Same as resurgence, except it affects multiple target Ffect: Conjuration (Creation)	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] sutures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, WA SR: N/A	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You Target: You	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart	Caster Level: 6 V.S. Caster Level: 7 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] adures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] S. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 oping spell, spell-like at 1 standard action Target: You amage.	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M	PHB: p.271 SC: p.174 SC: p.175 SC: p.177
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to do DC: 16, None or Will negates [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 standard action Target: You	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instanta	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal	Caster Level: 6 V.S. Caster Level: 7 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M	PHB: p.271 SC: p.174 SC: p.175
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 oping spell, spell-like at 1 standard action Target: You amage.	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instanta	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal	Caster Level: 6 V.S. Caster Level: 7 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.M Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 standard action Target: You	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instanta	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal	Caster Level: 6 V.S. Caster Level: 7 V.S.DF Caster Level: 6 V.S.DF Caster Level: 6 V.S.M Caster Level: 6 V.S.M	PHB: p.271 SC: p.174 SC: p.175 SC: p.177
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No and a falled save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to do DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] lety; see text.	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 10 minute/level 10 minutes/level ned Instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.177
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, NVA SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 1 minute/level 10 minutes/level led Instantaneous estruct or inanimate object only takes 3d6 da	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage.	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 PHB: p.275
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Nes [harmless] SR: NiA Rage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless]	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 solity, or supernatural ability. 1 minute/level 10 minutes/level 10 minutes/level ned Instantaneous exercises the supernatural ability. 1 minute/level exercises the supernatural ability. 10 minutes/level exercises the supernatural ability. 10 minutes/level exercises the supernatural ability. 11 minutes/level	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.177
School: Abjuration Effect: Frees object or person from curse. Conjuration (Healing) Effect: Cures all diseases affecting subject. Conjuration (Healing) Effect: Cures all diseases affecting subject. Conjuration Effect: As resist energy, except that it affects all targeted conjunction Effect: As resist energy, except that it affects all targeted conjunction Effect: Same as resurgence, except it affects multiple targeted conjunction Effect: Same as resurgence, except it affects multiple targeted conjunction (Creation) Effect: Deals 1d6 +1 per caster level [max +10] points of dangle conjunction Effect: Subject can find the shortest, most direct route to sangle conjunction Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/le Conjunction Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/le Conjunction Sheltered Vitality School: Abjuration	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless]	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 solity, or supernatural ability. 1 minute/level 10 minutes/level 10 minutes/level ned Instantaneous exercises the supernatural ability. 1 minute/level exercises the supernatural ability. 10 minutes/level exercises the supernatural ability. 10 minutes/level exercises the supernatural ability. 11 minutes/level	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage.	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 PHB: p.275
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] sAllows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: Yes [harmless]	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 standard action Target: You I standard action Target: Creature toucl Standard Action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature	Instantaneous ned 10 minutes/level level, no two of which can be more than 30 si Instantaneous evel, no two of which can be more than 30 si lingty, or supernatural ability. 1 minute/level 10 minutes/level led Instantaneous struct or inanimate object only takes 3d6 da 1 minute/level le touched	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage. Touch	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] sAllows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You mage. 1 standard action Target: Creature touch Standard Action Target: Experiment of the standard action Target: Living creature 1 standard action	Instantaneous ned 10 minutes/level level, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 1 minute/level 10 minutes/level led Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level 1 touched 1 minute/level 1 minute/level	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage.	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 PHB: p.275
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] salures. DC: 16, Will negates [harmless] SR: Yes [harmless] S. Allows one retry on a failed save against an one DC: 16, NA SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety: see text. SR: Yes wel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] blity damage or drain. DC: 16, Will negates [object,harmless] SR: No C: 16, Will negates [object,harmless]	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 standard action Target: You I standard action Target: Creature toucl Standard Action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature	Instantaneous ned 10 minutes/level level, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 1 minute/level 10 minutes/level led Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level 1 touched 1 minute/level 1 minute/level	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage. Touch	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
School: Abjuration Effect: Frees object or person from curse. School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Compared to the surgence, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted compared to the surgence, mass School: Abjuration Effect: Same as resurgence, except it affects multiple targeted compared to the surgence of the surgence o	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes [harmless] salures. DC: 16, Will negates [harmless] SR: Yes [harmless] S. Allows one retry on a failed save against an one DC: 16, NA SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety: see text. SR: Yes wel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] blity damage or drain. DC: 16, Will negates [object,harmless] SR: No C: 16, Will negates [object,harmless]	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You mage. 1 standard action Target: Creature touch Standard Action Target: Experiment of the standard action Target: Living creature 1 standard action	Instantaneous ned 10 minutes/level level, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 1 minute/level 10 minutes/level led Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level 1 touched 1 minute/level 1 minute/level	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage. Touch	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No mage to a falled save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless] SR: No SR: No SR: No Saves, +1 per five caster levels [max +5].	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/I 1 standard action Target: One creature/I 1 standard action Target: You smage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature 1 standard action Target: One shield or 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 10 minutes/level ed Instantaneous instruct or inanimate object only takes 3d6 da 1 minutes/level e touched 1 minutes/level buckler touched	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage. Touch Touch Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,Caster Level: 6 V,S,Caster Level: 6 V,S,Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
School: Abjuration Effect: Frees object or person from curse. School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Conjuration (Healing) Effect: Abjuration Effect: As resist energy, except that it affects all targeted conjuration Effect: As resist energy, except that it affects all targeted conjuration Effect: Same as resurgence, except it affects multiple targeted conjuration Effect: Same as resurgence, except it affects multiple targeted conjuration Effect: Designation Effect: Conjuration (Creation) Effect: Subject can find the shortest, most direct route to satisfict in the source of the conjuration Effect: Subject can find the shortest, most direct route to satisfict. Subject can find the shortest, most direct route to satisfict. Range deals 1d8/2 levels [max 5d8] damage; 1d6/le School: Abjuration Effect: Subject gains immunity to fatigue, exhaustion, and an immunity to f	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes (harmless] SR: Yes (harmless] SR: Yes (harmless] SR: NIA mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] tety: see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 standard action Target: You amage. 1 standard action Target: Creature touch Standard Action Target: Ray rashle to bright light; cor 1 standard action Target: Living creature 1 standard action Target: One shield or 1 standard action Target: One shield or	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 solitity, or supernatural ability. 1 minute/level 10 minutes/level ned Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level et ouched 1 minute/level buckler touched 1 round evel, no two of which are more than 30 ft. a	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Touch Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
School: Abjuration Effect: Frees object or person from curse. School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Conjuration (Healing) Effect: As resist energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted cn Conjuration Effect: As resist energy, except that it affects multiple targeted cn Effect: As resist energy, except that it affects multiple targeted cn Effect: As ame as resurgence, except it affects multiple targeted cn Effect: Deals 1d6 +1 per caster level [max +10] points of da Conjuration (Creation) Effect: Subject can find the shortest, most direct route to sa Conjuration Effect: Subject can find the shortest, most direct route to sa Conjuration Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/le Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration [Good] Effect: Grants +1 sacred bonus to Armor Class and Reflex is the fifect of creatures sink 100 ft./round; see text.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No one retry on a falled save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/I 1 standard action Target: One creature/I 1 standard action Target: You smage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature 1 standard action Target: One shield or 1 standard action	Instantaneous ned 10 minutes/level level, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous 10 minutes/level 10 minutes/level led Instantaneous sistruct or inanimate object only takes 3d6 da 1 minute/level to touched 1 minute/level buckler touched 1 round	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) amage. Touch Touch Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes (harmless] SR: Yes (harmless] SR: Yes (harmless] SR: NIA mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] tety: see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/I 1 standard action Target: One creature/I 2 standard action Target: You amage. 1 standard action Target: Creature touch Standard Action Target: Ray rashle to bright light; cor 1 standard action Target: Living creature 1 standard action Target: One shield or 1 standard action Target: One shield or	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous and instantaneous inst	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Touch Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No one retry on a falled save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 2 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One shield or 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 stollity, or supernatural ability. 1 minute/level not minutes/level ned Instantaneous evel, no two of which can be more than 30 stollity, or supernatural ability. 1 minute/level ned Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level touched 1 minute/level buckler touched 1 round evel, no two of which are more than 30 ft. at Permanent d skull	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) Touch Touch	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes (harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] sR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text SR: No	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One humanion Target: One humanion Target: One humanion Target: One humanion	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous evel, no two of which can be more than 30 instantaneous and instantaneous inst	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Touch Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V.S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,F Caster Level: 6 V,S,F Caster Level: 6 V,S,F	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text SR: No SR: Yes	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 2 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One shield or 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 stollity, or supernatural ability. 1 minute/level not minutes/level ned Instantaneous evel, no two of which can be more than 30 stollity, or supernatural ability. 1 minute/level ned Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level touched 1 minute/level buckler touched 1 round evel, no two of which are more than 30 ft. at Permanent d skull	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) Touch Touch	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] SR: Yes [harmless] SR: No a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] billity damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text SR: No SR: Yes	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature toucl Standard Action Target: Ray rable to bright light; cor 1 standard action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One humanion Target: One humanion Target: One humanion Target: One humanion	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 stollity, or supernatural ability. 1 minute/level not minutes/level ned Instantaneous evel, no two of which can be more than 30 stollity, or supernatural ability. 1 minute/level ned Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level touched 1 minute/level buckler touched 1 round evel, no two of which are more than 30 ft. at Permanent d skull	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) Touch Touch	Caster Level: 6 V,S Caster Level: 7 V.S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,F Caster Level: 6 V,S,F Caster Level: 6 V,S,F	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
School: Abjuration Effect: Frees object or person from curse. School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Resist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted on Resurgence, Mass School: Abjuration Effect: Same as resurgence, except it affects multiple targeted on Fifect: Data tide + 1 per caster level [max +10] points of data and the properties of the	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes wel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] bill damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text SR: No SR: Yes heal equal damage. DC: 16, Will negates [harmless]	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: Spell, spell-latel at 1 standard action Target: You amage. 1 standard action Target: Ray Target: Creature toucl Standard Action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One shield or 1 standard action Target: Ray 1 standard action Target: Ray 1 standard action Target: Ray 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 solitiv, or supernatural ability. 1 minute/level not minutes/level ned Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level e touched 1 minute/level buckler touched 1 round evel, no two of which are more than 30 ft. a Permanent d skull Instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) part Touch Medium (160 ft.) Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,Caster Level: 6 V,S	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes vel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] SR: No SR: No DC: 16, Will negates [object,harmless] SR: Yes DC: 16, Will negates SR: Yes DC: 16, Will negates SR: Yes DC: 16, See text SR: No SR: Yes heal equal damage.	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: Spell, spell-latel at 1 standard action Target: You amage. 1 standard action Target: Ray Target: Creature toucl Standard Action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One shield or 1 standard action Target: Ray 1 standard action Target: Ray 1 standard action Target: Ray 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 solitity, or supernatural ability. 1 minute/level 10 minutes/level 10 minutes/level 10 minutes/level ed Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level e touched 1 minute/level buckler touched 1 round level, no two of which are more than 30 ft. a Permanent d skull Instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) part Touch Medium (160 ft.) Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,CASTER Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
School: Abjuration Effect: Frees object or person from curse. School: Conjuration (Healing) Effect: Cures all diseases affecting subject. Conjuration (Healing) Effect: As resist Energy, Mass School: Abjuration Effect: As resist energy, except that it affects all targeted cn Conjuration Effect: As resist energy, except that it affects all targeted cn Conjuration Effect: As resist energy, except that it affects multiple targeted cn Conjuration Effect: As an eas resurgence, except it affects multiple targeted cn Conjuration Effect: Bane as resurgence, except it affects multiple targeted cn Conjuration (Creation) Effect: Deals 1d6 +1 per caster level [max +10] points of da Conjuration Effect: Subject can find the shortest, most direct route to sa Conjuration Effect: Subject can find the shortest, most direct route to sa Conjuration Effect: Subject can find the shortest, most direct route to sa Conjuration Effect: Subject dan find the shortest, most direct route to sa Conjuration Effect: Subject dan find the shortest, most direct route to sa Conjuration Effect: Subject dan find the shortest, most direct route to sa Conjuration Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/le Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains immunity to fatigue, exhaustion, and a Conjuration Effect: Subject gains Effect: Subject gains Effect:	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes [harmless] s. Allows one retry on a failed save against an one DC: 16, N/A SR: N/A mage to all adjacent squares. DR does apply to de DC: 16, None or Will negates [harmless] SR: No or Yes [harmless] fety; see text. SR: Yes wel [max 10d6] against undead; 6 to undead vulne DC: 16, Fortitude negates [harmless] SR: Yes [harmless] bill damage or drain. DC: 16, Will negates [object,harmless] SR: No Saves, +1 per five caster levels [max +5]. DC: 16, Will negates SR: Yes DC: 16, See text SR: No SR: Yes heal equal damage. DC: 16, Will negates [harmless]	Target: Creature or ite Standard Action Target: Creature toucl 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: Spell, spell-latel at 1 standard action Target: You amage. 1 standard action Target: Ray Target: Creature toucl Standard Action Target: Living creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: One shield or 1 standard action Target: One creature/ 1 standard action Target: One shield or 1 standard action Target: Ray 1 standard action Target: Ray 1 standard action Target: Ray 1 standard action	Instantaneous ned 10 minutes/level evel, no two of which can be more than 30 solitiv, or supernatural ability. 1 minute/level not minutes/level ned Instantaneous estruct or inanimate object only takes 3d6 da 1 minute/level e touched 1 minute/level buckler touched 1 round evel, no two of which are more than 30 ft. a Permanent d skull Instantaneous	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) part Touch Medium (160 ft.) Close (40 ft.)	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,Caster Level: 6 V,S	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
School: Abjuration Effect: Frees object or person from curse.	SR: Yes (harmless) DC: 16, Fortitude negates (harmless) SR: Yes (harmless) DC: 16, Fortitude negates [harmless] SR: Yes (harmless] satures. DC: 16, Will negates [harmless] SR: Yes (harmless] SR: Yes (harmless] SR: Yes (harmless] SR: No and a failed save against an one of the control of the contr	Target: Creature or ite Standard Action Target: Creature touch 1 standard action Target: One creature/ 1 standard action Target: One creature/ 1 standard action Target: You amage. 1 standard action Target: Creature touch Standard Action Target: Ray rable to bright light; cor 1 standard action Target: One shield or 1 standard action Target: One shield or 1 standard action Target: One humanion 1 standard action Target: One creature/ 1 standard action Target: You	Instantaneous ned 10 minutes/level level, no two of which can be more than 30 stills, or supernatural ability. 1 minute/level 10 minutes/level 10 minutes/level 10 minutes/level ned Instantaneous sestruct or inanimate object only takes 3d6 da 1 minute/level 1 touched 1 minute/level 1 touched 1 round	Touch Close (40 ft.) ft. apart Close (40 ft.) ft. apart Personal Touch Medium (160 ft.) Touch Close (40 ft.) part Touch Medium (160 ft.) Close (40 ft.) part	Caster Level: 6 V,S Caster Level: 7 V,S,DF Caster Level: 6 V,S,DF Caster Level: 6 V,S,M Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S,DF Caster Level: 6 V,S,CASTER Level: 6 V,S,CASTER Level: 6 V,S,CASTER Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6 V,S Caster Level: 6	PHB: p.271 SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
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Effect: Corpse answers one question/2 levels.						
□□□□□ Spikes		1 standard action	1 hour/level	Touch	V,S,M	SC: p.202
School: Transmutation	SR: No	Target: Wooden wear	pon touched		Caster Level: 6	
Effect: As brambles, except affected weapon gains +2	2 enhancement bonus and threat range doubled.	Standard Action	Instantaneous	Touch	V.S.M/DF	PHB: p.284
□□□□ Stone Shape						FПБ. p.204
School: Transmutation [Earth] Effect: Sculpts stone into any shape.	SR: No	Target: Stone or stone	e object touched, up to 10 cu. ft. +1 cu. ft./le	vel	Caster Level: 6	
Summon Monster III		1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	PHB: p.286
	00.41		• •	` '		1 11b. p.200
School: Conjuration (Summoning)	SR: No cept that you can summon one creature from the 3rd-lev		summoned creatures, no two of which can b			wal list. Calcatial black
bear LG; Celestial bison NG; Celestial dire badger CC	G; Celestial hippogriff CG; Elemental, Small [any] N; Fier	ndish ape LE; Fiendish	dire weasel LE; Hell hound LE; Fiendish sn	ake, constrictor LE; Fie	ndish boar NE; Fiendis	h dire bat NE; Fiendi
monstrous centipede, Huge NE; Fiendish crocodile C	E; Dretch [demon] CE; Fiendish snake, Large viper CE;	Fiendish wolverine CE				
⊒⊒⊒⊒ Suppress Glyph	DC: 16, Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	SC: p.216
School: Abjuration	SR: Yes [object]	Target: 100-ftradius	emanation centered on you		Caster Level: 6	
Effect: Gain enhanced awareness of magical writing s	such as a glyph of warding; see text.					
□□□□□ Telepathic Bond, Lesser		1 standard action	60 minutes	30 feet	V, S	RSRD: PsionicSpells.rtf
School: Divination [Mind-Affecting]	SR: No	Target: You and One	willing creature within 30'		Caster Level: 6	i Sioriicopelis.rti
Effect: You forge a telepathic bond with another willing			g			
Tremor	DC: 16, See text	1 standard action	1 round/3 levels	Medium (160 ft.)	V,S,DF	SC: p.223
School: Evocation [Earth]	SR: No	Target: 40-ftradius s	spread		Caster Level: 6	
Effect: Disrupts concentration; see text.		-				
□□□□□Vigor, Mass Lesser	DC: 16, Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	SC: p.229
School: Conjuration (Healing)	SR: Yes [harmless]	Target: One creature	/2 levels, no two of which can be more than	30 ft. apart	Caster Level: 7	
	s fast healing ability for the duration of the spell at 1 hp					
□□□□□ Visage of the Deity, Lesser	DC: 16, N/A	1 standard action	1 round/level	Personal	V,S,DF	SC: p.231
School: Transmutation	SR: N/A	Target: You			Caster Level: 6	
Effect: Your form becomes more like your deity's; see	text			01 (10.6)		
□□□□□Wall of Light		1 standard action	1 minute/level [D]	Close (40 ft.)	V,S,M	SC: p.234
School: Evocation [Light]	SR: Yes; see text	Target: A straight wal levels	Il whose area is up to one 10-ft. square/level	or hemi/sphere 5 ft./2	Caster Level: 6	
Effect: Any creature passing through the wall become						
□□□□ Water Breathing	DC: 16, Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	PHB: p.300
School: Transmutation	SR: Yes (harmless)	Target: Living creatur	res touched		Caster Level: 6	
Effect: Subjects can breathe underwater.	DO 40 MCH (I I)	Standard Action	10	Touch	V.O. DE	DUD . OOO
□□□□ Water Walk	DC: 16, Will negates (harmless)		10 minutes/level [D]	loucn	V,S, DF	PHB: p.300
School: Transmutation [Water]	SR: Yes (harmless)	Target: One touched	creature/level		Caster Level: 6	
Effect: Subject treads on water as if solid.	DC: 16, Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V.S	SC: p.237
□□□□ Weapon of Impact					*-	30. p.231
School: Transmutation	SR: Yes [harmless,object]	larget: One bludgeor	ning weapon or fifty blunt projectiles [all of w	hich must be touching]	Caster Level: 6	
Effect: Double threat range of weapon. DUDD Weapon of the Deity	DC: 16, Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V.DF	SC: p.237
School: Transmutation				- Oubit	*	CC. p.201
S <i>cnooi:</i> Transmutation Effect: Imbue a weapon favored by your deity with sp	SR: Yes [harmless,object]	Target: Weapon toucl	med		Caster Level: 6	
Wind Wall	DC: 16, None; see text	Standard Action	1 round/level	Medium (160 ft.)	V,S,M/DF	PHB: p.302
School: Evocation [Air]	SR: Yes				Caster Level: 6	
School: Evocation [Air] Effect: Deflects arrows, smaller creatures, and gases.		rarget: wall up to 10	ft./level long and 5 ft./level high [S]		Caster Level: 0	
		* =Domain/Speciality	Snell			

^{* =}Domain/Speciality Spell