

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

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Dagger of Red Beard One Eye	Carried	1	0.0	0.0
Wrappings of Unarmed Precision +2	Equipped	1	0.0	0.0
Increase your unarmed attacks by +2 to hit.				
TOTAL WEIGHT CARRIED/V	ALUE		0 lbs.	0.0 gp

LANGUAGES	
LANGUAGES	
Common, Sylvan	
TEMPLATES	

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

Special Attacks	
Martial Arts (5x)	[Eclipse, p.53]
[Damage 2d10]	
Warcraft	[Eclipse, p.10]
+2 BAB	
Warcraft / +1 to Weapon, no bab (Unarmed Strike, Unarmed Strike, Unarmed Strike, Unarmed Strike)	[Eclipse, p.10]

Recurring Bonuses	
Duties (To Merrick)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner/ Specialized for increased effect (For	[Eclipse, p.17]
Increased HD)	
+2 CP a level towards selected item. [+8 total CP].	

DISADVANTAGES	
Irreverent (No Dieties)	[Eclipse, p.19]
You do not believe in a higher power.	
Obligations (To Merrick and Studies)	[Eclipse, p.19]
You have the listed obligations.	
Unarmored	[Eclipse, p.20]
You can not wear armor.	

Spell Caster I	nformation
Cleric	[Eclipse, p.11]
Cleric Level 6, Casterlevel is 6	

Eclipse Abilities

Character Points Total [Eclipse]

Character Points Total 170, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 8 CP, Fast Learner adds 8 CP, HD 10 deducts 24 CP

Adept (Acrobatics, Athletics, Endurance, Martial Arts, Martial Arts ~ Cangmarg, Martial Arts ~ Street [Eclipse, p.24]

Fighting, Perception, Survival)

Choose four related skills that only cost 1/2 a Character Point for each skill rank.

Immunity (Immunity to XP cost of 1st Level) [Eclipse, p.34] See immunity

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 GP.

Innate Enchantment / Enhanced Attribute (+2	[Eclipse]
Dexterity)	
[At Will] Grants +2 Enhancement Bonus to Devterity	

[At Will] Grants +2 Enhancement Bonus to Dex Innate Enchantment / Enhanced Attribute (+2 [Eclipse] Wisdom)

[At Will] Grants +2 Enhancement Bonus to Wisdom

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

Power Words [Eclipse, p.39]

Store up to 4 total spell levels; 1/round [Move-Equivalent] release a spell.

Martial Arts

Martial Arts Basic / Attack (2x) [Eclipse, p.81]

Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Martial Arts Basic / Defenses (2x) [Eclipse, p.81]

Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored. Martial Arts Basic / Power (2x)

Increase your unarmed damage by +1 or increase your weapon die type by 1 step,

up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Martial Arts Basic / Power / Increase Damage (2x) [Eclipse, p.81] Increase your unarmed damage by +1. [Currently +2]

PROFICIENCIES

Gauntlet, Grapple, Spells(Ray), Unarmed Strike

[Eclipse, p.81]

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

LEVEL 0

Comp. Spell Resistance
V,S Yes [object]

 DC
 Saving Throw
 Time
 Duration

 14
 Will negates [object]
 1 standard 10 minute/level action

The part	Effect:			action					
Control Control Wigner Store Sto	Copies 250 words per minute					Target: Object or objects wit	h writing	Caster Level: 6	
Marie Mari			None		Instantaneous	Close (40 ft.) V,S	No		
Contact Cont				Action		Target: Up to 2 gallons/level	of water		
Control Cont	Creates 2 gallons/level of pure water.								5.15
Control Cont	LILICure Minor Wounds	14			Instantaneous	Touch V,S			РНВ: р.216
Description Part	Effect: Cures 1 point of damage					Target: Creature touched		Caster Level: 6	
Page Control Page Pag	Detect Magic		None	Standard	Concentration, up to 1 minutes/level [D]	60 ft. V,S	No	Divination	PHB: p.219
December of sever description of the Company Control Control Control Company Control Contr	Effect:			Action		Target: Cone-shaped eman	ation	Caster Level: 6	
Page	Detects spells and magic items within 60 ft.		None	Standard	Instantaneous				DUD: p 240
Control process now consumer or work of the control process of all changes of the control process of the control proce			None		instantaneous				F11b. p.219
Suit Suit Suit Suit Suit Suit Suit Suit						Target: One creature, one o	oject, or a 5-ft. cube	Caster Level: 6	
Company Comp	□□□□ Guidance	14			1 minute or until discharged	Touch V,S	Yes	Divination	PHB: p.238
Marting Minist Minor Wounds Marting Minister	Effect:		(Harriless)	ACTION		Target: Creature touched		Caster Level: 6	
The content of charges		14	Will negates	Standard	Instantaneous	Touch V.S.	Yes	Necromancy	PHR: n 244
Total V.M.Dr No. Sundate No. N		• •	Triii riogatoo				100	•	
Adams								Caster Level: 6	
California Decision California Decision California Decision Dec	□□□□□ Light		None		10 minutes/level [D]	Touch V, M/DI	- No	Evocation [Light]	PHB: p.248
Manufang 16	Effect:			, 101.011		Target: Object touched		Caster Level: 6	
Charmonics, Open Control Charmonics, Open Co		14	Will negates	Standard	Instantaneous	10 ft. V,S	Yes (harmless, object) Transmutation	PHB: p.253
Market M	· ·								
March Marc	Makes minor repairs on an object.								
## Parties 1 on 1 flower of food or waters	□□□□□ Purify Food and Drink	14	Will negates (object)		Instantaneous	10 ft. V,S	Yes (object)	Transmutation	PHB: p.267
Discription President Pr	Effect:					Target: 1 cu. ft./level. of con	aminated food and water	Caster Level: 6	
Action Target You Footback registers Target Pack Target Creative touched Target Related ware touched Target Relate			None	Standard	10 minutes/level	Personal V,S,F	No	Divination	PHB: p.269
Read sorblooks. Control V.S. M.DF Ves (harmines) Adjuration PHB: p.272	-								•
Clifford Communication (narmises) Action (narmises) Action (narmises) Action (narmises) Action (narmises) Action (narmises) Action (narmises) (Read scrolls and spellbooks.					-			
Subject gines in 1 on saving throws. First the Charmless) First the Charmless Firs	Resistance	14			1 minute	Touch V,S,M/I	OF Yes (harmless)	Abjuration	PHB: p.272
Cater Level 6 Fortune Image 14 Fortune Image Name Fortune Image Name Name 10 Saving Throw 1 Main regates Coleged 1 minute Name Name 10 Will negates Coleged 1 minute Name	Effect:		(Target: Creature touched		Caster Level: 6	
Effect: Subject gains 1 temporary hp. Caster Level: 6 Caster Level: 6		14		Standard	1 min.	Touch V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
LEVEL 1			(harmless)	Action		Target: Creature touched		Castor Loval: 6	
Name Name DC Service Throw Time Duration Name (Chancid) Anarchic Water (Chancid) (Chan						rarger. Creature touched		Caster Level. 6	
Name Name DC Service Throw Time Duration Name (Chancid) Anarchic Water (Chancid) (Chan					LEVEL 1				
Target Plack of water touched dranges leafly dustidens for 264 points of target Plack of water touched dranges leafly dustidens for 264 points of damages. Will negates (e)evel 1 minute Instantaneous 1	Namo	DC	Saving Throw	Timo		Pango Comp	Snall Desistance	School	Source
Target: Flack of water touched Chase inhued damages lawful outsiders for 2d4 points. Chase inhued damages lawful outsiders for 2d4 points of damage. Similar outsiders for 2d4 points of damage. PHB; p.203 PHB; p.								Transmutation	
Cater Level: 6 Cater Level: 6 Composition Cater Level: 6 Cater Le									
Effect: Water damages chaotic outsiders for 264 points of damage. 15 Will regates 15 Will regates	FIRECT:					Target: Flask of water touch	ed		
Water damages chaotic outsiders for 2d4 points of damage.	Chaos imbued damages lawful outsiders for 2d4 points.					-			
Standard		15	Will negates [object]	1 minute	Instantaneous	-		Transmutation	SC: p.22
Effect: Enemies take -1 on attack rolls and saves against fear. Caster Level: 6	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect:		Will negates [object]	1 minute	Instantaneous	Touch V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
Effect: Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and saves against fear. Caster Level: 6 Frameward stake -1 on attack rolls and	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect:	e.		Standard		Touch V,S,M Target: Flask of water touch	Yes [object]	Transmutation [Lawful] Caster Level: 6 Enchantment	
Effect: Page: Weapon touched So ft. V.S. No Necromancy PHB II: p.103	Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages water Effect: Water damages chaotic outsiders for 2d4 points of damages	e.		Standard		Touch V,S,M Target: Flask of water touch	Yes [object]	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear,	
Effect: Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. None Standard 1 minute/level Action None Standard 1 minute/level Action Target: The caster and all allies within a 50-ft. burst, centered on the caster centered on seven and all allies within a 50-ft. burst, centered on the caster centered on you Caster Level: 6 SC: p.31 Effect: Target: 50 ft. v.S. No Divination SC: p.31 Effect: Target below to the caster centered on you Caster Level: 6 Target: 50 ft. v.S. No Divination SC: p.31 Effect: Target: 50 ft. spread, centered on you Caster Level: 6 Target: 50 ft. v.S. No Divination SC: p.33 Effect: Target: Flask of water touched Caster Level: 6 Target: 50 ft. v.S. No Divination SC: p.33 Effect: Target: Flask of water touched Caster Level: 6 Caster	Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages dawful outsiders for 2d4 points. Effect: Water damages chaotic outsiders for 2d4 points of damage	e.		Standard		Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF	Yes [object] ed Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting]	
### Responded as an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. Caster Level: 6	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	e.	Will negates	Standard Action	1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5	Yes [object] ed Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6	PHB: p.203
PHB: p.205 PhB	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	e.	Will negates	Standard Action	1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5	Yes [object] ed Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6	PHB: p.203
Action Compulsion Compulsion Compulsion Compulsion Compulsion Compulsion Compulsion Compulsion Compulsion Control Compulsion Control Contro	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	15	Will negates	Standard Action	1 minute/level 1 round/level or until discharged	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S	Yes [object] ed Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy	PHB: p.203
Effect: Allies gain + 1 on attack rolls and +1 on saves against fear. Allies gain + 1 on attack rolls and +1 on saves against fear. Allies gain + 1 on attack rolls and +1 on saves against fear. Allies gain + 1 on attack rolls and +1 on saves against fear. 15 Will negates 1 standard 1 minute/level action 15 Will negates (object) 1 minute Instantaneous Touch V.S.M Yes (object) Transmutation [Good] Caster Level: 6	Chaos imbued damages lawful outsiders for 2d4 points. Clifect: Water damages chaotic outsiders for 2d4 points of damage Clifect: Branies take -1 on attack rolls and saves against fear. Cliffect: Branies take -1 on attack rolls and saves against fear. Cliffect: Cliffect: Weapon deals an additional 1d6 damage, if you take 5 pts	15	Will negates None mage the weapon deals	Standard Action 1 swift action a total of 3 Standard	1 minute/level 1 round/level or until discharged d6 extra damage.	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched	Yes [object] ed Yes Oft. No	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment	PHB: p.203 PHB II: p.103
Subject to the standard of t	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	15	Will negates None mage the weapon deals	Standard Action 1 swift action a total of 3 Standard	1 minute/level 1 round/level or until discharged d6 extra damage.	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched	Yes [object] ed Yes Oft. No	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion)	PHB: p.203 PHB II: p.103
Farmeless Farm	Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic outsiders for 2d4 points of damage. Chaotic damage chaotic damage chaotic damage. Cha	e. 15	Will negates None mage the weapon deals	Standard Action 1 swift action a total of 3 Standard	1 minute/level 1 round/level or until discharged d6 extra damage.	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF	Yes [object] ed Yes Oft. No Yes (harmless)	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.203 PHB II: p.103
**Partial bonus on ranged attacks for your allies within the spread. Caster Level: 6 PHB: p.205	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear.	e. 15 s of dar	Will negates None mage the weapon deals None Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster	Yes [object] ed Yes Yes Oft. No Yes (harmless)	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205
Effect: Makes holy water. Standard 1 suift 1 round Close (40 ft.) V,S Yes [harmless] Evocation SC: p.33	Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic water Countries and saves against fear. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaos imbued damage chaotic outsiders for 2d4 points of damage. Chaos imbued chaotic outsiders for 2d4 points of damage. Chaotic imbued chaotic outsiders for 2d4 points of damage. Chaotic imbued chaotic outsiders for 2d4 points of damage. Chaotic imbued chaotic outsiders for 2d4 points of damage. Chaotic imbued chaotic outsiders for 2d4 points. Chaotic imbued chaotic outsiders for 2d4 points. Chaotic imbued chaotic outsiders for 2d4 points. Chaotic imbuel chaotic outsiders for 2d4 points. Chaotic imbuel chaotic outsiders for 2d4 points. Chaotic imbuel chaotic outsiders for 2d4 points of damage. Chaotic imbuel chaotic outsiders for 2d4 points	e. 15 s of dar	Will negates None mage the weapon deals None Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst,	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination	PHB: p.203 PHB II: p.103 PHB: p.205
Effect: Makes holy water. Caster Level: 6 Makes holy water.	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the	s of dar	Will negates None Will negates [harmless]	Standard Action 1 swift action a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes [object] and Yes Yes Oft. No Yes (harmless) Silies within a 50-ft. burst, No and on you	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Scient S	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the	s of dar	Will negates None Will negates [harmless]	Standard Action 1 swift action a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes [object] and Yes Yes Oft. No Yes (harmless) Silies within a 50-ft. burst, No and on you	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Effect: Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text Cause Fear	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Effect: Allies gain be on attack rolls and +1 on saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Water Effect: Bless Water	s of dar	Will negates None Will negates [harmless]	Standard Action 1 swift action a total of 3 Standard Action 1 standard action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M	Yes [object] ed Yes Oft. No Yes (harmless) dies within a 50-ft. burst, No ed on you Yes (object)	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good]	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Effect: Allies gain be on attack rolls and +1 on saves against fear. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Water Effect: Bless Water	15 s of dar	Will negates None Will negates [harmless] ad. Will negates (object) Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
Action Target: One living creature with 5 or fewer HD Caster Level: 6 One creature of 5 HD or less flees for 1d4 rounds. Color creature of 5 HD or less flees for 1d4 rounds. Color creature of 5 HD or less flees for 1d4 rounds. Close (40 ft.) Target: One living creature with 5 or fewer HD Caster Level: 6 Close (40 ft.) Target: One fire source [up to a 20-ft. cube] or one Caster Level: 6 Caster Level: 6 Caster Level: 6 Caster Level: 6 Target: One fire source [up to a 20-ft. cube] or one Caster Level: 6 Caster Level: 6 Target: One living creature Target: One living creature Target: One living creature Caster Level: 6 Target: One living creature Target: One living creature Target: One living creature Caster Level: 6 One subject obeys selected command for 1 round.	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: The prorate bonus on ranged attacks for your allies within the Bless Water Effect: Makes holy water.	15 s of dar	Will negates None Will negates [harmless] ad. Will negates (object) Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless]	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire 15 No [fire] or Fortitude half 15 standard 1 minute/level [fire source] or action 1 standard 1 minute/level [fire source] or action 1 standard 1 minute/level 1 standard 1 standard 1 minute/level 1 standard 1 standard	Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic water Committee Water damages chaotic outsiders for 2d4 points of damage. Chaos Bane Chaos B	e. 15 15 15 15 15 15 15 15 15	Will negates None Mill negates [harmless] ad. Will negates (object) Will negates (harmless] with a 20 ft range incidence of the control	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action ement; see	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with	Yes [object] ed Yes Oft. No Yes (harmless) dies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Cold Fire 15 No [fire] or Fortitude half 16 SC: p.50 Close (40 ft.) 17 Target: One fire source [up to a 20-ft. cube] or one creature; see text 17 Color (40 ft.) 18 Vill negates 19 Vill negates 10 Vill negates 10 Vill negates 11 Tound 12 Vill negates 13 Vill negates 14 Tound 15 Vill negates 15 Vill negates 15 Vill negates 16 Vill negates 17 Target: One fire source [up to a 20-ft. cube] or one creature; see text 18 Close (40 ft.) 19 V Yes 18 Chantment (Compulsion) 19 (Language-Dependent, Mind-Affecting) 19 (Language-Dependent, Mind-Affecting) 10 Comprehend Languages 10 None 10 Minutes/level 10 Minutes/level 10 Minutes/level 10 Minutes/level 10 Minutes/level 10 None standard 10 minutes/level 10 Minutes/level 10 None Standard 10 minutes/level	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Heapon deals water blessed Aim Effect: Blessed Aim Effect: Blessed Aim Effect: Blessed Aim Effect: Hakes holy water. Blood Wind Effect: Makes holy water. Blood Wind Effect: Makes holy water. Full attack action allows creature to use natural or unarme	e. 15 15 15 15 15 15 15 15 15	Will negates None Mill negates [harmless] ad. Will negates (object) Will negates (harmless] with a 20 ft range incidence of the control	Standard Action 1 swift action a total of 3 Standard Action 1 standard Action 1 minute 1 swift action ement; see Standard	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with	Yes [object] ed Yes Oft. No Yes (harmless) dies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Effect: Flames deal cold damage; see text	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: The morale bonus on ranged attacks for your allies within the bless water. Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarme cause. Cause Fear	e. 15 15 15 15 15 15 15 15 15	Will negates None Mill negates [harmless] ad. Will negates (object) Will negates (harmless] with a 20 ft range incidence of the control	Standard Action 1 swift action a total of 3 Standard Action 1 standard Action 1 minute 1 swift action ement; see Standard	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S	Yes [object] ed Yes Oft. No Yes (harmless) dies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Flames deal cold damage; see text Creature; see text Close (40 ft.) V Yes Enchantment PHB: p.211 Compulsion) [Language-Dependent, Mind-Affecting] Effect: One subject obeys selected command for 1 round. Computer of the computer of th	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bliess Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Bless Effect: Allies gain be on us on ranged attacks for your allies within the light of the	15 of dar	Will negates None Mill negates [harmless] ad. Will negates (object) Will negates (barmless] will negates (barmless) k with a 20 ft range incoming the service of the	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature water	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation [Gaster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
Action (Compulsion) [Language-Dependent, Mind-Affecting] Effect: Target: One living creature Caster Level: 6 One subject obeys selected command for 1 round.	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: Tuning Blessed Aim Effect: Bless Water Effect: Makes holy water. Blood Wind Effect: Full attack action allows creature to use natural or unarme Cause Fear Effect: One creature of 5 HD or less flees for 1d4 rounds.	15 of dar	Will negates None Mill negates [harmless] ad. Will negates (object) Will negates (barmless] will negates (barmless) k with a 20 ft range incoming the service of the	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature v.S. Close (40 ft.) V,S,DF	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature]	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Caster Level: 6 Transmutation [Caster Level: 6 Transmutation Caster Level: 6 Transmutation [Cold]	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
[Language-Dependent, Mind-Affecting] Effect: Target: One living creature Caster Level: 6 One subject obeys selected command for 1 round. □□□□□□Comprehend Languages None Standard 10 minutes/level Personal V,S,M/DF No Divination PHB: p.212	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: The morale bonus on ranged attacks for your allies within the blood with the blood	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None mage the weapon deals None Will negates [harmless] ad. Will negates (object) Will negates [harmless] sk with a 20 ft range inco Will partial No [fire] or Fortitude half	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard action 1 standard action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature v. Close (40 ft.) V,S,DF Target: One fire source [up creature; see text]	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Codd] Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50
Effect: Target: One living creature Caster Level: 6 One of the comprehend Languages None Standard 10 minutes/level Personal V,S,M/DF No Divination PHB: p.212	Chaos imbued damages lawful outsiders for 2d4 points. Company Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Company Bane Effect: Enemies take -1 on attack rolls and saves against fear. Company Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Company Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Company Bless Water Effect: Makes holy water. Company Blood Wind Effect: Full attack action allows creature to use natural or unarme Company Cold Fire Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None mage the weapon deals None Will negates [harmless] ad. Will negates (object) Will negates [harmless] sk with a 20 ft range inco Will partial No [fire] or Fortitude half	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action 2 swift action ement; see Standard Action 1 standard action Standard Standard Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature v. Close (40 ft.) V,S,DF Target: One fire source [up creature; see text]	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Good] Caster Level: 6 Transmutation [Codd] Caster Level: 6 Transmutation [Codd] Caster Level: 6 Transmutation [Codd] Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
□□□□□ Comprehend Languages None Standard 10 minutes/level Personal V,S,M/DF No Divination PHB: p.212	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: The morale bonus on ranged attacks for your allies within the blood with the blood	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None mage the weapon deals None Will negates [harmless] ad. Will negates (object) Will negates [harmless] sk with a 20 ft range inco Will partial No [fire] or Fortitude half	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action 2 swift action ement; see Standard Action 1 standard action Standard Standard Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5: Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature v. Close (40 ft.) V,S,DF Target: One fire source [up creature; see text]	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Good] Caster Level: 6 Transmutation [Codd] Caster Level: 6 Transmutation [Codd] Caster Level: 6 Transmutation [Codd] Caster Level: 6 Enchantment (Compulsion)	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
	Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pts. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: The prorate bonus on ranged attacks for your allies within the latter of	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None mage the weapon deals None Will negates [harmless] ad. Will negates (object) Will negates [harmless] sk with a 20 ft range inco Will partial No [fire] or Fortitude half	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 swift action 1 swift action 2 swift action ement; see Standard Action 1 standard action Standard Standard Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 50 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature vith Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V	Yes [object] ed Yes Oft. No Yes (harmless) lies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature] o a 20-ft. cube] or one	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Enchantment (Cold] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
	Chaos imbued damages lawful outsiders for 2d4 points.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates [harmless] ad. Will negates (object) Will negates (parmless) with a 20 ft range incoming partial No [fire] or Fortitude half Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action 2 swift action 1 swift action 2 standard Action Standard Action Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: A single creature with Close (40 ft.) V,S Target: One living creature vices (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V Target: One living creature	Yes [object] ed Yes Oft. No Yes (harmless) dies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature] o a 20-ft. cube] or one Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Evocation Caster Level: 6 Erchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent,
Effect: Target: You Caster Level: 6 You understand all spoken and written languages.	Chaos imbued damages lawful outsiders for 2d4 points.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates None Will negates [harmless] ad. Will negates (object) Will negates (parmless) with a 20 ft range incoming partial No [fire] or Fortitude half Will negates	Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action 2 swift action 1 swift action 2 standard Action Standard Action Standard Action	1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Touch V,S,M Target: Flask of water touch 50 ft. V,S, DF Target: All enemies within 5 Touch V,S Target: Weapon touched 50 ft. V,S, DF Target: The caster and all al centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touch Close (40 ft.) V,S Target: One living creature with the caster Close (40 ft.) V,S,DF Target: One fire source [up to creature; see text Close (40 ft.) V,S Target: One living creature Personal V,S,M/I	Yes [object] ed Yes Oft. No Yes (harmless) dies within a 50-ft. burst, No ed on you Yes (object) ed Yes [harmless] h Intelligence 4 or higher Yes with 5 or fewer HD Yes [creature] o a 20-ft. cube] or one Yes	Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Evocation Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Compulsion] Caster Level: 6 Necromancy [Fea Mind-Affecting] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Open Mind-Affecting] Caster Level: 6 Divination	PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 dent,

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				Cleric Spells				
Conviction	15	Will negates		10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:		[harmless]	action		Target: Creature touched		Caster Level: 6	
+2 morale bonus to saves, +1 for every six levels [max +	5 at 18t 15	h level]; see text. Will half (harmless);	Standard	Instantaneous	Touch V,S	Yes (harmless); see	Conjuration	PHB: p.215
Cure Light Wounds	15	see text	Action	mstantaneous	Target: Creature touched	text	(Healing) Caster Level: 6	rns. p.215
Cures 1d8 +1/level [max +5] damage. Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect: Halts any nonmagical disease for the duration of the spe	II.				Target: Creature touched		Caster Level: 6	
Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D)60 ft. V,S, DF	No	Divination	PHB: p.218
Effect:			Action		Target: Cone-shaped emanation	on	Caster Level: 6	
Reveals creatures, spells, or objects of selected alignme Detect Evil	nt.	None	Standard	Concentration, up to 10 minutes/level [D)]60 ft. V,S, DF	No	Divination	PHB: p.218
Effect:			Action		Target: Cone-shaped emanation	nn	Caster Level: 6	
Reveals creatures, spells, or objects of selected alignme	nt.	Nana	Ctandard	Concentration, up to 10 minutes/level [D				DUD: - 240
Detect Good		None	Action	Concentration, up to 10 minutes/level [L	•	No	Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignme	nt.				Target: Cone-shaped emanation	on	Caster Level: 6	
Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D	0]60 ft. V,S, DF	No	Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignme	nt				Target: Cone-shaped emanation	on	Caster Level: 6	
Detect Undead	rit.	None		Concentration, up to 1 minutes/level [D]	60 ft. V,S,M/DF	No	Divination	PHB: p.220
Effect:			Action		Target: Cone-shaped emanation	on	Caster Level: 6	
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (160 ft.) V,S	No	Abjuration	SC: p.67
Dispel Ward			action				Caster Level: 6	- 1 -
Functions like dispel magic; see text					Target: One warded object or			
Divine Favor		None	Standard Action	1 minute	Personal V,S, DF	No	Evocation	PHB: p.224
Effect: You gain +1 on attack and damage rolls. [Every three ca	ster leve	els, MAX +61			Target: You		Caster Level: 6	
Doom	15	Will negates	Standard Action	1 minute/level	Medium (160 ft.) V,S, DF	Yes	Necromancy [Fea Mind-Affecting]	r,PHB: p.225
Effect:			AGUUII		Target: One living creature		Caster Level: 6	
One subject takes -2 on attack rolls, damage rolls, saves	, and ch	necks. None		10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect:			action		Target: Creature touched		Caster Level: 6	
See normally in darkness both magical and natural.	15	Will negates	Standard	24 hours	Touch V,S	Yes (harmless)	Abjuration	PHB: p.226
Endure Elements	10	(harmless)	Action	24 Hours		res (namicss)	•	111b. p.220
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched		Caster Level: 6	
Entropic Shield		None	Standard Action	1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Effect: Ranged attacks against you have 20% miss chance.					Target: You		Caster Level: 6	
Faith Healing	15	Will negates [harmless]	1 standard	Instantaneous	Touch V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
		[riairiiless]	action		Torget: Living erecture touche	-	Caster Level: 6	
Effect:					Target: Living creature toucher	u	Caster Level. 0	
Effect: Heal 8 + caster level [max +5] hit points. Toundation of Stone		None		1 round/level	Close (40 ft.) V,M	Yes [harmless]	Transmutation	SC: p.99
Heal 8 + caster level [max +5] hit points.		None	1 standard action	1 round/level	Close (40 ft.) V,M	Yes [harmless]		SC: p.99
Heal 8 + caster level [max +5] hit points.		gainst bull rush.	action		Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart	Yes [harmless] two of which are more	Transmutation [Earth] Caster Level: 6	·
Heal 8 + caster level [max +5] hit points.	o Str ag 15			1 round/level	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF	Yes [harmless]	Transmutation [Earth] Caster Level: 6 Divination [Good]	·
Heal 8 + caster level [max +5] hit points. Grave Effect: As long as subjects don't move they gain +2 AC and +4 I Grave Strike Effect: Allows you to make sneak attacks against undead if you	15	gainst bull rush. N/A e ability.	1 swift action	1 round	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You	Yes [harmless] two of which are more N/A	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6	SC: p.107
Heal 8 + caster level [max +5] hit points.	15	gainst bull rush. N/A	1 swift action		Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S	Yes [harmless] two of which are more N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation	·
Heal 8 + caster level [max +5] hit points. Grave Effect: As long as subjects don't move they gain +2 AC and +4 I Grave Strike Effect: Allows you to make sneak attacks against undead if you	15	gainst bull rush. N/A e ability.	1 swift action 1 standard	1 round	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You	Yes [harmless] two of which are more N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6	SC: p.107
Heal 8 + caster level [max +5] hit points.	15	gainst bull rush. N/A e ability. None Will negates	1 swift action 1 standard	1 round 1 minute/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S	Yes [harmless] two of which are more N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration	SC: p.107
Heal 8 + caster level [max +5] hit points.	15 have th	gainst bull rush. N/A e ability. None	1 swift action 1 standard action	1 round 1 minute/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless]	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6	SC: p.107
Heal 8 + caster level [max +5] hit points.	15 have th	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates	action 1 swift action 1 standard action 10 minutes Standard	1 round 1 minute/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless]	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing)	SC: p.107
Heal 8 + caster level [max +5] hit points.	15 have th	gainst bull rush. N/A e ability. None Will negates [harmless]	action 1 swift action 1 standard action 10 minutes	1 round 1 minute/level [D] 24 hours	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feet apart	Yes [harmless] two of which are more N/A Yes filius burst Yes [harmless] two of which can be Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6	SC: p.107 SC: p.108 SC: p.111
Heal 8 + caster level [max +5] hit points.	15 have th	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates	action 1 swift action 1 standard action 10 minutes Standard Action	1 round 1 minute/level [D] 24 hours	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF	Yes [harmless] two of which are more N/A Yes filius burst Yes [harmless] two of which can be Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration	SC: p.107 SC: p.108 SC: p.111
Heal 8 + caster level [max +5] hit points.	15 have th	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text	action 1 swift action 1 standard action 10 minutes Standard Action	1 minute/level [D] 24 hours 10 minutes/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feat apart Touch V,S, DF Target: One touched creature/ Personal V,DF	Yes [harmless] two of which are more N/A Yes dius burst Yes [harmless] two of which can be Yes level	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold]	SC: p.107 SC: p.108 SC: p.111 PHB: p.241
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 damage	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 colo	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 1 damage.	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119
Heal 8 + caster level [max +5] hit points.	15 have th	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feat apart Touch V,S, DF Target: One touched creature/ Personal V,DF	Yes [harmless] two of which are more N/A Yes dius burst Yes [harmless] two of which can be Yes level	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion)	SC: p.107 SC: p.108 SC: p.111 PHB: p.241
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 4amage 15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 colo	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 4amage 15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 colo	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action d damage. 1 swift action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) (Mind-Affecting)	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 .	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action d damage. 1 swift action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Necromancy	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15	painst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 1 standard action 2 damage. 1 swift action Standard Action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 .	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 1 standard action 2 damage. 1 swift action Standard Action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Mirecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Mirecting] Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 3 damage. 1 swift action Standard Action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: One creature/	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15	painst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 3 damage. 1 swift action Standard Action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	Close (40 ft.) V,M	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Mirecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Mirecting] Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244
Heal 8 + caster level [max +5] hit points.	15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action d damage. 1 swift action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous; see text	Close (40 ft.) V,M	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) Caster Level: 6 Enchantment (Compulsion) Caster Level: 6 Enchantment (Compulsion)	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
Heal 8 + caster level [max +5] hit points.	15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half Will negates Ad gains DR:1/evil for 1	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 3 damage. 1 swift action 1 standard Action 1 standard action 1 standard action 1 standard action minute. On	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous; see text failed save undead take an extra 1 point	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad voice of the control	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Conjuration (Compulsion) [Compulsion] (Compulsion)	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115
Heal 8 + caster level [max +5] hit points.	15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 3 damage. 1 swift action 1 standard Action 1 standard action 1 standard action 1 standard action minute. On	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous; see text	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: One creature/ Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: Creature touched Touch V,S Target: Creature touched	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Evocation Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
Heal 8 + caster level [max +5] hit points.	15 15 15 15 15 15 15 15 15 15 15 15	painst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text ad gains DR:1/evil for 1 Will negates ons.	action 1 swift action 1 standard action 10 minutes Standard Action 1 swift action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: One creature Touch V,S Target: Creature touched S Touch V,S,M Target: Creature touched S Touch V,S,M Target: Creature touched	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes Ye	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Abjuration Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Heal 8 + caster level [max +5] hit points.	15 15 15 15 15 15 15 15 15 15 15 15	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text ad gains DR:1/evil for 1 Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 swift action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous; see text failed save undead take an extra 1 point	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: One creature/ Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: Creature touched Touch V,S Target: Creature touched	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Evocation Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Heal 8 + caster level [max +5] hit points.	15 have the 15 hav	painst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text ad gains DR:1/evil for 1 Will negates Ons. None	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action 2 damage. 1 swift action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad close (40 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: Creature touched V,S, M Target: Creature touched V,S, M Target: Creature touched Medium (160 ft.) V,S	Yes [harmless] two of which are more N/A Yes lius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes Ye	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Caster Level: 6 Evocation [Good, Abjuration [Good, Good, G	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Heal 8 + caster level [max +5] hit points.	15 have the 15 15 15 15 15 15 15 15 15 15 15 15 15 1	painst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 colo Will negates Will half Will negates Will half (harmless); see text ad gains DR:1/evil for 1 Will negates ons. None but can use the light as	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D] dealing 1d6 [double against undead an	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: Creature toucheds Touch V,S, M Target: Creature touched Medium (160 ft.) V,S Target: You and up to two rays d	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes Ye	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Evocation [Good, Light] Caster Level: 6	SC: p.107 SC: p.108 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126 SC: p.132
Heal 8 + caster level [max +5] hit points.	15 have the 15 hav	painst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text ad gains DR:1/evil for 1 Will negates Ons. None	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D]	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: You and up to two rays of d Touch V,S, DF	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes Ye	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Evocation [Good, Light] Caster Level: 6	SC: p.107 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Heal 8 + caster level [max +5] hit points.	15 have the 15 hav	gainst bull rush. N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text ad gains DR:1/evil for 1 Will negates ons. None ou can use the light as Will negates	action 1 swift action 1 standard action 10 minutes Standard Action 1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D] dealing 1d6 [double against undead an	Close (40 ft.) V,M Target: One creature/level, no than 30 ft. apart Personal V,DF Target: You Long (640 ft.) V,S Target: Creatures in a 5-ftrad Close (40 ft.) V,S, DF Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (40 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (160 ft.) V,S Target: Creature toucheds Touch V,S, M Target: Creature touched Medium (160 ft.) V,S Target: You and up to two rays d	Yes [harmless] two of which are more N/A Yes flius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes Ye	Transmutation [Earth] Caster Level: 6 Divination [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Cold] Caster Level: 6 Evocation [Cold] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Evocation [Good, Light] Caster Level: 6	SC: p.107 SC: p.108 SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126 SC: p.132

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□□□□ Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect: Weapon gains +1 bonus.		(71011011		Target: Weapon toud	ched		Caster Level: 6	
Moon Lust	15	Will negates [harmless]	1 standard	1 round/level	Medium (160 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting]	SC: p.143
Effect: Creature becomes fascinated for the duration of the spell.		[nanness]	action		Target: Creature tou	ched		Caster Level: 6	
Nightshield	15	N/A		1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
Effect:			action		Target: You			Caster Level: 6	
+1 resistance on Saving throws, increases to +2 at caster Nimbus of Light	15	N/A at caster leve	1 standard	tes magic missiles. 1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
Effect:			action		Target: You			Caster Level: 6	
Creates light 30' Can use as ranged touch attack 30' for 10	d8 plus	s 1 point per round that's None		nce casting to max of [1d8 + caster level]. 1 minute/level		V,S	No	Conjuration	PHB: p.258
Effect:			Action					(Creation) Caster Level: 6	
Fog surrounds you. Omen of Peril	15	N/A	1 round	Instantaneous	high	V,F	N/A		SC: p.149
Effect:					Target: You	۷,۱	14/7	Caster Level: 6	ос. р. 143
Brief supplication gives you a vision that hints at how dang	gerous			; see text. 1 hour/level	Close (40 ft.)	V,S	No	Transmutation	SC: p.161
Effect:			action		Target: One interplan	nar gate or	portal	Caster Level: 6	
Up to six creatures can be chosen to recieve mental beach	on. 15	Will negates	Standard	1 minute/level [D]				Abjuration [Lawful]	PHR: n 266
Effect:	10	(harmless)	Action	i illinutoriovoi [b]	Target: Creature tou		No, see text	Caster Level: 6	1 11b. p.200
+2 to AC and saves, counter mind control, hedge out elem			Chandard	4 minute/Jevel (D)			No. and tout		DUD 000
Protection from Evil	15	Will negates (harmless)	Action	1 minute/level [D]			No; see text	Abjuration [Good]	PHB: p.266
Effect: +2 to AC and saves, counter mind control, hedge out elem					Target: Creature tou			Caster Level: 6	
Protection from Law	15	Will negates (harmless)	Standard Action	1 minute/level [D]		,-,	No; see text	[Chaotic]	PHB: p.266
Effect: +2 to AC and saves, counter mind control, hedge out elem	nentals	and outsiders.			Target: Creature tou	ched		Caster Level: 6	
Remove Fear	15	Will negates (harmless)	Standard Action	10 minutes; see text	Close (40 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
Effect: Suppresses fear or gives +4 on saves against fear for one	ouhic.	(,	0011				no two of which can be	Caster Level: 6	
Suppresses fear or gives +4 on saves against fear for one Resist Planar Alignment	15	Will negates		1 round/level	more than 30 ft. apar Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature tou	iched		Caster Level: 6	
Grants limited protection from a plane's alignment traits; so Resurgence	ee text 15	Will negates		Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 6	
Allows one retry on a failed save against an ongoing spell, Sanctuary	l, spell-l 15	like ability, or supernatural Will negates		1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
Effect:		, and the second	Action		Target: Creature tou			Caster Level: 6	
Opponents can't attack you, and you can't attack.		None	Standard	Concentration, up to 6 rounds	-	V,S,M,F	No		Race Des: p.167
Scholar's Touch		None	Action	Concentration, up to 6 rounds			140		Nace Des. p. 107
Effect: Absorb the contents of an entire book as if you had read it					Target: One book/ro			Caster Level: 6	
Shield of Faith	15	Will negates (harmless)	Standard Action	1 minute/level		V,S,M	Yes (harmless)	•	PHB: p.278
Effect: Aura grants +3 deflection bonus.					Target: Creature tou			Caster Level: 6	
Sign	15	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	(Compulsion)	SC: p.189
Effect:					Target: You			[Mind-Affecting] Caster Level: 6	
+4 bonus on your next initiative check.	15	Will negates	1 standard	1 hour/level [D]		V,S	Yes [harmless]		SC: p.194
Effect:		[harmless]	action		Target: Creature tou			Caster Level: 6	
Speed increases by 10 ft. and no Balance checks or Refle		ired to walk on snow.	1 atondord	1 round/level	-	V,S	N/A		SC: p 109
Spell Flower	13	IN/A	action	i Tourid/level	reisoliai	v,3	N/A	Caster Level: 6	SC: p.198
Effects					Torget: Vou				
Effect: Hold the charge of one touch spell per arm; see text.		Mana	1 1	4	Target: You	V 0 E/5=	Ne		DI ID 605
Hold the charge of one touch spell per arm; see text. Summon Monster I		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: p.285
Hold the charge of one touch spell per arm; see text.				1 round/level [D]	Close (40 ft.) Target: One summor	ned creatur	re	Conjuration (Summoning) Caster Level: 6	
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect:	15	None N/A		1 round/level [D] Instantaneous	Close (40 ft.) Target: One summor			Conjuration (Summoning) Caster Level: 6	PHB: p.285 SC: p.228
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect:		N/A	1 swift		Close (40 ft.) Target: One summor	ned creatur	re	Conjuration (Summoning) Caster Level: 6 Conjuration	·
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft		N/A ground. Will negates	1 swift action		Close (40 ft.) Target: One summon Personal Target: You	ned creatur	re	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration	·
Hold the charge of one touch spell per arm; see text. Graph Summon Monster I Effect: Calls extraplanar creature to fight for you. Graph Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Vigor, Lesser Effect:	to the (N/A ground. Will negates [harmless]	1 swift action 1 standard action	Instantaneous	Close (40 ft.) Target: One summon Personal Target: You	v,s,M	re N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6	SC: p.228
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Vigor, Lesser	to the (N/A ground. Will negates [harmless]	1 swift action 1 standard action er round. 1 standard	Instantaneous	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatu	v,s,M	re N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6	SC: p.228
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Viporaft Effect: Gain 10 ft. per level of altitude, and then gently float back. Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe	to the o	N/A ground. Will negates [harmless] als 1 hp automatically pe None	1 swift action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15]	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatu	V,S,M V,S ure touched V,S,DF	re N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6	SC: p.228
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Vipdraft Effect: Gain 10 ft. per level of altitude, and then gently float back Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe Vision of Glory Effect: Grants a +1 morale bonus to a single saving throw [target]	to the o	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates	1 swift action 1 standard action er round. 1 standard action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15]	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou	V,S,M V,S ure touched V,S,DF	re N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) (Air) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6	SC: p.228
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe	to the of 15 to th	N/A ground. Will negates [harmless] als 1 hp automatically pe None	1 swift action 1 standard action er round. 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou	V,S,M V,S ure touched V,S,DF uched S,M	ve N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) (Air) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6	SC: p.228 SC: p.229 SC: p.231
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Vigor, Lesser Effect: Grant 10 ft. per level of altitude, and then gently float back. Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe. Vision of Glory Effect: Grants a +1 morale bonus to a single saving throw [target]	to the of 15 to th	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates	1 swift action 1 standard action er round. 1 standard action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatu Touch Target: Creature tou Touch	V,S,M V,S ure touched V,S,DF uched S,M	ve N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231
Hold the charge of one touch spell per arm; see text.	to the of 15 to th	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates	1 swift action 1 standard action er round. 1 standard action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatu Touch Target: Creature tou Touch	V,S,M V,S ure touched V,S,DF uched S,M	ve N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231
Hold the charge of one touch spell per arm; see text.	to the of 15 to th	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates	1 swift action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou	V,S,M V,S ure touched V,S,DF uched S,M	ve N/A Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School	SC: p.228 SC: p.229 SC: p.231
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Wigor, Lesser Effect: Grants target fast healing ability for the duration of the specified: Grants a +1 morale bonus to a single saving throw [target] Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	to the g 15 ell. Hea 's choic 15	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless]	1 swift action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou	V,S,M V,S ure touched V,S,DF uched S,M Comp.	Yes [harmless] Yes Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion)	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source
Hold the charge of one touch spell per arm; see text.	to the ç 15 ell. Hea 's choic 15	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou	v,s,M v,s ure touched v,s,DF uched s,M uched Comp. v,S, DF	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless)	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Vigor, Lesser Effect: Grants target fast healing ability for the duration of the specificats at 10 ft. per level of Grants target fast healing ability for the duration of the specificats. Wision of Glory Effect: Grants a +1 morale bonus to a single saving throw (target) Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	to the ç 15 ell. Hea 's choic 15	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None orary hp. Will negates	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creature Touch Target: Creature tou	v,s,M v,s ure touched v,s,DF uched s,M uched Comp. v,S, DF	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless)	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back: Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe Wision of Glory Effect: Grants a +1 morale bonus to a single saving throw [target] Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	to the g 15 15 Hea C's choice 15	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Touch Target: Living creatur Touch Target: Living creatur	v,s,M v,s ure touched v,s,DF uched s,M uched Comp. v,s, DF ure touched v,s, DF	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless, object) Projectiles [all of which	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Hold the charge of one touch spell per arm; see text.	to the g 15 15 DC DC	N/A ground. Will negates [harmless] sls 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None orary hp. Will negates (harmless, object)	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Touch Target: Living creatur Touch Target: Living creatur Touch	v,s,M v,s ure touched v,s,DF uched s,M uched v,s,DF ure touched v,s,DF ure touched v,s,DF	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) Projectiles [all of which her at the time of	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back: Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spe Wision of Glory Effect: Grants a +1 morale bonus to a single saving throw [target] Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	to the g 15 15 Hea C's choice 15	N/A ground. Will negates [harmless] sls 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None orary hp. Will negates (harmless, object)	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Touch Target: Living creatur Touch Target: Living creatur Touch	v,s,M v,s ure touched v,s,DF uched s,M uched Comp. v,s, DF ure touched v,s, DF	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) Projectiles [all of which her at the time of	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Hold the charge of one touch spell per arm; see text.	to the g 15 15 Use the second of the second	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None brary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Touch Target: Living creatur Touch Target: Living creatur Touch	v.s., M v.s. V.s. V.s. V.s. V.s. V.s. V.s. V.s.	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) Projectiles [all of which her at the time of	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Hold the charge of one touch spell per arm; see text.	to the g 15 15 Use the second of the second	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None brary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creature tou Touch Target: Creature tou Range Touch Target: Living creature tou Touch Target: Weapon tour must be in contact we casting Touch Target: Creature tou Personal	v.s., M v.s. or touched v.s., DF uched s., M uched v.s., DF ure touched v.s., DF ure touched v.s., DF ure touched v.s., DF ched or fifty with each off v.s., M uched	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) Yerojectiles [all of which her at the time of Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
Hold the charge of one touch spell per arm; see text.	to the g 15 15 Use the second of the second	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None orary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creature tou Touch Target: Creature tou Range Touch Target: Living creature tou Touch Target: Weapon tour must be in contact we casting Touch Target: Creature tou Target: Creature tou	v.s., M v.s. or touched v.s., DF uched s., M uched v.s., DF ure touched v.s., DF ure touched v.s., DF ure touched v.s., DF ched or fifty with each off v.s., M uched	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) Projectiles [all of which her at the time of Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) (Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
Hold the charge of one touch spell per arm; see text.	to the g 15 15 Use the second of the second	N/A ground. Will negates [harmless] als 1 hp automatically pe None ce]. Fortitude negates [harmless] Saving Throw None orary hp. Will negates (harmless, object) Will negates [harmless]	1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Close (40 ft.) Target: One summon Personal Target: You Touch Target: Living creature tou Touch Target: Creature tou Range Touch Target: Living creature tou Touch Target: Weapon tour must be in contact we casting Touch Target: Creature tou Personal	v.s., M v.s. or touched v.s., DF uched s., M uched v.s., DF ure touched v.s., DF ure touched v.s., DF ure touched v.s., DF ched or fifty with each off v.s., M uched	Yes [harmless] Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) Projectiles [all of which her at the time of Yes [harmless]	Conjuration (Summoning) Caster Level: 6 Conjuration (Creation) [Air] Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197

				Cleric Spells				
□□□□□ Aura Against Flame	16	N/A		1 round/level	Personal V,S	S N/A	Abjuration	SC: p.18
Effect:			action		Target: You		Caster Level: 6	
Protects against first 10 points of fire damage, it also ext	tinguishe	es flames; see text. None	1	1 minute/level	20 ft. V	Yes [harmle	ss] Abjuration	SC: p.19
Avoid Flanar Ellects		140110	immediate	Timilacolovoi	2011.	res manne	7.0juration	GG. p. 10
Effect:			action		Target: One creature/lev	vel in a 20-ft. radius l	burst Caster Level: 6	
Gain temporary respite from the natural effects of a spec	cific plan 16	e. N/A	1 standard	1 round/level	centered on you Personal V.S	S,M/DF N/A	Transmutation	SC: p.24
Balor Nimbus	10	IVA	action	1 Tourid/level		3,W/DI 14/A		30. p.24
Effect: Any creature grappling you takes 6d6 points of fire dama	age.				Target: You		Caster Level: 6	
□□□□□ Bear's Endurance	16	Will negates (harmless)		1 minute/level	Touch V,S	S, DF Yes	Transmutation	PHB: p.203
Effect:		(narmiess)	Action		Target: Creature touche	ed	Caster Level: 6	
Subject gains +4 to Con for 1 minutes/level.	16	Will pogetoe	1 atondord	Instantaneous			Enchantment	DUD III n 102
Black Karma Curse	10	Will negates	action	mstantaneous	Close (40 ft.) V,S	o res	(Compulsion)	PHB II: p.103
Effect:					Target: One creature		[Mind-Affecting] Caster Level: 6	
If the target fails it's save, it immediately takes damage a					-		Ahi	DI ID II 400
Blade Brothers	16	Will negates (harmless)	action	1 minute/level or until discharged	Touch V,S	S Yes (harmle	ess) Abjuration	PHB II: p.103
Effect: Once during the spell, if a subject attempts a saving three	ow hoth	recipients can roll and	use the mo	st favorable result. If both saves fail, bot	Target: Two willing crea	atures	Caster Level: 6	
are affected by the spell.								
□□□□□ Body Blades	16	N/A	1 standard action	1 minute/level	Personal V,S	S N/A	Transmutation	SC: p.35
Effect:	JC . 4 //				Target: You		Caster Level: 6	
Sprouts dagger blades across your body able to inflict 10	u6 + 1/1e	None		1 round/level	Touch V,S	S,M No	Transmutation	SC: p.38
Effect:			action		Torget: Weeden weens	n touchod	Caster Level: 6	
Small magical thorns/spikes protrude from wooden weap					Target: Wooden weapo			
Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch V,S	S,M/DF Yes (harmle	ess) Transmutation	PHB: p.207
Effect:		(. 1011011		Target: Creature touche	ed	Caster Level: 6	
Subject gains +4 to Str for 1 minutes/level.	16	Will negates	Standard	Concentration, up to 1 round/level [D]	Medium (160 ft.) V,S	S, DF Yes	Enchantment	PHB: p.207
Calm Emotions	10	nogatos	Action	2330auton, up to 1 Touriuriever [D]		., 5. 100	(Compulsion)	. τ.ο. ρ.201
Effect:					Target: Creatures in a 2	20-ftradius spread	[Mind-Affecting] Caster Level: 6	
Calms creatures, negating emotion effects.	40	ANCHE LOUGH COLUMN		Later transfer				00 . 10
Close Wounds	16	Will half [harmless]; see text	1 immediate	Instantaneous	Close (40 ft.) V	Yes [harmle	ess] Conjuration (Healing)	SC: p.48
Effect:			action		Target: One creature		Caster Level: 6	
Cure 1d4 +1/level [max +5].					-			
Cloud of Knives			1 standard action	1 round/level	Personal V,S	S,M	Conjuration	PHB II: p.107
Effect:					Target: You		Caster Level: 6	
Each round as a free action you can release a knife at Damage 1d6 +1/3 level [max +5] Crit 19-20.	t any op	ponent you can see wi	thin 30 ft. A	ttack bonus = Caster level + Key Ability	/.			
□□□□□ Consecrate		None	Standard Action	2 hours/level	Close (40 ft.) V,S	S,M, DF No	Evocation [Good]	PHB: p.212
Effect:			Action		Target: 20-ftradius em	anation	Caster Level: 6	
Fills area with positive energy, making undead weaker. Cure Moderate Wounds	16	Will half (harmless);	Standard	Instantaneous	Touch V,S	S Yes (harmle	ess); see Conjuration	PHB: p.216
	10	see text	Action	motanta reodo		text	(Healing)	111b. p.210
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature touche	ed	Caster Level: 6	
Curse of III Fortune	16	Will negates		1 minute/level	Medium (160 ft.) V,S	S,DF Yes	Necromancy	SC: p.56
Effect:			action		Target: One living creat	ture	Caster Level: 6	
Cause -3 penalty on attack rolls, saving throws, ability ch	hecks ar		Standard	10 minutes/level [D]	Touch V, I	M/DF No	Evocation	PHB: p.216
	ioono ai		Standard	To minutes/level [D]	rouch v, i	M/DF NO	[Darkness]	РПВ: р.216
Darkness	ioono ui	None	Action				Caster Level: 6	
Darkness Effect:		None	Action		Target: Object touched		Illusion (Shadow)	
Darkness Effect: 20-ft. radius of supernatural shadow.	10010 41	None	1 standard	1 round/level		S,DF Yes		SC: p.58
Darkness Effect: 20-ft. radius of supernatural shadow. Dark Way				1 round/level	Close (40 ft.) V,S		hick and Caster Level: 6	SC: p.58
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge.		None	1 standard action		Close (40 ft.) V,S Target: One bridge of foup to 20 ft./level long	orce 5 ft. wide, 1 in. th		
Darkness Effect: 20-ft. radius of supernatural shadow. Dark Way Effect:	16		1 standard action	1 round/level	Close (40 ft.) V,S Target: One bridge of foup to 20 ft./level long		hick, and Caster Level: 6 Conjuration (Summoning)	SC: p.58
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deific Vegeance Effect:	16	None Will half	1 standard action 1 standard		Close (40 ft.) V,S Target: One bridge of foup to 20 ft./level long	orce 5 ft. wide, 1 in. th	Conjuration	
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deiffic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	16	None Will half	1 standard action 1 standard action		Close (40 ft.) V,S Target: One bridge of four to 20 ft./level long Close (40 ft.) V,S Target: One creature	orce 5 ft. wide, 1 in. th	Conjuration (Summoning) Caster Level: 6	
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deiffic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster leve	16	None Will half ead [max 10d6].	1 standard action 1 standard action	Instantaneous	Close (40 ft.) V,S Target: One bridge of te up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S	orce 5 ft. wide, 1 in. th	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning)	SC: p.62
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deiffic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	16	None Will half ad [max 10d6]. Will half	1 standard action 1 standard action Standard Action	Instantaneous	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature	orce 5 ft. wide, 1 in. th	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6	SC: p.62 cmpdiv: null
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Effect: Current of Supernatural shadow. Create a ribbonlike, weightless, unbreakable bridge. Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level. Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level. Create a ribbonlike, weightless, unbreakable bridge.	16	None Will half ad [max 10d6]. Will half Fortitude negates	1 standard action 1 standard action Standard Action	Instantaneous	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature	orce 5 ft. wide, 1 in. th	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 conjuration Caster Level: 6 conjuration	SC: p.62
Darkness Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deiffic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Deiffic Vengeance Effect: Cause 3d6 or 6d6 if the target is undead. Delay Poison Effect:	16 el if unde 16	None Will half ad [max 10d6]. Will half	1 standard action 1 standard action Standard Action Standard	Instantaneous	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6	SC: p.62 cmpdiv: null
Darkness Effect: 20-tt. radius of supernatural shadow. Greate a ribbonlike, weightless, unbreakable bridge.	16 el if unde 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless)	1 standard action 1 standard action Standard Action Standard Action	Instantaneous Instantaneous 1 hour/level	Close (40 ft.) V,S Target: One bridge of fc up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touches	orce 5 ft. wide, 1 in. the Sp. Sp. Yes Sp. Sp. Yes Sp. Sp. Yes Sp. Sp. Yes (harmle sed)	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 ess) Conjuration (Healing) Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217
Effect: 20-tt. radius of supernatural shadow.	16 el if unde 16	None Will half ad [max 10d6]. Will half Fortitude negates	1 standard action 1 standard action Standard Action Standard Action	Instantaneous	Close (40 ft.) V,S Target: One bridge of ten to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination	SC: p.62 cmpdiv: null
Darkness Effect: 20-tt. radius of supernatural shadow. Greate a ribbonlike, weightless, unbreakable bridge.	16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless)	1 standard action 1 standard action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level	Close (40 ft.) V,S Target: One bridge of fc up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touches	orce 5 ft. wide, 1 in. the Sp. Sp. Yes Sp. Sp. Yes Sp. Sp. Yes Sp. Sp. Yes (harmle sed)	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 ess) Conjuration (Healing) Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Cause 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target for 1 hour/level. Divine Insight Effect: Cause 3d6 or 5d6 if the target for 1 hour/level.	16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action spell. 1 standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Close (40 ft.) V,S Target: One bridge of ten to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S	orce 5 ft. wide, 1 in. the Sp.	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Divination	SC: p.62 cmpdiv: null PHB: p.217
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target is undead.	16 If under 16 16 16 check d	None Will half and [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the	1 standard action 1 standard action Standard Action Standard Action 1 standard action spell.	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [context)	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Ses) Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70
Effect: Cause 3d6 or 6d6 if the target is undead.	16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Close (40 ft.) V,S Target: One bridge of ft. up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space	S,DF Yes S,DF Yes (harmle ad 6,DF N/A Yes or No [or text an anation centered on 8]	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Experiment of the service of	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target is undead.	16 If under 16 16 16 check d	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em	S,DF Yes S,DF Yes (harmle ad 6,DF N/A Yes or No [or text an anation centered on 8]	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Example 1 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Enchantment (Compulsion)	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70
Effect: Cause 3d6 or 6d6 if the target is undead. Delay Poison Effect: Cause 3d6 or 6d6 if the target is undead. Divine Insight Effect: Cause solido from harming subject for 1 hour/level. Divine Insight Effect: Cain 5 + your caster level [max bonus of 15] to one skill Divine Interdiction Effect: Cain 5 - your caster level [max bonus of 15] to one skill Divine Interdiction Effect: Cain 5 - your caster level [max bonus of 15] to one skill Divine Interdiction	16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates	standard action standard action standard Action Standard Action Standard Action 1 standard action spell. 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em biject, or point in space Medium (160 ft.) V,S	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [or text that the sp.DF N/A Yes [or text that the sp.DF Yes [harmle sp.DF Yes [har	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Exist Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Exist Conjuration Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: Cause 3d6 or 6d6 if the target is undead.	16 16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless]	1 standard action 1 standard action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Close (40 ft.) V,S Target: One bridge of ft. up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space Medium (160 ft.) V,S Target: Allies in a 20-ft	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and sp.DF) Yes or No [or text text text text text text text tex	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Exist Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 SC: p.70
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 3d6 or 6d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection	16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless]	standard action standard action standard Action Standard Action Standard Action 1 standard action spell. 1 standard action 1 standard action Standard action Standard action Standard action Standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Close (40 ft.) V,S Target: One bridge of ft. up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space Medium (160 ft.) V,S Target: Allies in a 20-ft	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [or text than an antion centered on the sp.DF Yes [harmle sp.DF	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Exist Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Exist Conjuration Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: 20-th. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless, unbreakable bridge. Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Deiffic Vengeance Effect: Cause 3d6 or 6d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Effect: Fagle's Splendor Effect:	16 16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless]	1 standard action 1 standard action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Close (40 ft.) V,S Target: One bridge of ft. up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space Medium (160 ft.) V,S Target: Allies in a 20-ft	orce 5 ft. wide, 1 in. the special section of the s	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Exist Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 SC: p.70
Effect: Causes 166/2 caster levels [Max 5d6] or 1d6/caster level Delay Poison Effect: Causes 166/2 caster levels [Max 5d6] or 1d6/caster levels Delay Poison Effect: Causes 3d6 or 6d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill Delay Poison Effect: Sample Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: Temp loss of turning power & domain powers. Divine Protection Effect: Sample Divine Protection Effect: Sample Divine Protection Effect: Sample Divine Protection Effect: Sample Divine Protection Effect: Subject gains +4 to Cha for 1 minutes/level.	16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	1 standard action 1 standard action Standard Action Standard Action 1 standard Action 1 standard action spell. 1 standard action 1 standard action Standard action Standard action Standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Close (40 ft.) V,S Target: One bridge of fc up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space Medium (160 ft.) V,S Target: Allies in a 20-ft Touch V,S Target: Creature touche	S,DF Yes S,DF Yes (harmle ad Yes or No [c text nanation centered on a G,DF Yes [harmle ded S,DF Yes]]	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Ess) Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Ess] Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225
Effect: Causes 166/2 caster levels [Max 5d6] or 1d6/caster level Delay Poison Effect: Causes 166/2 caster levels [Max 5d6] or 1d6/caster levels Max 5d6]	16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless]	1 standard action 1 standard action Standard Action Standard Action 1 standard Action 1 standard action spell. 1 standard action 1 standard action Standard action Standard action Standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Close (40 ft.) V.S. Target: One bridge of for up to 20 ft./level long. Close (40 ft.) V.S. Target: One creature Close (40 ft.) V.S. Target: One creature Touch V.S. Target: Creature touche Personal V.S. Target: You Close (40 ft.) V.S. Target: One creature touche Personal V.S. Target: One Creature touche Personal V.S. Target: One Creature touche Touch V.S. Target: Allies in a 20-ft Touch V.S. Target: Creature touche Touch V.S.	orce 5 ft. wide, 1 in. the special section of the s	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Uses) Conjuration (Summoning) Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 See Abjuration a creature, Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text]	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 SC: p.70
Effect: Cause 3d6 or 6d6 if the target is undead. Clause 3d6 or	16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Close (40 ft.) V,S Target: One bridge of fc up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space Medium (160 ft.) V,S Target: Allies in a 20-ft Touch V,S Target: Creature touche	S,DF Yes S,DF Yes (harmle ad Yes or No [c text nanation centered on a G,DF Yes [harmle ded S,DF Yes]]	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Experiment (Summoning) Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225
Effect: Causes 166/2 caster levels [Max 5d6] or 1d6/caster level Delay Poison Effect: Causes 166/2 caster levels [Max 5d6] or 1d6/caster levels Max 5d6]	16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	1 standard action 1 standard action Standard Action Standard Action 1 standard action 2 standard action 1 standard action 2 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Close (40 ft.) V.S. Target: One bridge of for up to 20 ft./level long. Close (40 ft.) V.S. Target: One creature Close (40 ft.) V.S. Target: One creature Touch V.S. Target: Creature touche Personal V.S. Target: You Close (40 ft.) V.S. Target: One creature touche Personal V.S. Target: One Creature touche Personal V.S. Target: One Creature touche Touch V.S. Target: Allies in a 20-ft Touch V.S. Target: Creature touche Touch V.S.	S,DF Yes S,DF Yes (harmle ad S,DF N/A Yes or No [o text text text text text text text tex	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Ess) Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target for 1 hour/level. Cause 3d6 or 6d6 if the target for 1 hour/level. Cause 3d6 or 6d6 if the target for 1 hour/level. Cause 3d6 or 6d6 if the target for 1 hour/level. Cause 3d6 or 6d6 if the target for 1 hour/level. Cause 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 if the target is undead. Effect: Stops poison from harming subject for 1 hour/level. Cain 5 + your caster level [max bonus of 15] to one skill Cain 5 + your caster level [max bon	16 16 16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant	1 standard action 1 standard action Standard Action Standard Action 1 standard action 2 standard action 1 standard action 2 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Close (40 ft.) V,S Target: One bridge of ft. up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: 10-ftradius em object, or point in space Medium (160 ft.) V,S Target: Creature touche Touch V,S Target: Creature touche Touch V,S Target: Creature touche Touch V,S Target: Touch Medium (160 ft.) V,S	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [or text text text text text text text tex	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 (Summoning) Caster Level: 6 Ess) Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Ess] Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Effect: Cause 3d6 or 6d6 if the target is undead. Clause 3d6 or 6d6 or 1d6/caster leve	16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant Will negates; see text	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Standard action Standard Action 1 standard action ce; see text 1 round	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Close (40 ft.) V,S Target: One bridge of ft. Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: Touch V,S Target: Touch V,S Target: Any number of company of the compan	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [or text annation centered on a sp.	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Ress) Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Enchantment (Compulsion) (Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See taxt] Caster Level: 6 Enchantment (Charm) Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 or 1d6/caster level [Max 5d6] or 1d6/caster leve	16 16 16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Standard action Standard Action 1 standard action ce; see text 1 round	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Close (40 ft.) V,S Target: One bridge of ft up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: Creature touche Medium (160 ft.) V,S Target: Creature touche Touch V,S Target: Creature touche Touch V,S Target: Creature touche Touch V,S Target: Touch Medium (160 ft.) V,S Target: Allies in a 20-ft. Target: Touch	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [or text text text text text text text tex	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Effect: Causes 16/2 caster levels [Max 5d6] or 1d6/caster level Delay Poison Effect: Cause 3d6 or 6d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Temp loss of turning power & domain powers. Divine Protection Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Temp loss of turning power & domain powers. Effect: Subject gains +4 to Cha for 1 minutes/level. Effect: Protects against on energy type [fire, cold, electricity, accomplete the power in the fire the power in the fire the power in the fire th	16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant Will negates; see text	1 standard action 1 standard action Standard Action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Close (40 ft.) V,S Target: One bridge of ft. Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: Touch V,S Target: Touch V,S Target: Any number of company of the compan	orce 5 ft. wide, 1 in. the Sp.DF Yes Sp.DF Yes Sp.DF Yes (harmle and Sp.DF N/A Yes or No [or text annation centered on a sp.	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Ress) Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Divination a creature, Caster Level: 6 Enchantment (Compulsion) (Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See taxt] Caster Level: 6 Enchantment (Charm) Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Causes 3d6 or 6d6 if the target is undead. Cause 3d6 or 6d6 or 1d6/caster level [Max 5d6] or 1d6/caster leve	16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant Will negates; see text	1 standard action 1 standard action Standard Action Standard Action 1 standard Action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Standard Action 1 standard action Standard Action Standard Action Standard Standard action Standard Standard Standard Standard Standard Standard Standard Standard Standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Close (40 ft.) V,S Target: One bridge of ft up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: Creature touche Medium (160 ft.) V,S Target: Creature touche Touch V,S Target: Creature touche Touch V,S Target: Creature touche Touch V,S Target: Touch Medium (160 ft.) V,S Target: Allies in a 20-ft. Target: Touch	S,DF Yes (harmle ed S,DF Yes [harmle s,M/DF Yes ed S,DF No S Yes creatures N/A	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Effect: 20-ft. radius of supernatural shadow. Effect: 20-ft. radius of supernatural shadow. Effect: Create a ribbonlike, weightless, unbreakable bridge. Delfic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level. Delfic Vengeance Effect: Causes 3d6 or 6d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill. Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Divine Protection Effect: Subject gains +4 to Cha for 1 minutes/level. Divine Energized Shield, Lesser Effect: Protects against on energy type [fire, cold, electricity, action of the cold of the	16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates (harmless) Will negates (harmless) None nic], you gan 5 resistand Will negates; see text	1 standard action Standard Action Standard Action Standard Action 1 standard action 1 standard action spell. 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Close (40 ft.) V,S Target: One bridge of tup to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: 10-ftradius embject, or point in space Medium (160 ft.) V,S Target: Allies in a 20-ft Touch V,S Target: Creature touche Touch V,S Target: Touch V,S Target: Touch V,S Target: Touch V,S Target: Allies in a 20-ft Touch V,S Target: Touch V,S Target: Touch V,S Target: Touch V,S Target: Allies in a V,S Target: Touch V,S Target: Touch V,S Target: Touch V,S Target: Allies in V,S Target: Allies in V,S Target: Touch V,S Target: Touch V,S Target: Allies in V,S Target: Allies in V,S Target: Touch V,S Target: Touch V,S Target: Allies in V,S	S,DF Yes (harmle ed S,DF Yes [harmle s,M/DF Yes ed S,DF No S Yes creatures N/A	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Use Conjuration (Summoning) Caster Level: 6 Use Conjuration (Healing) Caster Level: 6 Divination Caster Level: 6 Use Conjuration Caster Level: 6 Use Caster Level: 6 Use Caster Level: 6 Use Caster Level: 6 Transmutation Caster Level: 6 Abjuration [See text] Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86
Effect: 20-tt. radius of supernatural shadow. Effect: Create a ribbonlike, weightless, unbreakable bridge. Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level. Causes 3d6 or 6d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Cain 5 + your caster level [max bonus of 15] to one skill. Cain 5 + your caster level [max bonus of 15] to one skill. Divine Interdiction Effect: Temp loss of turning power & domain powers. Divine Protection Effect: +1 morale bonus to AC and saving throws. Effect: Subject gains +4 to Cha for 1 minutes/level. Captivates against on energy type [fire, cold, electricity, activated and continuation of the cold, electricity, activated and cold. Effect: Protects against on energy type [fire, cold, electricity, activated and cold. Effect: Captivates all within 100 ft. +10 ft./level Captivates all within 100 ft. +10 ft./level Effect: Extends your tentacles by 5 ft.	16 16 16 16 16 16 16 16 16 16	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates (harmless) Will negates (harmless) None nic], you gan 5 resistand Will negates; see text	1 standard action 1 standard action Standard Action Standard Action 1 standard Action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Standard Action 1 standard action Standard Action Standard Action Standard Standard action Standard Standard Standard Standard Standard Standard Standard Standard Standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Close (40 ft.) V,S Target: One bridge of fc up to 20 ft./level long Close (40 ft.) V,S Target: One creature Close (40 ft.) V,S Target: One creature Touch V,S Target: Creature touche Personal V,S Target: You Close (40 ft.) V Target: You Close (40 ft.) V Target: One creature touche Personal V,S Target: One creature touche Personal V,S Target: One creature touche Personal V,S Target: Allies in a 20-ft. Touch V,S Target: Creature touche Touch V,S Target: Touch Medium (160 ft.) V,S Target: Allies in a 20-ft. Touch V,S Target: Touch Medium (160 ft.) V,S Target: Any number of of Personal V Target: You	S,DF Yes (harmle ed S,DF Yes [harmle s,M/DF Yes ed S,DF No S Yes creatures N/A	Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Conjuration (Summoning) Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Charm) Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86

⁼Domain/Speciality Spell

				Cleric Spells					
□□□□□ Frost Breath	16	Reflex half		Instantaneous	30 ft. V,	,S,M	Yes	Evocation [Cold]	SC: p.100
Effect:			action		Target: Cone-shaped to	burst		Caster Level: 6	
Breath a cone of cold that deal 1d4/2 caster levels [max					· ·				
□□□□□ Fuse Arms	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch V,	,8	Yes [harmless]	Transmutation	SC: p.100
Effect: Gain +4 Str for every set of limbs fused to the primary lir	mh				Target: Creature with a touched	at least tw	o arms or tentacles	Caster Level: 6	
Gentle Repose	16	Will negates (object)	Standard	1 day/level		,S,M/DF	Yes (object)	Necromancy	PHB: p.235
Effect:			Action		Target: Corpse touche	ıd		Caster Level: 6	
Preserves one corpse.									
□□□□□Ghost Touch Armor	16	Will negates [harmless]	1 standard action	1 minute/level	Touch V,	,S,M	Yes [harmless]	Transmutation	SC: p.102
Effect:					Target: Armor of create	ure touch	ed	Caster Level: 6	
Armor gains Ghost Touch property. Hand of Divinity		None	1 minute	1 minute/level	Touch V,	S,DF	No	Evocation [See	SC: p.109
,					Tananti Carati ira tamah			text]	
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws					Target: Creature touch	iea		Caster Level: 6	
□□□□□ Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal V,	,S,M	N/A	Divination	SC: p.110
Effect:					Target: You			Caster Level: 6	
Allows caster with Heal ranks to remove other ailments	when us 16			also heal more; see text. 1 round/level [D]; see text	Medium (160 ft.) V,	S,F/DF	Yes	Enchantment	PHB: p.241
DDDDD Hold Pelson		Tim Hogatos, 500 toxt	Action	r rounanovor [2], ooc toxt	, , , , , , , , , , , , , , , , , , ,	,0,1701		(Compulsion)	7.1.D. p.2.1.
Effect:					Target: One humanoid	creature		[Mind-Affecting] Caster Level: 6	
Paralyzes one humanoid for 1 round/level.					-				DUD ALL
□□□□ Inflict Moderate Wounds	16	Will half	Standard Action	Instantaneous	Touch V,	,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 2d8 +1/level [max +10] damage.					Target: Creature touch	ned		Caster Level: 6	
Inky Cloud		None	1 standard	10 minutes/level	30 ft. V,	,S,M	No	Conjuration	SC: p.123
Effect:			action		Torget: 20 ft radius on	rood oon	torod on you	(Creation) Caster Level: 6	
Inky cloud that works under water.					Target: 30-ftradius sp	oread cen	tered on you	Caster Level: 6	
□□□□□ Insight of Good Fortune	16	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (40 ft.) V,	,S,M	Yes (harmless)	Divination	PHB II: p.115
Effect:		· ·			Target: One creature			Caster Level: 6	
Reroll once after making an attack, skill check, saving the	row or a	ability check before resu None		nd take the better result. Instantaneous	-	,S,F	Yes (harmless)	Abjuration	Race Des: p.166
□□□□□ Insignia of Alarm		140116	Action	motalitaneous				•	Nace Des. p. 100
Effect: Spell alerts all wearers.					Target: All wearers of	special in:	signia within range	Caster Level: 6	
In Inches	16	Will negates		1 hour/level [D]	Touch V,	,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
Effect:		[harmless,object]	action		Target: One suit of arn	nor touch	ed/3 levels	Caster Level: 6	
Hide and Move Silent check ignore the Armor penalty do	uring the				-				
□□□□□Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (160 ft.) V,	,S	Yes; see text	Evocation [Good, Light]	SC: p.132
Effect:		Lance Addition			Target: You and up to	two rays;	see text	Caster Level: 6	
Same as light of Lunia except damage is 2d6 or 4d6 vs. Living Undeath	undead	Fortitude negates	1 standard	1 minute/level	Touch V,	,S,DF	Yes [harmless]	Necromancy	SC: p.134
· ·		[harmless]	action				, , , , , , , , , , , , , , , , , , , ,		
Effect: Not subject to sneak attacks or criticals; -4 penalty to Ch	na score				Target: Creature touch	ned		Caster Level: 6	
□□□□ Make Whole	16	Will negates (harmless, object)	Standard Action	Instantaneous	Close (40 ft.) V,	,S	Yes (harmless, object	Transmutation	PHB: p.252
Effect:		(narriicss, object)			Target: One object of u	up to 10 c	u. ft./level	Caster Level: 6	
Repairs an object.	40			4	Target: One object of u				DUD II 440
	16	Will negates		1 round/level			eu. ft./level	Caster Level: 6 Necromancy	PHB II: p.119
Repairs an object.		Will negates	1 standard action		Medium (160 ft.) V, Target: One creature/3	,S,DF	Yes		PHB II: p.119
Repairs an object.		Will negates	1 standard action	er heals 2 points of damage.	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart	,S,DF B levels, n	Yes	Necromancy	PHB II: p.119
Repairs an object.	tack ags	Will negates	1 standard action	er heals 2 points of damage.	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V,	,S,DF B levels, n	Yes so two of which are	Necromancy Caster Level: 6 Necromancy	
Repairs an object.	tack ags 16	Will negates	1 standard action e, that attack	er heals 2 points of damage.	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature	S,DF 3 levels, n	Yes to two of which are Yes	Necromancy Caster Level: 6	SC: p.138
Repairs an object.	tack ags 16	Will negates sinst the marked creatur Will negates Will negates	1 standard action e, that attack 1 standard action	er heals 2 points of damage.	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V,	,S,DF 3 levels, n ,S,DF	Yes so two of which are	Necromancy Caster Level: 6 Necromancy	
Repairs an object.	itack ags 16	Will negates sinst the marked creatur Will negates	1 standard action e, that attack	cer heals 2 points of damage. Permanent	Medium (160 ft.) V, Target: One creature/5 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V	,S,DF 3 levels, n ,S,DF	Yes to two of which are Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination	SC: p.138
Repairs an object.	itack ags 16	Will negates sinst the marked creatur Will negates Will negates	1 standard action e, that attack 1 standard action	cer heals 2 points of damage. Permanent	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature	,S,DF 3 levels, n ,S,DF	Yes to two of which are Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6	SC: p.138
Repairs an object.	itack ags 16	Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates	1 standard action e, that attacl 1 standard action 1 immediate action Standard	cer heals 2 points of damage. Permanent	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart. Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature	,S,DF 3 levels, n ,S,DF	Yes to two of which are Yes Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination	SC: p.138
Repairs an object.	ttack age 16	Will negates sinst the marked creatur Will negates Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action	cer heals 2 points of damage. Permanent Instantaneous	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart. Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V,	S,DF B levels, n S,DF	Yes to two of which are Yes Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6	SC: p.138 PHB II: p.119
Repairs an object.	16	Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action	er heals 2 points of damage. Permanent Instantaneous 1 minute/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch	S,DF B levels, n S,DF	Yes to two of which are Yes Yes (harmless) Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259
Repairs an object.	16	Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates	1 standard action e, that attack 1 standard action 1 immediate action Standard Action	cer heals 2 points of damage. Permanent Instantaneous	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch	S,DF B levels, n S,DF	Yes to two of which are Yes Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation	SC: p.138 PHB II: p.119
Repairs an object.	16	Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard	er heals 2 points of damage. Permanent Instantaneous 1 minute/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF hed	Yes to two of which are Yes Yes (harmless) Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259
Repairs an object.	ttack age 16 . 16 . 16	Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action	er heals 2 points of damage. Permanent Instantaneous 1 minute/level	Medium (160 ft.) V, Target: One creature/Smore than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch Touch V,	S,DF B levels, n S,DF S,M/DF ned S	Yes to two of which are Yes Yes (harmless) Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration	SC: p.138 PHB II: p.119 PHB: p.259
Repairs an object.	ttack age 16 . 16 . 16	Will negates Will negates Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart. Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V,	S,DF B levels, n S,DF S,M/DF hed S hed S	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163
Repairs an object.	16 16 16 16 ergy attack	Will negates sinst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF hed S hed S	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163
Repairs an object.	16 16 16 16 ergy attack	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] tok. Will negates [harmless] tok. Will negates	standard action e, that attack 1 standard action standard action Standard Action 1 standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF and B levels, n S,m/DF	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163
Repairs an object.	16 16 16 16 17 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] tck. Will negates [harmless]	standard action e, that attack that attack 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF ned S ned S ned S,DF	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless] Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) kck. Will negates [harmless] kck. Will negates [harmless]	standard action e, that attack 1 standard action standard action Standard Action Standard Action 1 standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 11 minutes/level	Medium (160 ft.) V, Target: One creature's more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF Bed S Bed S Bed S,DF L-radius b	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless] Yes [harmless] Yes [harmless] Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Repairs an object.	16 16 16 16 17 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] tok. Will negates [harmless] tok. Will negates	standard action e, that attack 1 standard action standard action Standard Action Standard Action 1 standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Medium (160 ft.) V, Target: One creature/ Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Medium (160 ft.) V,	S,DF B levels, n S,DF S,M/DF Bed S Bed S Bed S,DF L-radius b	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless] Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing)	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163
Repairs an object.	16 16 16 16 16 16 16 16 16 16	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] kck. Will negates [harmless] Will negates [harmless] Will negates [harmless]	standard action e, that attact 1 standard action standard action Standard Action 1 standard action 1 standard action 1 standard action Standard action Standard action Standard action Standard action Standard action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 11 minutes/level	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Close (40 ft.) V, Target: Creature touch Touch V, Target: Creature touch Close (40 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature touch	S,DF S,M/DF S,M/DF and S,DF AS,M/DF and AS,DF bed S,DF tradius b	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Repairs an object.	16 16 16 16 16 16 16 16 16 16	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) kck. Will negates [harmless] kck. Will negates [harmless] Will negates (harmless) Will negates (harmless) Fortitude negates	standard action e, that attack 1 standard action standard action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 11 minutes/level	Medium (160 ft.) V, Target: One creature/Smore than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature Touch V, Target: Up to four creature	S,DF B levels, n S,DF S,M/DF and S,S and S,DF tradius b S,S atures, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing)	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] tok. Will negates [harmless] will negates [harmless] will negates [harmless] Will negates [harmless]	standard action e, that attack 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V,	S,DF B levels, n S,DF S,M/DF and S,S and S,DF L-radius b S atures, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) Utust Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] tok. Will negates [harmless] tok. Will negates [harmless] Will negates [harmless] Tok. Fortitude negates (harmless)	standard action action action action action action standard action Standard Action Standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 1 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Close (40 ft.) V, Target: U, U, U, Target: Allies in a 20-ft Touch V, Target: Up to four creature touch Touch V, Target: Up to four creature touch V, Target: Creature touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF Bed S Bed S Bed S,DF L-radius b S Batures, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] two (harmless) two of which can be Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Abjuration Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Repairs an object.	16 16 16 16 16 16 16 16 16 16	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] kk. Will negates [harmless] Will negates [harmless] Fortitude negates (harmless) Will negates (harmless)	standard action action action action action action standard action Standard Action Standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Medium (160 ft.) V, Target: One creature/3 more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V,	S,DF B levels, n S,DF S,M/DF Bed S Bed S Bed S,DF L-radius b S Batures, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) Utust Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] tok. Will negates [harmless] tok. Will negates [harmless] Will negates [harmless] Tok. Fortitude negates (harmless)	standard action action action action action action standard action Standard Action Standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 1 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Close (40 ft.) V, Target: U, U, U, Target: Allies in a 20-ft Touch V, Target: Up to four creature touch Touch V, Target: Up to four creature touch V, Target: Creature touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF Bed S,S Bed S,DF Butters, no S,DF Butters, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] two (harmless) two of which can be Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Abjuration Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Repairs an object.	16 16 16 16 16 16 16 16 16 16	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] bck. Will negates [harmless] Will negates [harmless] Ck. Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless)	standard action e, that attack 1 standard action standard action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action 3 rounds	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous	Medium (160 ft.) V, Target: One creature's more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature than 30 ft. apart Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF B levels, n S,DF B levels, n S,DF B levels, n B l	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] tyes (harmless) two of which can be Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Chealing) Caster Level: 6 Conjuration Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] kk. Will negates [harmless] Will negates [harmless] Fortitude negates (harmless) Will negates (harmless)	standard action action action action action action standard action Standard Action Standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 1 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Up to four creature Touch V, Target: Up to four creature Touch V, Target: Up to four creature Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF and S,S and S,DF L-radius b S,DF L-radius b S,DF atures, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) tok. Will negates (harmless) tok. Will negates (harmless) Will negates (harmless) Vill negates (harmless) Will negates (harmless) Will negates (harmless) Vipe. Will negates (harmless)	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action 3 standard Action 3 rounds	rer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous	Medium (160 ft.) V, Target: One creature's more than 30 ft. apart Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature than 30 ft. apart Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF and S,S and S,DF L-radius b S,DF L-radius b S,DF atures, no	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Chealing) Caster Level: 6 Conjuration Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ok. Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) Will negates (harmless) ype. Will negates (harmless) Jas one has at least 1 re Will negates (object); Will negates (object);	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard Action 3 rounds 1 round 1 round 1 standard action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature more than 30 ft. apart Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF and S,S and S,DF tradius b	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] Ock. Will negates [harmless] Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) Will negates (harmless) Zie Will negates (harmless) Will negates (harmless) Jas one has at least 1 ra Will negates (object);	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 2 standard action 3 standard Action Standard Action 3 rounds 1 round ank in the sk	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature more than 30 ft. apart Touch V, Target: Creature touch	S,DF B levels, n S,DF S,M/DF and S,S and S,DF tradius b	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] kck. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) Fortitude negates (harmless) Will negates (harmless) Will negates (harmless) ype. Will negates (harmless) Will negates (harmless) ype. Will negates (harmless) will negates (bet); Will negates (object);	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard Action 3 rounds 1 round 1 round 1 standard action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Creature touch Touch V, Target: Allies in a 20-ft Touch V, Target: Creature touch Touch V, Target: Two willing creating c	S,DF B levels, n S,DF B levels, n S,DF B levels, n S,DF B levels, n B levels,	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] Mill negates [harmless] Will negates [harmless] Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) Will negates (barmless) Will negates (barmless) Will negates (object); Vill negates (object); Vill negates (object); Vill negates (object); Vill negates (object) or Fortitude half; see	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard Action 3 rounds 1 round 1 round 1 standard action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature more than 30 ft. apart Touch V, Target: Creature touch	S,DF B levels, n S,DF B levels, n S,DF B levels, n S,DF B levels, n B levels,	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) ck. Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) Jas one has at least 1 re Will negates (harmless) Jas one has at least 1 re Will negates (beject); Will negates (boject); Will negates (boject) or Fortitude half; see text Will negates	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action 3 rounds 1 round ank in the sk Standard Action Standard Action Standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Medium (160 ft.) V, Target: One creature's Medium (160 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch Touch V, Target: Creature touch Close (40 ft.) V, Target: Creature touch Touch V, Target: Treature touch	S,DF B levels, n S,DF S,M/DF Bed S,DF Bed S,DF Bed S,DF Bed S,DF Bed S,DF Bed B,S,DF B,S	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] Ok. Will negates [harmless] Ok. Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) Will negates (harmless) Will negates (harmless) Ja so ne has at least 1 re Will negates (object); Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action 3 rounds 1 round 1 round 1 round 1 round 1 standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Instantaneous	Medium (160 ft.) V, Target: One creature's Medium (160 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (160 ft.) V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: S-ft-radius spr	S,DF B levels, n S,DF S,M/DF Bed S,DF Bed S,DF Bed S,DF Bed S,DF Bed S,DF Bed B,S,DF B,S	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272 PHB II: p.124 PHB: p.278
Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	Will negates Will negates Will negates (harmless) ck. Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) Jas one has at least 1 re Will negates (harmless) Jas one has at least 1 re Will negates (beject); Will negates (boject); Will negates (boject) or Fortitude half; see text Will negates	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action 3 rounds 1 round ank in the sk Standard Action Standard Action Standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Instantaneous	Medium (160 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature: Close (40 ft.) V, Target: One creature Close (40 ft.) V, Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Allies in a 20-ft Close (40 ft.) V, Target: Up to four creature touch Touch V, Target: Up to four creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Up to four creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Two willing cre Close (40 ft.) V, Target: 5-ftradius spr crystalline creature Close (40 ft.) V,	S,DF B levels, n S,DF S,M/DF Bed S,DF Bed S,DF Bed S,DF Bed S,DF Bed S,DF Bed B,S,DF B,S	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Evocation [Sonic]	SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272 PHB II: p.124 PHB: p.278

Cleric Spells
1 standard 10 minutes/level [D]

				Cleric Spells					
□□□□Shroud of Undeath	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
ffect:				and a second second second second	Target: You			Caster Level: 6	
Shroud yourself in invisbile negative energy so noning pposite effect on you as if you were undead.									
]□□□□ Silence		Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (640 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
ffect: Negates sound in 15-ft. radius.					Target: 20 ft. radius object, or point in sp		centered on a creature	, Caster Level: 6	
Sound Burst	16	Fortitude partial		Instantaneous	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
fect:			Action		Target: 10-ftradius	spread		Caster Level: 6	
Deals 1d8 sonic damage to subjects; may stun them.	16	Will negates	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
I□□□□Spawn Screen		[harmless]	action	THOUNGVE			res (narriess)	, i	оо. р. тог
ffect: Subject will not rise as spawn if killed by an undead cap	pable of cre	eating spawn.			Target: One creatur	e/level		Caster Level: 6	
☐☐☐☐ Spell Immunity, Lesser		Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
ffect: Protects one creature from a single 1st- or 2nd-level spe					Target: Creature to	uched		Caster Level: 6	
Protects one creature from a single 1st- of 2nd-lever spe		None		1 round/level [D]	Medium (160 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
ffect:			Action		Target: Magic weap	on of force		Caster Level: 6	
Magical weapon attacks on its own.	16	Will negates	1 swift	Instantaneous	See text		Yes [harmless]	Conjuration	SC: p.204
LLLL Stabilize		[harmless]; see text	action	instantaneous				(Healing)	ОО. р.204
ffect: Spell designed for battle fields, heals all creatures for 1	hp to stab	alize them, undead tal-	ce 1 point of	damage [Will negates].	Target: 50-ftradius	burst cente	red on you	Caster Level: 6	
]□□□□ Status		Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
ffect:		(namioos)	71011011		Target: One/per 3 le	vels living o	reatures touched	Caster Level: 6	
Monitors condition, position of allies.	16	Will negates		Instantaneous	Medium (160 ft.)	V	Yes	Enchantment	PHB II: p.126
,			immediate action					(Charm) [Mind-Affecting]	
ffect: Target refrains from attacking you or targetting you with	n spells for	the remainder of the o	urrent round		Target: One human	oid		Caster Level: 6	
Target retrains from attacking you or targetting you with	16	Will negates	1 standard	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
fect:		[harmless]	action		Target: Corporeal u	ndead creat	ure touched	Caster Level: 6	
Target gains natural armor AC bonus of +3.		None	Standard	6 rounds [D]	Personal		No	Transmutation	Race Sto: p.163
Stone Fist		HOLIC	Action	o rodinas (D)		۳,U,U	140		παυ ο οιυ. μ. 103
fect: Acts as if armed and your hands become hard inflicting	damage; s	see text.			Target: You			Caster Level: 6	
□□□□ Stretch Weapon		Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
fect:		(Harriness, object)	action		Target: Melee weap	on wielded		Caster Level: 6	
Adds 5 feet of reach for one attack. \(\sum \sum \sum \sum \sum \text{Thrush} \)		None	10 minutes	8 hours	Close (40 ft.)	V,S,DF	No	Conjuration	SC: p.214
adda odnimon Eiyolan midon								(Summoning) [Good]	
fect:					Target: One summo	ned Elysian	thrush	Caster Level: 6	
Summons a Elysian thrush [Planar Handbook 118]; see		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration	PHB: p.286
ffect:					Target: One or more	e summone	d creatures, no two of	(Summoning) Caster Level: 6	
Calls extraplanar creature to fight for you.					which can be more	than 30 ft. a	part		
□□□□ Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
fect: Conceals alignment for 24 hours.					Target: One creatur	e or object		Caster Level: 6	
☐☐☐☐ Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation	SC: p.228
ffect:			action		Target: You			[Darkness] Caster Level: 6	
Grants you a 20% miss chance from concealment.	16	Will negates	Standard	1 minute/level	Close (40 ft.)	V,S, DF	Yes	Enchantment	PHB: p.303
	.0	· · · · · · · · · · · · · · · · · · ·	Action		0.000 (10 1)	1,0, 5.		(Compulsion) [Mind-Affecting]	1 1 12. p.000
ffect:					Target: 20-ftradius	emanation		Caster Level: 6	
Subjects within range cannot lie.									
Subjects within range cannot lie.				LEVEL 3					
Name		Saving Throw		Duration	Range		Spell Resistance	School	Source
Name		Saving Throw None			Range Close (40 ft.)		Spell Resistance Yes [harmless]	School Enchantment (Compulsion)	Source SC: p.8
Name			1 standard	Duration	Close (40 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	
Name □□□□□ Aid, Mass fect: +1 on attack rolls, +1 against fear, all creatures gain 1dk	l8 +1/caste	None er level [max 15] tempo	1 standard action action	Duration 1 minute/level	Close (40 ft.) Target: One or more more than 30 ft. apa	V,S,DF e creatures, art	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.8
Name □□□□□ Aid, Mass fect: +1 on attack rolls, +1 against fear, all creatures gain 1dk	18 +1/caste	None	1 standard action action	Duration	Close (40 ft.) Target: One or more	V,S,DF e creatures, art	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	
Name	18 +1/caste	None er level [max 15] tempo Will negates	1 standard action erary hp. 1 standard	Duration 1 minute/level	Close (40 ft.) Target: One or more more than 30 ft. apa	V,S,DF e creatures, art S,M/DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.8
Name	18 +1/caste 17	None er level [max 15] tempo Will negates [harmless] Will negates	1 standard action erary hp. 1 standard action 1 standard	Duration 1 minute/level	Close (40 ft.) Target: One or more more than 30 ft. apartouch	v,s,DF e creatures, art s,M/DF ures touched	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation	SC: p.8
Name	18 +1/caste 17	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object]	1 standard action orary hp. 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text	Close (40 ft.) Target: One or more than 30 ft. ape Touch Target: Living create Close (40 ft.) Target: One weapon	V,S,DF e creatures, ant S,M/DF ures touched V,S,DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	SC: p.8 SC: p.8
Name	18 +1/caster 17 17	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action prary hp. 1 standard action 1 standard action ce.	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart	V,S,DF e creatures, art S,M/DF ures touched V,S,DF n/level, no to	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6	SC: p.8 SC: p.8
Name	18 +1/caster 17 17	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object]	1 standard action prary hp. 1 standard action 1 standard action ce. 1 immediate	Duration 1 minute/level 2 hours/level; see text	Close (40 ft.) Target: One or more than 30 ft. ape Touch Target: Living create Close (40 ft.) Target: One weapon	V,S,DF e creatures, ant S,M/DF ures touched V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text]	SC: p.8 SC: p.8
Name	17 17 17 veapons or	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action rary hp. 1 standard action 1 standard action ce. 1	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart	V,S,DF e creatures, art S,M/DF ures touched V,S,DF n/level, no to	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6	SC: p.8 SC: p.8
Name	18 +1/caster 17 17 17 veapons or	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action rary hp. 1 standard action 1 standard action 1 standard action ce. 1 immediate action	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapor than 30 ft. apart Close (40 ft.)	V,S,DF e creatures, art S,M/DF ures touched V,S,DF n/level, no to	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination	SC: p.8 SC: p.8 SC: p.9
Name	18 +1/caster 17 17 17 veapons or	None br level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None	1 standard action rary hp. 1 standard action 1 standard action 1 standard action ce. 1 immediate action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creature	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no to V,X	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation)	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Name	18 +1/caster 17 17 17 veapons or	None br level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None	1 standard action rrary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creature	V,S,DF e creatures, and S,M/DF ures toucher V,S,DF n/level, no to V,X ee V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Name	18 +1/castes 17 17 17 17 17 17 17 17 17 17 17 17 17	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None None	1 standard action vary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft.	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no to V,X ee V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) (Creation) (Chaotic, Water)	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Name	18 +1/castes 17 17 17 17 17 17 17 17 17 17 17 17 17	None br level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None None	1 standard action vary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D]	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.)	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no to V,X e V,S,M,DF U,S,M,DF U,S,M,DF U,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 0 ft. high] Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) [Chaotic, Water] Caster Level: 6 Abjuration	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Name	18 +1/caster 17 17 17 veapons or cond roll. 17 st anything i	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None Will negates [harmless] dragon, bonus increas	1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Close (40 ft.) Target: One or morn more than 30 ft. apartouch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur Target: One creatur	V.S.DF e creatures, art S.M/DF ures toucher V.S.DF n/level, no to V.X e V.S.M,DF -ft. radius, 2 V.S.M,DF ere/2 levels, no to	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Of ft. high] Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) (Chaotic, Water] Caster Level: 6 Abjuration Caster Level: 6	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Name	18 +1/caster 17 17 17 veapons or cond roll. 17 st anything i	None br level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless]	1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.)	V,S,DF e creatures, art S,M/DF ures touched V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF re/2 levels, n	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Of ft. high] Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) [Chaotic, Water] Caster Level: 6 Abjuration	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Name	18 +1/caster 17 17 17 17 17 17 17 17 17 17 17 17 17	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None None Will negates [harmless] dragon, bonus increas N/A	1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Close (40 ft.) Target: One or morn more than 30 ft. apartouch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur Target: One creatur	V.S.DF e creatures, art S.M/DF ures touched V.S.DF n/level, no to V.X e V.S.M.DF -ft. radius, 2 V.S.M.DF re/2 levels, n art V,S.M/DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Of ft. high] Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) (Chaotic, Water] Caster Level: 6 Abjuration Caster Level: 6	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Name Name Aid, Mass Iffect: +1 on attack rolls, +1 against fear, all creatures gain 1dd Air Breathing Iffect: Grants creatures the ability to breath air. Align Weapon, Mass Iffect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Iffect: Target must reroll any die roll it just made taking the second and an accommendation of the second and an accommendation. Anarchic Storm Iffect: All subjects granted +2 luck bonus to AC, saves against Attunes the affected creatures to the plane you are currently and an accommendation. Antunes the affected creatures to the plane you are currently and an accommendation.	18 +1/caster 17 17 17 veapons or cond roll. st. anything 17 rently on, n	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None None Will negates [harmless] dragon, bonus increas N/A	1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action 1 standard action set 1 per four 1 standard action set 1 standard action set 1 standard action standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Close (40 ft.) Target: One or morn more than 30 ft. aper Touch Target: Living creat Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur arget: One creatur nore than 30 ft. apar Touch	V.S.DF e creatures, art S.M/DF ures toucher V.S.DF n/level, no to V.X e V.S.M,DF -ft. radius, 2 V.S.M,DF -e/2 levels, nat V.S.M/DF -e/3 levels	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Of ft. high] Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) [Chaotic, Water] Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Enchantment	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Name	18 +1/caster 17 17 17 veapons or cond roll. st. anything 17 rently on, n	None or level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increas N/A negating harmful effects	1 standard action rary hp. 1 standard action 3 standard action 6 standard action 6 standard action 8 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur more than 30 ft. apart Touch	V.S.DF e creatures, art S.M/DF ures toucher V.S.DF n/level, no to V.X e V.S.M,DF -ft. radius, 2 V.S.M,DF -e/2 levels, nat V.S.M/DF -e/3 levels	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No to ft. high] Yes [harmless] to two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) (Chaotic, Water] Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Fear, Good, [Fear, Good, Fear, Good, Fea	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.14
Name	18 +1/caster 17 17 17 veapons or cond roll. st. anything 17 rently on, n	None or level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increas N/A negating harmful effects	1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action 1 standard action 1 standard action set 1 per four 1 standard action set 1 standard action set 1 standard action standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur more than 30 ft. apar Touch	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, n art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 0 ft. high] Yes [harmless] o two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) [Chaotic, Water] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Individual Caster Level: 6 Individual Caster Level: 6 Individual Caster Level: 6 Inchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.14
Name	18 +1/caster 17 17 17 veapons or scond roll. 17 st anything 17 rently on, n 17	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates	1 standard action rary hp. 1 standard action 2 standard action 3 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Close (40 ft.) Target: One or morn more than 30 ft. apartouch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur more than 30 ft. apartouch Target: One creatur Touch Target: One creatur Touch	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, n art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 0 ft. high] Yes [harmless] o two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) (Chaotic, Water] Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Fear, Good, [Fear, Good, Fear, Good, Fea	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.14
Name	18 +1/caster 17 17 17 veapons or cond roll. st anything 17 rently on, n 17 d6) points	None Ir level [max 15] tempo Will negates [harmless] Will negates [harmless, object] projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates	1 standard action rary hp. 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Close (40 ft.) Target: One or morn more than 30 ft. apartouch Target: Living create Close (40 ft.) Target: One weaporthan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur more than 30 ft. apartouch Target: One creatur Touch Target: One creatur Touch	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no to V,X e V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, n art V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 10 ft. high] Yes [harmless] to two of which are N/A Yes ttelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation Caster Level: 6 Transmutation [See text] Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) [Chaotic, Water] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 6 Conjuration	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.14
Name	18 +1/caster 17 17 17 veapons or cond roll. st anything 17 rently on, n 17 d6) points	None or level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None None Will negates [harmless] dragon, bonus increas N/A negating harmful effects Will negates of nonlethal damage	1 standard action rary hp. 1 standard action 3 standard action and is stur	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Close (40 ft.) Target: One or morn more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapothan 30 ft. apart Close (40 ft.) Target: One creatur 20 ft. Target: Cylinder [20 Close (40 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur Touch	V,S,DF e creatures, art S,M/DF ures toucher V,S,DF n/level, no tv V,X ee V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 10 ft. high] Yes [harmless] to two of which are N/A Yes ttelligence 3+	Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6 Transmutation Caster Level: 6 Transmutation (See text) Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 6 Conjuration (Creation) (Chaotic, Water) Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Compulsion) (Fear, Good, Mind-Affecting) Caster Level: 6	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.17 SC: p.21

				Cleric Spells					
□□□□□ Bestow Curse	17	Will negates	Standard Action	Permanent	Touch V,	,S	Yes	Necromancy	PHB: p.203
Effect:	50	00/			Target: Creature touch	ned		Caster Level: 6	
-6 to an ability score; -4 on attack rolls, saves, and check:	s; or 50 17	Will partial	1 standard	1 minute/level [D]	0 ft. V,	,S,DF	Yes	Evocation	SC: p.30
Effect:			action		Target: Swordlike colu	mn of gna	ashing teeth	Caster Level: 6	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Savi	e or bed	come frightened for 1d4 Fortitude negates		Permanent [D]	Medium (160 ft.) V		Yes	Necromancy	PHB: p.206
Blindness/Deafness	17	Fortitude negates	Action	remanent [D]			res	, in the second	FПВ. р.200
Effect: Makes subject blinded or deafened.					Target: One living crea	ature		Caster Level: 6	
□□□□□ Blindsight	17	Will negates [harmless]	1 standard action	1 minute/level	Touch V,	,S	Yes [harmless]	Transmutation	SC: p.32
Effect:		[namioooj	dollori		Target: Creature touch	ned		Caster Level: 6	
Grant blindsight to 30 ft. Chain of Eyes	17	Will negates	1 standard	1 hour/level	Touch V,	,S	Yes	Divination	SC: p.45
Effect:			action		Target: Living creature	touched		Caster Level: 6	
Scrying sensor passed along by touch.			See text	1 round/level	Personal V,			Abjuration	PHB II: p.106
Channeled Divine Shield			See lext	i Tourid/lever	Target: You	,3		Caster Level: 6	FПБ II. р. 100
Gain DR based upon casting time; See text.		None	4 -4	A second flowed (D)		C DE	No		1.00: - 40
Checkmate's Light		None	action	1 round/level [D]	Touch V,	,S,DF	NO	Evocation [Lawful]	J SC: p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Ma:	x +5 at	15th level] and is Lawfu	ıl aligned. A	lies gain +1 morale bonus vs. fear in 20 f	Target: Melee weapon ft	touched		Caster Level: 6	
radius of red light.		N/A	-		Personal V,	9	N/A	Divination	SC: p.46
Circle Dance	17	IN/A	1 minute	Instantaneous	Target: You	,3	N/A	Caster Level: 6	3C. p.46
Get direction and general status of a known target.	47	\A60	4 -4	10 minutes/level	-	C	Van [harmland]		CC: - 47
Cloak of Bravery	17	Will negates [harmless]	action	10 minutes/level	60 ft. V,		Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47
Effect: You and your allies gain a morale bonus on saves agains	st fear e	effects equal to your cas	ter level [Ma	x +10].	Target: 60-ftradius en	manation	centered on you	Caster Level: 6	
Cloak Pool	17	Will negates [harmless,object]		1 hour/level [D]	Close (40 ft.) V,	,S	No	Illusion (Glamer) [Mind-Affecting]	SC: p.48
Effect:			audun		Target: One color pool	I		Caster Level: 6	
Causes a color pool on the Astral Plane to seemingly cea	ase to e	xist. None	Standard	Permanent	Touch V,	,S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touched			Caster Level: 6	
Makes a permanent, heatless torch.					,	ŭ			
Conviction, Mass	17	Will negates [harmless]	1 standard action	10 minutes/level	Medium (160 ft.) V,	,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect: Same as conviction, except it affects multiple allies at a d	distance	ı.			Target: Allies in a 20-ft	tradius b	ourst	Caster Level: 6	
Corona of Cold	17	Fortitude negates		1 round/level [D]	10 ft. V,	,S,DF	Yes	Evocation [Cold]	SC: p.52
Effect:			action		Target: 20-ftradius sp	oread		Caster Level: 6	
Gain fire resistance 10, and deal 1d12 damage to all in you as ong as they remain in the area.	our area	a of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed fo	or				
Create Food and Water		None	10 minutes	24 hours; see text	Close (40 ft.) V,	,S	No	Conjuration (Creation)	PHB: p.214
Effect:					Target: Food and wate		ain 3 humans/level or	Caster Level: 6	
Feeds 3 humans or 1 horses/level. Crown of Grave	17	Will negates	1 standard	1 hour/level [D] or until discharged	one horse/level for 24 l Touch V,	hours ,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
Effect:		(harmless)	action		Target: Creature touch		,		,
						iea		Caster Level: 6	
Wearer can compel undead with a one-word command or					_				
	nce per 17	r minute. See text. Will negates (harmless)	1 standard	1 hour/level [D] or until discharged	_	,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Wearer can compel undead with a one-word command or Crown of Might Effect:	17	Will negates (harmless)		1 hour/level [D] or until discharged	_		Yes (harmless)	Transmutation Caster Level: 6	PHB II: p.108
Wearer can compel undead with a one-word command or Crown of Might	17	Will negates (harmless) ound. Will negates	action 1 standard	hour/level [D] or until discharged hour/level [D] or until discharged	Touch V,		Yes (harmless) Yes (harmless)		PHB II: p.108
Wearer can compel undead with a one-word command o Crown of Might Effect: Strength enhancement or discharge for +8 Strength for the Strength of Protection Effect:	17 or one ro 17	Will negates (harmless) ound. Will negates (harmless)	action		Touch V,	ned ,S,F	, ,	Caster Level: 6	
Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on al	17 or one re 17	Will negates (harmless) ound. Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch V, Target: Creature touch Touch V, Target: Creature touch	ned ,S,F ned	Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on al	17 or one ro 17	Will negates (harmless) ound. Will negates (harmless)	1 standard action		Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V,	ned ,S,F ned ,S,F	, ,	Caster Level: 6 Transmutation Caster Level: 6 Evocation	
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once p	17 or one re 17 Il saves. 17	Will negates (harmless) ound. Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonu	1 standard action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch	ned ,S,F ned ,S,F	Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on al Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once price opponent has the designated alignment or Discharge for	17 or one ro 17 Il saves. 17 oer minuor a +8 b	Will negates (harmless) oound. Will negates (harmless)	1 standard action 1 standard action us on dama	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if	ned ,S,F ned ,S,F	Yes (harmless) Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6	PHB II: p.108
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on al Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once puthe opponent has the designated alignment or Discharge for Crown Serious Wounds	17 or one re 17 Il saves. 17	Will negates (harmless) ound. Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonu	1 standard action 1 standard action us on dama	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V,	ned S,F ned S,F	Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing)	PHB II: p.108
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on al Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once price opponent has the designated alignment or Discharge for	17 or one ro 17 Il saves. 17 oer minuor a +8 b	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonubonus. Will half (harmless); see text	action 1 standard action 1 standard action us on dama Standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch	ned .S,F	Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on al Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Smitting Effect: Choose Alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Smitting Effect:	17 or one ro 17 Il saves. 17 oer minuor a +8 b	Will negates (harmless) ound. Will negates (harmless) Will negates (harmless) will negates (harmless) Ute, gain +2 divine bonus. Will half (harmless);	action 1 standard action 1 standard action us on dama Standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch	ned S,F ned S,F	Yes (harmless) Yes (harmless) Yes (harmless); see	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing)	PHB II: p.108
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pute opponent has the designated alignment or Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage.	17 or one re 17 17 11 saves. 17 over minuor a +8 t 17	Will negates (harmless) oound. Will negates (harmless) . Will negates (harmless) . Will negates (harmless) ute, gain +2 divine bonuonus. Will half (harmless); see text Will negates	1 standard action 1 standard action 1 standard action Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature	ned .S,F	Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for the Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	17 or one re 17 17 11 saves. 17 over minuor a +8 t 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Utle, gain +2 divine bonubonus. Will half (harmless); see text Will negates	1 standard action 1 standard action so on dama Standard Action 1 standard action action action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature	ned S,F ned S,F ned S,F ned S,M	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once potenthe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	17 or one re 17 17 11 saves. 17 over minuor a +8 t 17	Will negates (harmless) oound. Will negates (harmless) . Will negates (harmless) . Will negates (harmless) ute, gain +2 divine bonuonus. Will half (harmless); see text Will negates	1 standard action 1 standard action so on dama Standard Action 1 standard action action action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature all 0 ft. V,	ned S,F ned S,F ned S,F ned S,S	Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire]	PHB II: p.108 PHB II: p.108 PHB: p.216
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for 12 Strength enhancement or discharge for +8 Strength for 13 Strength for 14 Strength for 15 Strength for	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) ound. Will negates (harmless) . Will negates (harmless) ute, gain +2 divine bonus. Will half (harmless); see text Will negates	action 1 standard action 1 standard action 2 son dama Standard Action 1 standard action eapons, an 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level d ranged attacks. In addition, any critical	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature	ned ,S,F ned ,S,F ned ,S,M	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once potenthe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) ound. Will negates (harmless) . Will negates (harmless) ute, gain +2 divine bonus. Will half (harmless); see text Will negates	action 1 standard action 1 standard action 2 son dama Standard Action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 6 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level d ranged attacks. In addition, any critical	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature all 0 ft. V,	ned .S,F ned .S,F ned .S,F ned .S	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire]	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59
Wearer can compel undead with a one-word command on Crown of Might Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or range of the command	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonus. Will half (harmless); see text Will negates tile weapons, thrown w None ack [120 ft. no penalty] of	action 1 standard action 1 standard action 1 standard action I standard Action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 4 standard action 1 standard action 4 standard action 4 standard action 4 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6].	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature of t. V, Target: Flame in your p	ned S,F ned S,F ned S,S,F ned S,S ned S,M	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for the Strength of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect:	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Ute, gain +2 divine bonuonus. Will half (harmless); see text Will negates Will negates Will negates	action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al 0 ft. V, Target: Flame in your p Touch V, Target: Object touched	ned S,F ned S,F ned S,F ned S,S ned S,S ned S,M	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cure Serious Wounds Effect: Produce a flame that can be used for touch attack or range in Cure of Confirmed. Daylight Effect: 60-ft. radius of bright light.	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonus. Will half (harmless); see text Will negates tile weapons, thrown w None ack [120 ft. no penalty] of	action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6].	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch iff Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature all Oft. V, Target: Flame in your p Touch V, Target: Object touched	s.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.M.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness]	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for the Strength of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect:	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonubonus. Will half (harmless); see text Will negates title weapons, thrown was None None None	action 1 standard action 1 standard action 1 standard action so on dama Standard Action 1 standard action eapons, an 1 standard action dealing 1d6/, Standard Action Standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched	s.S.F. seed s.S.F. seed s.S.F. seed s.S.S.M. s.S.M. s.M. s	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Description Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cures a flame that can be used for touch attack or range of Co-ft. radius of bright light. Cures Darkines Effect: 60-ft. radius of bright light. Cures Darkness Effect:	17 or one re 17 17 18 saves. 17 over minuter a +8 t 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Ute, gain +2 divine bonuonus. Will half (harmless); see text Will negates Will negates Will negates	action 1 standard action 1 standard action 1 standard action so on dama Standard Action 1 standard action eapons, an 1 standard action dealing 1d6/, Standard Action Standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched	s.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.M.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness]	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cures Side and Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures damage. Daylight Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Daylight Effect: Produce a flame that can be used for touch attack or range of the confirment	17 or one rr 17 17 Il saves. 17 over minute 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bonus. Will half (harmless); see text Will negates title weapons, thrown w None None None None	1 standard action 2 standard action 2 standard action 2 standard Action 3 standard Action 1 standard Action 1 standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D]	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched	s.S.F. eed S.F. eed	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Discharge for +8 Strength for the composition of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all composition of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for Cures and Street (Cures 3d8 +1/level [max +15] damage. ———————————————————————————————————	17 or one rr 17 17 Il saves. 17 over minute 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bondoons. Will half (harmless); see text Will negates tile weapons, thrown was none None None None None None None None	action 1 standard action 1 standard action 1 standard action I standard Action 1 standard action 1 standard action 2 standard action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D]	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature 10 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature	s.S.F. eed S.F. eed	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for the component of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all component has the designated alignment of Discharge for the opponent has the designated alignment of Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge Effect:	17 or one rr 17 Il saves. 17 or and ra 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Utte, gain +2 divine bonubonus. Will half (harmless); we text Will negates title weapons, thrown we have title weapons, thrown we have title weapons. None None None None	action 1 standard action 1 standard action 1 standard action 2 standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action 1 standard action Creature is	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 erolls no next melee or ranged attack is Instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarri it is also stunned unless it saves.	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al O ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V,	s.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.F. ened S.S.M.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Caster Level: 6 Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for 10 Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all 10 Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for 10 Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. 10 Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. 10 Darkfire Effect: Produce a flame that can be used for touch attack or range 10 Curse of Produce a flame that can be used for touch attack or range 10 Curse of Darkfire Effect: 60-ft. radius of bright light. 11 Deeper Darkness Effect: Deals 2d6 damage to any creature with both Chaotic and 11 Curse of Evil and Lawful subtypes take 2d6 damage	17 17 18 saves. 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Utle, gain +2 divine bondonus. Will half (harmless); see text Will negates It lie weapons, thrown weapons, throw w	action 1 standard action 1 standard action 1 standard action 2s on dama Standard Action 1 standard action 1 standard action 2s action 1 standard action 2s action 1 standard action Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1 day/level [D] 1 df rounds; see text I anar'ri it is also stunned unless it saves. 1 d6 rounds	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch If Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature If Touch V, Target: Object touched Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V, Target: Living creature	s.S.F. eed S.S.F. eed S.S.F. eed S.S.M. S.S.M. M/DF d.S.S.DF	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for the common of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all common of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for Cures 3d8 +1/level [max +15] damage. Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Floct: 60-ft. radius of bright light. Chycle sheds supernatural shadow in 60-ft. radius. Demon Dirge Effect: Deals 2d6 damage to any creature with both Chaotic and Chycle sheds. Effect: Deals 2d6 damage to any creature with both Chaotic and Chycle sheds. Effect: Creatures of Evil and Lawful subtypes take 2d6 damage. Dispel Magic	17 17 18 saves. 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine bont bonus. Will half (harmless); see text Will negates tile weapons, thrown was None None is the weapons in the weapons	action 1 standard action 1 standard action 1 standard action 2s on dama Standard Action 1 standard action 1 standard action 2s action 1 standard action 2s action 1 standard action Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack i Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarin it is also stunned unless it saves. 1d6 rounds	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V, Target: Living creature Medium (160 ft.) V,	s.S.F. seed s.S.F.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for 10 Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all 10 Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for 10 Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. 10 Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. 10 Darkfire Effect: Produce a flame that can be used for touch attack or range 10 Curse of Produce a flame that can be used for touch attack or range 10 Curse of Darkfire Effect: 60-ft. radius of bright light. 11 Deeper Darkness Effect: Deals 2d6 damage to any creature with both Chaotic and 11 Curse of Evil and Lawful subtypes take 2d6 damage	17 17 18 saves. 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Utle, gain +2 divine bondonus. Will half (harmless); see text Will negates It lie weapons, thrown weapons, throw w	action 1 standard action 1 standard action 2 son dama Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action 1 standard action Creature is 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1 day/level [D] 1 df rounds; see text I anar'ri it is also stunned unless it saves. 1 d6 rounds	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch If Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature If Touch V, Target: Object touched Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V, Target: Living creature	s.S.F. seed s.S.F.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for the component of Protection Effect: -1 deflection bonus to AC and +1 resistance bonus on all component has the designated alignment of Discharge for the opponent has the designated alignment of Discharge for Cures and Strike (Cures	17 17 18 saves. 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Utle, gain +2 divine bondonus. Will half (harmless); see text Will negates It lie weapons, thrown weapons, throw w	action 1 standard action 1 standard action 2 so n dama Standard Action 1 standard action 1 standard action 2 so n dama Standard Action 1 standard action 2 standard Action 1 standard Action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1 day/level [D] 1 df rounds; see text I anar'ri it is also stunned unless it saves. 1 d6 rounds	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al Oft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: One spellcaste 20-ftradius burst	s.S.F. eed S.S.F. eed S.S.F. eed S.S.F. eed S.S.M. eed	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No Yes No	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect of the opponent has the designated alignment or Discharge for Cures and Hardward of Cures of Arrow Attraction Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cures and Hardward of Confirmed. Cures are automatically cures are automatically confirmed. Cures are automatically cures are are automatically cures are	17 or one n 17 Il saves. 17 or all saves. 17 17 17 17 project 17 17 17 It Evil su 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Ute, gain +2 divine born bonus. Will half (harmless); see text Will negates It wone None None None None None None None None None if the None or Fortitude partial; see text Lej. Baatezu must save of None None	action 1 standard action 1 standard action 1 standard action 2s on dama Standard Action 1 standard action 1 standard action 2s action 1 standard action 2s action 1 standard Action Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1 df rounds; see text 1 ranar'ri it is also stunned unless it saves. 1 d6 rounds ad Instantaneous	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature all 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Object touched Medium (160 ft.) V, Target: Living creature Medium (160 ft.) V, Target: One spellcaste 20-ftradius burst 0 ft. V, Target: Magic weapon	s.S.F. eed S.S.F. eed S.S.F. eed S.S.F. eed S.S.F. eed S.S.M. eed S.S.M. eed S.S.M. eed S.S.D.F. eed S.D.F. eed	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No Yes No re, or object; or	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Wearer can compel undead with a one-word command on Crown of Might Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect the opponent has the designated alignment or Discharge for Cures and Smitting Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cures alignment in the confirmed. Cures alignment or Discharge for the opponent of the confirmed. Cures of Arrow Attraction Effect: Object sheds appendix and she used for touch attack or ranged threats are automatically confirmed. Cures alignment in the confirmed of the confir	17 or one n 17 Il saves. 17 over minutor a +8 to 17 17 17 17 project 17 17 If Evil su 17 Ino save	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Utte, gain +2 divine bont bonus. Will half (harmless); see text Will negates title weapons, thrown w. None	action 1 standard action 1 standard action 1 standard action 2 standard Action 1 standard action 1 standard action 2 standard action 2 standard Action 1 standard Action 2 standard Action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard Action 1 swift action 2 standard action 1 swift action 2 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1 day/level [D] 1d6 rounds; see text Iranarin it is also stunned unless it saves. 1d6 rounds ad., Instantaneous 1 round Wis modifier [your choice], Damage is the jainst any creature that attacks you.	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature all 0 ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Close (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Object touched Medium (160 ft.) V, Target: Living creature Medium (160 ft.) V, Target: One spellcaste 20-ftradius burst 0 ft. V, Target: Magic weapon	s.S.F. eed S.S.F. eed S.S.F. eed S.S.F. eed S.S.F. eed S.S.M. eed S.S.M. eed S.S.M. eed S.S.D.F. eed S.D.F. eed	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No Yes No re, or object; or	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Force]	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for the Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all command or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent has the designated alignment or Discharge for the opponent and the opponent of	17 or one n 17 Il saves. 17 over minutor a +8 to 17 17 17 17 project 17 17 If Evil su 17 Ino save	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) Utle, gain +2 divine bondonus. Will half (harmless); see text Will negates Will peates Wone None	action 1 standard action 1 standard action 1 standard action 2 standard Action 1 standard action 1 standard action 2 standard action 2 standard Action 1 standard Action 2 standard Action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard Action 1 swift action 2 standard action 1 swift action 2 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 erolls no next melee or ranged attack is instantaneous 1 round/level 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D] 1 day/level [D] 1 df rounds; see text 1 ranged attacks. In addition, any critical is seen to see the seen	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al O ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Living creature Medium (160 ft.) V, Target: One spellcaste Oft. Target: One spellcaste Oft. Target: Magic weapon e	s.S.F. eed S.S.F. eed S.S.M. S.S.M. S.S.M. S.S.M. S.S.M. S.S.M. S.S.M. S.S.D.F. e.S.S.D.F. e.S.S.D.F. e.S.S.D.F. e.S.S.D.F. e.s. S.S.D.F. e.s. S.D.F. e.s. S.S.D.F. e.s. S.S.D.F. e.s. S.S.D.F. e.s. S.S.D.F. e.s. S.D.F. e.s. e.s. e.s. e.s. e.s. e.s. e.s. e	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No Yes No re, or object; or	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Force]	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all command of Crown of Smiting Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect of Command of Comman	17 17 18 saves. 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine born bonus. Will half (harmless); see text Will negates title weapons, thrown w None	action 1 standard action 1 standard action 2 so n dama Standard Action 1 standard action 1 standard action 2 so n dama Standard Action 1 standard action 2 standard Action 1 standard Action 1 standard Action 1 standard Action 1 standard action 2 standard Action 1 standard action 2 standard action 3 swift action 2 standard action 1 swift action 2 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1d6 rounds; see text 1 ranar'ni it is also stunned unless it saves. 1d6 rounds 2 round 1 round	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature al O ft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Living creature Medium (160 ft.) V, Target: One spellcaste Oft. Target: One spellcaste Oft. Target: Magic weapon e	seed s.s.F. eed s.s.F.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes Yes Ves Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Evocation [Force] Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110
Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect the opponent has the designated alignment or Discharge for Cures Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Froduce a flame that can be used for touch attack or ranged threats are automatically confirmed. Daylight Effect: Object sheds supernatural shadow in 60-ft. radius. Deeper Darkness Effect: Deals 2d6 damage to any creature with both Chaotic and Chieflect: Deals 2d6 damage to any creature with both Chaotic and Chieflect: Create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create divine weapon that mimics deity's favored weaposame as base weapon +1-1/2 Str or Wis modifier [your choose content of the create deity in the create of the cr	17 17 18 saves. 17 17 17 17 17 17 17 17 17 17 17 17 17	Will negates (harmless) oound. Will negates (harmless) Will negates (harmless) Will negates (harmless) ute, gain +2 divine born bonus. Will half (harmless); see text Will negates title weapons, thrown w None	action 1 standard action 1 standard action 2 so n dama Standard Action 1 standard action 1 standard action 2 so n dama Standard Action 1 standard action 2 standard Action 1 standard Action 1 standard Action 1 standard Action 1 standard action 2 standard Action 1 standard action 2 standard action 3 swift action 2 standard action 1 swift action 2 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1d6 rounds; see text 1 ranar'ni it is also stunned unless it saves. 1d6 rounds 2 round 1 round	Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch if Touch V, Target: Creature touch Medium (160 ft.) V, Target: One creature 1 oft. V, Target: Flame in your p Touch V, Target: Object touched Touch V, Target: Object touched Close (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Living creature Medium (160 ft.) V, Target: Object touched October (40 ft.) V, Target: Living creature Medium (160 ft.) V, Target: One spellcaste 20-ftradius burst 0 ft. V, Target: Magic weapon e	seed s.s.F. eed s.s.F.	Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes Yes Ves Yes	Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Force] Caster Level: 6 Evocation [Force] Caster Level: 6 Evocation [Force] Caster Level: 6	PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110

				Cieric Spells					
Effect:		None	1 standard action	1 round/level	Touch Target: Touch	V,S,DF	No	Abjuration [See text] Caster Level: 6	SC: p.79
As lesser energized shield, except energy resistance is 1	10 and o	damage dealt is 2d6 Will negates	1	1 round	Close (40 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
Effect:		(harmless)	immediate action	Tround	Target: One creatur		res (namicos)	Caster Level: 6	7 115 II. p. 17 1
Gain resistance 20 against one energy type for one attact	ck. 17	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
Effect: Choose a energy type and it causes 1d8 +1/caster level	I [max +	+20]. You may double th	e damage i	you forgoe a save and take the damag	Target: All creature ecentered on you	s within a 2	0-ftradius burst	Caster Level: 6	
as well. DDDDDEnergy Vulnerability	17	Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
Effect: You can affect a number of creatures with total hit dice	anual to	twice your caster level		which creatures are affected. Choose a		e creatures	within a 10-ftradius	Caster Level: 6	
energy type and that creature takes an additional 50% dam The substitution of creatures with local field of the control of th	nage fro	m that type. Will negates		1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
Effect:		[harmless]	action		Target: Creature to			Caster Level: 6	
Gain benefit from deity; see text. Gain benefit from deity; see text. Gain benefit from deity; see text.	17	Fortitude negates		1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 6	
Deal 1d6 damage per size category difference. Plame of Faith		None	1 standard	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
Effect: Normal or masterwork weapon becomes temporary +1 fl.	aming h	ourst weapon	action		Target: Nonmagica	l weapon to	uched	Caster Level: 6	
Ghost Touch Weapon	17	Will negates [harmless,object]	1 standard	1 minute/level	Close (40 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
Effect: Hit incorporeal normally.					Target: One weapo time of casting]	n or fifty pro	jectiles [all in contact a	t Caster Level: 6	
Girallon's Blessing	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
Effect: Gain an additional pair of arms; see text		01	10	D	Target: Creature to		N. G.D. S. C.C.	Caster Level: 6	DUD
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
Effect: Inscription harms those who pass it.	17	N/A	1 swift	1 round/level	Target: Object touc	hed or up to	5 sq. ft/level	Caster Level: 6 Transmutation	SC: p.107
Grace Effect:	17	N/A	action	i round/level	Target: You	V	IV/A	[Good] Caster Level: 6	30. p. 107
+2 sacred bonus to Dex, Land speed increases by 10 ft. —————Hamatula Barbs	-20 per 17	nalty to Hide checks. Fortitude negates	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect:			action		Target: Creature to	uched		Caster Level: 6	
Any creature hitting the subject takes 1d8 damage. ———————————————————————————————————		None		1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: p.239
Effect:			Action		Target: Ghostly har	nd		Caster Level: 6	
Ghostly hand leads subject to you. Hesitate	17	Will negates; see text	1 immediate	1 round/level [D]; see text	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB II: p.114
Effect:			action		Target: One living of	reature		[Mind-Affecting] Caster Level: 6	
Creature can only take move action on it's turn; retry sav	e each	round [swift action]. None	1 standard	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration	SC: p.115
·			action		T O. F. 1 100		20 (1 1 1 1	(Creation) [Good, Water]	
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks	s. Evil creatures take 2d6		ach round [double if outsiders]. 1 round/level [D]	Target: Cylinder [20 0 ft.	V,S,M	20 ft. high] Yes	Caster Level: 6 Evocation [Cold]	SC: p.118
Effect:		None	action	Tround/level [D]	Target: Battleaxe-s			Caster Level: 6	30. p.110
Axe deals 2d12 of cold damage +1/2 caster level [max +	10]. 17	Will half	Standard	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature to	uched		Caster Level: 6	
Touch attack, 3d8 +1/level [max +15] damage. Insignia of Blessing		None	Standard	6 minutes	Long (640 ft.)	V,S,F	Yes (harmless)	Enchantment	Race Des: p.166
Effect:			Action		Target: All wooss	of special :-	nsignia within range	(Comulsion) [Mind-Affecting] Caster Level: 6	
+1 morale bonus on attack rolls and on saving throws ag	ainst fe	ear effects. Will half (Harmless)	Standard	Instantaneous	Long (640 ft.)	V,S,F	Yes (harmless);see	Caster Level: 6 Conjuration	Race Des: p.166
□□□□□Insignia of Healing Effect:	.,	(Flaifilless)	Action				text nsignia within range	(Healing) Caster Level: 6	
Heals 1d8+6 to all wearers.	17	Will negates	Standard	6 minutes	Long (640 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
Effect:		(Harmless)	Action				nsignia within range	Caster Level: 6	
+1 divine bonus to AC and on Fort saves.	17	Will negates		24 hours/level	One creature	V,S	Yes [harmless]	Evocation	SC: p.124
Effect: Send 25 words or less to the targeted creature; see text.		[harmless]	action		Target: One creatur	re		[Language-Depen Caster Level: 6	uenij
Send 25 words or less to the targeted creature; see text. Invest Moderate Protection	17	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
Effect: Living creature healed 3d4 +1 per two caster levels [m.	ax +6]	and gains DR:1/evil for	1 minute, u	ndead damaged by likewise amount. O	Target: Creature to	uched		Caster Level: 6	
failed save undead take an extra 3 points of damage from a	a weapo	on that overcomes DR/g None	ood. Standard	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: p.245
Effect:			Action		Target: You			Caster Level: 6	
Dispels invisibility within 5 ft./level Charles Move Effect:	17	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 6	SC: p.129
Teleport and end up flanking an opponent. This is a second of the control of the	17	Will negates		Instantaneous	Close (40 ft.)	S,DF	Yes	Divination	SC: p.129
Effect:			action		Target: One creatur			Caster Level: 6	
Learn strengths or weaknesses of opponent; see text. Know Vulnerabilities	17	Will negates		Instantaneous	Close (40 ft.)	V,S	Yes	Divination	SC: p.129
Effect:			action		Target: One creatur	re		Caster Level: 6	
Learn any vulnerabilities and resistances the target has. Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs.	undead	or outsiders; see text		* Demais/Oscillator	Target: You and up	to two rays	; see text	Caster Level: 6	
				* =Domain/Speciality Spell					

Locate Object				Cleric Spells					
		None	Standard Action	1 minute/level	Long (640 ft.)	/,S,F/DF	No	Divination	PHB: p.249
			Action		Target: Circle, center	ed on you	, with a radius of 400 +	Caster Level: 6	
Senses direction toward object [specific or type]. Magic Circle against Chaos	17	Will negates		10 minutes/level	40 ft. per level Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
ffect:		(harmless)	Action		Target: 10-ftradius e	emanation	from touched creature	Caster Level: 6	
+2 to AC and saves, counter mind control, hedge out elem	nentals 17	and outsiders in 10-ft. r Will negates		0 minutes/level. 10 minutes/level			No: see text	Abjuration [Good]	PHR: n 249
	.,	(harmless)	Action	To minutes/level			,,		111b. p.240
<pre>ffect: +2 to AC and saves, counter mind control, hedge out elem</pre>							from touched creature		
□□□□ Magic Circle against Law	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch \	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.250
ffect: +2 to AC and saves, counter mind control, hedge out elem	entals	and outsiders in 10-ft in	adius and 1	0 minutes/level	Target: 10-ftradius e	emanation	from touched creature	Caster Level: 6	
Magic Vestment	17	Will negates	Standard	1 hour/level	Touch \	/,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
ffect:		(harmless, object)	Action		Target: Armor or shie	ld touched	i	Caster Level: 6	
Armor or shield gains +1/4 levels [max +5] enhancement Mantle of Chaos	17	N/A	1 standard	10 minutes/level [D]	Personal \	V,S,M	N/A	Abjuration [Chaos]	SC: p.137
ffect:			action		Target: You			Caster Level: 6	
Gain SR 12 + your caster level against spells with the law			4 - 1 - 1 - 1	40			NI/A		00 . 100
□□□□ Mantle of Law	17	N/A	action	10 minutes/level [D]		V,S,M	N/A		SC: p.138
ffect: Gain SR 12 + your caster level against spells with the cha	os des	criptor.			Target: You			Caster Level: 6	
☐☐☐☐Mark of Doom		None	1 standard action	1 round/level	Medium (160 ft.)	/,S,DF	No	Necromancy	PHB II: p.119
ffect:	abtina	and tout	dollori		Target: One creature			Caster Level: 6	
Subject marked takes 1d6 damage any time it continues fi	griurig,	None		10 minutes/level	Personal \	/,S, DF	No	Transmutation	PHB: p.252
ffect:			Action		Target: You			[Earth] Caster Level: 6	
You and your gear merge with stone.		None	Standard	Instantaneous	-	/,S, DF	No	Conjuration	PGtF: p.106
I□□□□ Mold Touch			Action					(Creation)	. σα . ρ. 100
ffect: NATURE GRANTED:Create 5-foot-diameter patch of brov					Target: Patch of brow			Caster Level: 6	
I□□□□ Nauseating Breath	17	Fortitude negates	1 standard action	Instantaneous	30 ft. \	V,S,M	No	Conjuration (Creation)	SC: p.146
ffect: Creatures in area must save or be nauseated for 1d6 rour	ıds				Target: Cone-shaped	l burst		Caster Level: 6	
Descure Object	17	Will negates (object)		8 hours [D]	Touch \	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
fect:			Action		Target: One object to	uched of u	up to 100 lbs/level	Caster Level: 6	
Masks object against scrying. I□□□□□ Prayer		None	Standard	1 round/level	40 ft.	/,S, DF	Yes	Enchantment	PHB: p.264
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII			Action			.,-,		(Compulsion) [Mind-Affecting]	
fect:					Target: All allies and	foes withir	a 40-ftradius burst	Caster Level: 6	
Allies +1 bonus on most rolls, enemies -1 penalty. Protection from Energy	17	Fortitude negates		10 minutes/level or until discharged	centered on you Touch	/,S, DF	Yes (harmless)	Abjuration	PHB: p.266
fect:		(harmless)	Action		Target: Creature touc			Caster Level: 6	
Absorb 12 points of damage/level [max 120] from one kind	d of ene	ergy. Fortitude negates	Standard	Instantaneous		/,S	Yes (harmless)	Conjuration	PHB: p.270
□□□□ Remove Blindness/Deafness	17	(harmless)	Action	Instantaneous			res (namiess)	(Healing)	FПБ. р.270
ffect: Cures normal or magical conditions.					Target: Creature touc			Caster Level: 6	
I□□□□ Remove Curse	17	Will negates (harmless)	Standard Action	Instantaneous	Touch \	V,S	Yes (harmless)	Abjuration	PHB: p.270
						em touche	ed	Caster Level: 6	
ffect:					Target: Creature or ite	0111 1000110		Caster Level. 0	
ffect: Frees object or person from curse.	17	Fortitude negates	Standard	Instantaneous		/,S	Yes (harmless)	Conjuration	PHB: p.271
ffect: Frees object or person from curse. DIMINITY Remove Disease	17	Fortitude negates (harmless)	Standard Action	Instantaneous		V,S	Yes (harmless)		PHB: p.271
ffect: Frees object or person from curse. Comparison of the compar	17	(harmless)	Action	Instantaneous 10 minutes/level	Touch \ Target: Creature touc	V,S ched		Conjuration (Healing) Caster Level: 6	
ffect: Frees object or person from curse.			Action		Touch \\ Target: Creature touc Close (40 ft.) \\	V,S ched V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration	PHB: p.271 SC: p.174
ffect: Frees object or person from curse.	17 es.	(harmless) Fortitude negates [harmless]	Action 1 standard action	10 minutes/level	Touch \\ Target: Creature touc Close (40 ft.) \\ Target: One creature, more than 30 ft. apart	v,S ched v,S,DF /level, no t	Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6	SC: p.174
ffect: Frees object or person from curse.	17	(harmless) Fortitude negates	Action 1 standard action		Touch \\ Target: Creature touc Close (40 ft.) \\ Target: One creature, more than 30 ft. aparl	v,S ched v,S,DF /level, no t	Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6	
ffect: Frees object or person from curse.	17 es. 17	(harmless) Fortitude negates [harmless] Will negates [harmless]	Action 1 standard action 1 standard action	10 minutes/level	Touch \\ Target: Creature touc Close (40 ft.) \\ Target: One creature more than 30 ft. apart Close (40 ft.) \\ Target: One creature.	v,S,DF //level, no t t v,S,DF	Yes [harmless] wo of which can be Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6	SC: p.174
ffect: Frees object or person from curse.	17 es. 17 Allows	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed	1 standard action 1 standard action save again	10 minutes/level Instantaneous set an ongoing spell, spell-like ability, o	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature more than 30 ft. apart	v,S ched v,S,DF /level, no t t v,S,DF /level, no t	Yes [harmless] wo of which can be Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6	SC: p.174
ffect: Frees object or person from curse.	17 es. 17	(harmless) Fortitude negates [harmless] Will negates [harmless]	1 standard action 1 standard action save again	10 minutes/level	Touch Target: Creature touc Close (40 ft.) Target: One creature, more than 30 ft. apart Close (40 ft.) Target: One creature, more than 30 ft. apart	v,S,DF //level, no t t v,S,DF	Yes [harmless] wo of which can be Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation)	SC: p.174
ffect: Frees object or person from curse.	17 es. 17 Allows 17 to all a	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR de	1 standard action 1 standard action 1 standard action save agair 1 standard action oes apply to	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Touch Target: Creature touc Close (40 ft.) Target: One creature; more than 30 ft. apart Close (40 ft.) Target: One creature; more than 30 ft. apart Personal Target: You	v,S ched v,S,DF /level, no t t v,S,DF /level, no t t	Yes [harmless] wo of which can be Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6	SC: p.174 SC: p.175 SC: p.177
ffect: Frees object or person from curse.	17 es. 17 Allows	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A	1 standard action 1 standard action 1 standard action save agair 1 standard action oes apply to	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Touch Target: Creature touc Close (40 ft.) Target: One creature; more than 30 ft. apart Close (40 ft.) Target: One creature; more than 30 ft. apart Personal Target: You	v,S ched v,S,DF /level, no t t v,S,DF /level, no t	Yes [harmless] wo of which can be Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6	SC: p.174
ffect: Frees object or person from curse.	17 es. 17 Allows 17 to all a	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR de None or Will negates [harmless]	1 standard action 1 standard action save agair 1 standard action pes apply to 1 standard	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Touch Target: Creature touc Close (40 ft.) Target: One creature; more than 30 ft. apart Close (40 ft.) Target: One creature; more than 30 ft. apart Personal Target: You	v,S ched v,S,DF /level, no t t v,S,DF /level, no t t	Yes [harmless] wo of which can be Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6	SC: p.174 SC: p.175 SC: p.177
fect: Frees object or person from curse.	17 es. 17 Allows 17 to all a	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR de None or Will negates [harmless]	Action 1 standard action 1 standard action save again 1 standard action save again 1 standard action ses apply to 1 standard action Standard	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature rmore than 30 ft. apart Personal Target: You Touch Target: Creature touc	v,S ched v,S,DF /level, no t t v,S,DF /level, no t t	Yes [harmless] wo of which can be Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration	SC: p.174 SC: p.175 SC: p.177
fect: Frees object or person from curse.	17 Allows 17 to all a 17	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares, DR de None or Will negates [harmless] t. None	1 standard action 1 standard action 1 standard action save again 1 standard action Des apply to 1 standard action Standard Action	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature more than 30 ft. apart Target: You Touch Target: You Medium (160 ft.) Target: Ray	v,S,DF //level, no t t v,S,DF //level, no t t v,S,DF //level, no t t v,S,M	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6	SC: p.174 SC: p.175 SC: p.177
fect: Frees object or person from curse.	17 Allows 17 to all a 17	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares, DR de None or Will negates [harmless] t. None	1 standard action 1 standard action 1 standard action save again 1 standard action Des apply to 1 standard action Standard Action	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature more than 30 ft. apart Target: You Touch Target: You Medium (160 ft.) Target: Ray	v,S,DF //level, no t t v,S,DF //level, no t t v,S,DF //level, no t t v,S,M	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation	SC: p.174 SC: p.175 SC: p.177
fect: Frees object or person from curse.	17 Allows 17 to all a 17	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR dr. None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates	Action 1 standard action 1 standard action save again 1 standard action see apply to 1 standard action Standard Action 6 to undea 1 standard	10 minutes/level Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	Touch Target: Creature touc Close (40 ft.) Target: One creature, more than 30 ft. apart Personal Target: You Touch Target: Creature touc Medium (160 ft.) Target: Ray	v,S,DF //level, no t t v,S,DF //level, no t t v,S,DF //level, no t t v,S,M	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation	SC: p.174 SC: p.175 SC: p.177
fect: Frees object or person from curse.	17 Allows 17 to all a 17 [max 17	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR de None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless]	1 standard action 1 standard action 1 standard action save agair 1 standard action oes apply to 1 standard action Standard Action 6 to undea	Instantaneous ist an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of	Touch Target: Creature touc Close (40 ft.) Target: One creature, more than 30 ft. apart Personal Target: You Touch Target: Creature touc Medium (160 ft.) Target: Ray	V,S,DF //s,DF //s,DF //s,DF //s,M V,S,M V,S,DF //s,M	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 PHB: p.275
fect: Frees object or person from curse.	17 Allows 17 to all a 17 [max 17	(harmless) Fortitude negates [harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR de N/A Adjacent squares. DR de N/A 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates	1 standard action 1 standard action 1 standard action save agair 1 standard action see apply to 1 standard action Standard Action 6 to undea 1 standard action 1 standard action	Instantaneous ist an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature more than 30 ft. apart Personal Target: You Touch Target: Creature touc Medium (160 ft.) Target: Ray Touch Target: Living creature	V,S,DF //s,DF //s,DF //s,DF //s,M V,S,M V,S,DF //s,M	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
fect: Frees object or person from curse.	17 Allows 17 to all a 17 [max 17	(harmless) Fortitude negates [harmless] Will negates [harmless] sone retry on a failed N/A adjacent squares. DR dt None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain.	Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action Standard action 6 to undea 1 standard action	10 minutes/level Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct o 1 minute/level	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature rmore than 30 ft. apart Target: You Touch Target: Creature touc Medium (160 ft.) Target: Ray Touch Target: Living creatur Touch	V,S ched V,S,DF //level, no t t V,S,DF //level, no t t V,S,M V,S,M //S,M //S ched V,S ched V,S ched V,S ched V,S ched V,S ched V,S	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good]	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
fect: Frees object or person from curse.	17 Allows 17 to all a 17	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e will negates [harmless] e villegates [object,harmless] er five caster levels [mar	1 standard action 2 standard action Standard Action 6 to undea 1 standard action 1 standard action 1 standard action 1 standard action x +5].	Instantaneous sist an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature more than 30 ft. apart Personal Target: You Touch Medium (160 ft.) Target: Ray Touch Target: Living creatur Touch Target: One shield or	v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,M v,S,M v,S,M v,S,DF re touched v,S buckler to	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration [Good] Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
Frees object or person from curse. Frees object or person from curse. Frees object or person from curse. Freet: Cures all diseases affecting subject. Freet: As resist energy, except that it affects all targeted creature. Freet: Same as resurgence, Mass Freet: Same as resurgence, except it affects multiple targets. Pernatural ability. Freet: Deals 1d6+1 per caster level [max +10] points of damage. Freet: Subject can find the shortest, most direct route to safety; subject can find the shortest multiple targets.	17 Allows 17 to all a 17 [max 17 Indianage 17	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A Addiacent squares. DR de None or Will negates [harmless] t. None Fortitude negates [harmless] e or drain. Will negates [object,harmless]	1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action	Instantaneous sist an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature rmore than 30 ft. apart Personal Target: You Touch Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: Living creatur Touch Target: One shield or Close (40 ft.)	v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //s,M v,S ched v,S ched v,S ched v,S ched v,S,DF re touched v,S	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration [Good] Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
fect: Frees object or person from curse.	17 Allows 17 to all a 17	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e will negates [harmless] e villegates [object,harmless] er five caster levels [mar	Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action Standard Action 6 to undea 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action	Instantaneous sist an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature rmore than 30 ft. apart Personal Target: You Touch Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: Living creatur Touch Target: One shield or Close (40 ft.)	v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //s,M v,S ched v,S ched v,S ched v,S ched v,S,DF re touched v,S	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration [Good] Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
fect: Frees object or person from curse.	17 Allows 17 to all a 17	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e will negates [harmless] e villegates [object,harmless] er five caster levels [mar	1 standard action 2 standard action Standard Action 6 to undea 1 standard action	Instantaneous sist an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous id vulnerable to bright light; construct of 1 minute/level 1 minute/level	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Personal Target: Creature touc Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: Living creatur Touch Target: One shield or Close (40 ft.) Target: One creature, than 30 ft. apart	v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //s,M v,S ched v,S ched v,S ched v,S ched v,S,DF re touched v,S	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration [Good] Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
Frees object or person from curse.	17 Allows 17 to all a la	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates	Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action Standard Action 6 to undea 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Personal Target: Creature touc Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: Living creatur Touch Target: One shield or Close (40 ft.) Target: One creature, than 30 ft. apart	V,S,DF //evel, no t t V,S,DF //evel, no t t V,S,M V,S,M V,S,DF //evel, no t t V,S,DF //s,M //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No ouched Yes wo of which are more	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
fect: Frees object or person from curse.	17 Allows 17 to all a la	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [max Will negates	Action 1 standard action 1 standard action 1 standard action save agair 1 standard action Standard Action Standard Action 5 tandard action 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, of 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Touch Target: Creature touc Close (40 ft.) Target: One creature, more than 30 ft. apart Target: One creature, more than 30 ft. apart Target: You Touch Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: One shield or Close (40 ft.) Target: One creature, than 30 ft. apart Touch Target: One humanio	V,S,DF //evel, no t t V,S,DF //evel, no t t V,S,M V,S,M V,S,DF //evel, no t t V,S,DF //s,M //s,M //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF //s,DF	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No ouched Yes wo of which are more	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Necromancy Caster Level: 6	SC: p.174 SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190
Frees object or person from curse. Frees object or person from curse. Frees: Cures all diseases affecting subject. Freet: As resist energy, except that it affects all targeted creature. Freet: As resist energy, except that it affects all targeted creature. Freet: Same as resurgence, Mass Freet: Same as resurgence, except it affects multiple targets. Same as resurgence, except it affects multiple targets. Freet: Same as resurgence, except it affects multiple targets. Freet: Same as resurgence, except it affects multiple targets. Freet: Deals 1d6 +1 per caster level [max +10] points of damage Freet: Subject can find the shortest, most direct route to safety; so Deals 1d6 +1 per caster level [max 5d8] damage; 1d6/level animate object only takes 3d6 damage. Freet: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level animate object only takes 3d6 damage. Sheltered Vitality Freet: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the ct: Subject gains immunity to fatigue, exhaustion, and ability of the c	17 Allows 17 to all a la	(harmless) Fortitude negates [harmless] Will negates [harmless] sone retry on a failed N/A adjacent squares. DR dr. None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object.harmless] or five caster levels [max Will negates] Trive caster levels [max Will negates]	Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action Standard action 6 to undea 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level 1 round Permanent	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Close (40 ft.) Target: One creature more than 30 ft. apart Target: You Touch Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: One shield or Close (40 ft.) Target: One creature than 30 ft. apart Touch Target: One humanio Medium (160 ft.)	v,S,DF /level, no t t v,S,DF /level, no t t v,S,DF /level, no t t v,S,M v,S,M v,S,DF re touched v,S buckler tc v,S,DF /level, no t v,S,F red skull	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Evocation	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
Frees object or person from curse. Frees object or person from curse. Frees object or person from curse. Freet: As resist energy, except that it affects all targeted creature. Freet: As resist energy, except that it affects all targeted creature. Freet: As resist energy, except that it affects all targeted creature. Freet: Freet: Freet: Bame as resurgence, except it affects multiple targets. Freet: Beals 1d6.+1 per caster level [max +10] points of damage. Freet: Beals 1d6.+1 per caster level [max +10] points of damage. Freet: Beals 1d6.+1 per caster level [max 5d8] damage; 1d6/level animate object only takes 3d6 damage. Freet: Bame as resurgence, except it affects multiple targets. Freet: Beals 1d6.+1 per caster level [max 5d8] damage; 1d6/level animate object only takes 3d6 damage. Freet: Subject gains immunity to fatigue, exhaustion, and ability offect: Subject gains immunity to fatigue, exhaustion, and ability offect: Grants +1 sacred bonus to Armor Class and Reflex Saves Freet: Freet: Freet: Alarm affect; see text Freet: Alarm affect; see text Freet: Boleal 1d8/2 caster levels [max 5d8] damage, undead heal	17 Allows 17 to all a 17 to all a 17 fiee text 17 17 17	(harmless) Fortitude negates [harmless] Will negates [harmless] so one retry on a failed N/A Adadjacent squares. DR de None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] or five caster levels [max Will negates Vill negates See text None	1 standard action 2 standard action Standard Action 6 to undea 1 standard action	Instantaneous Instantaneous	Touch Target: Creature touc Close (40 ft.) Target: One creature more than 30 ft. apart Personal Target: You Touch Target: Creature touc Medium (160 ft.) Target: Living creatur Touch Target: One shield or Close (40 ft.) Target: One creature Touch Target: Living creatur Touch Target: One shield or Close (40 ft.) Target: One creature Touch Target: One creature Touch Target: One humanio Medium (160 ft.) Target: One humanio	v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,DF //evel, no t t v,S,M v,S,DF re touched v,S re buckler to v,S,DF //evel, no t v,S,DF //evel, no t v,S,DF	Yes [harmless] wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes wo of which are more No Yes	Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration (Creation) Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Abjuration Caster Level: 6 Evocation Caster Level: 6 Recromancy Caster Level: 6 Evocation Caster Level: 6	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
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				Cieric Spells					
□□□□□ Spark of Life	17	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
Effect: Undead touched temporarily acts as if it were alive and y	/ulnerab	le as if it weren't undead	ł.		Target: Undead cre	ature touch	ed	Caster Level: 6	
Speak with Dead	17	Will negates; see text		1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Depen	PHB: p.281
Effect: Corpse answers one question/2 levels.					Target: One dead o	reature		Caster Level: 6	uenig
□□□□□ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
Effect: As brambles, except affected weapon gains +2 enhance	ment bo	nus and threat range do	oubled.		Target: Wooden we	eapon touch	ed	Caster Level: 6	
□□□□□ Stone Shape		None		Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
Effect: Sculpts stone into any shape.					Target: Stone or sto +1 cu. ft./level	one object to	ouched, up to 10 cu. ft.	Caster Level: 6	
□□□□□ Summon Monster III		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		d creatures, no two of apart	Caster Level: 6	
□□□□□ Suppress Glyph	17	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a	glyph of	warding; see text.			Target: 100-ftradiu		n centered on you	Caster Level: 6	
□□□□□Telepathic Bond, Lesser		None	1 standard action	60 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
Effect: You forge a telepathic bond with another willing creature	with an	Intelligence score of 6 of	or higher.		Target: You and Or	ne willing cr	eature within 30'	Caster Level: 6	
Tremor	17	See text	1 standard action	1 round/3 levels	, , , ,	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.					Target: 40-ftradius	•		Caster Level: 6	
□□□□□Vigor, Mass Lesser	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast hea					more than 30 ft. apa	art	no two of which can be		
□□□□□ Visage of the Deity, Lesser	17	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 6	
□□□□ Wall of Light		None	1 standard action	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled					square/level or hem	ni/sphere 5		Caster Level: 6	
□□□□□ Water Breathing	17	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch		Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.					Target: Living creat			Caster Level: 6	
□□□□□Water Walk	17	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
Effect: Subject treads on water as if solid.					Target: One touche			Caster Level: 6	
□□□□□ Weapon of Impact	17	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Double threat range of weapon.					Target: One bludge projectiles [all of wh	ich must be	touching]	Caster Level: 6	
□□□□ Weapon of the Deity	17	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Imbue a weapon favored by your deity with special enha					Target: Weapon tou			Caster Level: 6	
□□□□ Wind Wall	17	None; see text	Standard Action	1 round/level	, ,	V,S,M/DF		Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 1 [S]	0 ft./level lo	ing and 5 ft./level high	Caster Level: 6	

^{* =}Domain/Speciality Spell

Liam Archon	
	Human
	RACE
	16
	AGE
	Male
	GENDER
	VISION
	Neutral Good
	ALIGNMENT
	Right DOMINANT HAND
	DOMINANT HAND
	6' 0"
	HEIGHT
	190 lbs.
	WEIGHT
	Brown
	EYE COLOUR
	SKIN COLOUR
	Blonde,
	HAIR
	PHOBIAS
	,
	PERSONALITY TRAITS
	INTERESTS .
	SPOKEN STYLE
	RESIDENCE
	LOCATION
	None
	REGION

Description:Spellpoints at Cleric level 6 = 64 [Wis 19]

Biography: