

	TURN AIR		
TURNING CHEC RESULT	CK AIR AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	5	Turn level	9
1 - 3	6	Turn damage	2d6 +12
4 - 6	7	· ·	
7 - 9	8	You destroy	Air creatures
10 - 12	9	with total hit	dice up to 4.
13 - 15	10		•
16 - 18	11		
19 - 21	12		
22+	13		
TURN/DAY	00000		

	REBUKE EAF	RTH	
TURNING CHEC RESULT	CK EARTH AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	5	Turn level	9
1 - 3	6	Turn damage	2d6 +12
4 - 6	7	· ·	
7 - 9	8	You comm	nand Earth
10 - 12	9	creatures with	total hit dice up
13 - 15	10	to	9
16 - 18	11		
19 - 21	12		
22+	13		
REBUKE/DAY	aaaaa a		

COLUDATION

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Backpack 13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 lnk (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle	Equipped	1	2.0	2.0
Banded Mail +2 Energy Resistance	Equipped	1	35.0	4400.0
Bedroll	Backpack	1	5.0	0.1
Candle	Backpack	1	0.0	0.01
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01
Flask (Empty)	Backpack	1	1.5	0.03
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Healer's Kit	Backpack	1	1.0	50.0
Helmet (WIS +1) Enhancement bonus to ability WIS +1	Equipped	1	0.0	1000.0
Holy Symbol (Silver)	Equipped	1	1.0	25.0
Holy Water (Flask)	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Mace +1 (Heavy)	Equipped	1	8.0	2312.0
Moradin's Faithful (Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2	Equipped	1	0.0	152500.0
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)
Pouch (Belt) 3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)	Equipped	1	0.5	1.0
Rations (Trail/Per Day)	Backpack	2	1.0 (2.0)	0.5 (1.0)
Ring of Protection +1	Equipped	1	0.0	2000.0
Sewing Needle	Backpack	1	0.0	0.5
Shield +2 (Heavy/Metal)	Equipped	1	15.0	4170.0
Cleric's Vestments	Equipped	1	6.0	5.0
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0
Waterskin (Filled)	Backpack	1	4.0	1.0
Waterskin (Filled) TOTAL WEIGHT CARRIED/VA	•			.168052.95
TOTAL WEIGHT CARRIED/VA	ALUE		7 8 IDS	.168052.95 gp

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

	SPECIAL ABILITIES
	+1 racial bonus on attack rolls against orcs and goblinoids
	+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
l	+2 racial bonus on saving throws against poison.
ı	+2 racial bonus on saving throws against spells and spell-like effects.
	+4 Dodge bonus to Armor Class against monsters of the giant type.
	Aura of Good (Ex): Strong
ı	Aura of Law (Ex): Strong
ı	Literacy: Character is able to read & write in any language he can speak.
	Rebuke Earth (Su) 6/day (turn level 9) (turn damage 2d6+12)
	Spontaneous casting - Can spontaneously cast Cure spells
	Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when

standing on the ground.

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

Turn Air (Su) 6/day (turn level 9) (turn damage 2d6+12)

Turn Undead (Su) 6/day (turn level 9) (turn damage 2d6+12)

	FEATS
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Divine Spell Power	Spend turn/rebuke attempts to increase your caster level
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Turning	You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Modify Spell	Laden spell has additional power
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

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

PROFICIENCIES

LANGUAGES

Celestial, Common, Dwarven, Giant, Terran

TEMPLATES

Truename

Cleric Spells

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

Filed Part					LEVEL 0					
March Marc										
Control Cont		16	Will negates [object]		10 minute/level			. , ,		SC: Pg.9
Control Cont						- '		-		
Continue	Create Water	16	None		Instantaneous	Close (45 ft.)	V,S	No		
Come Minor Wounds 10 Minor M						Target: Up to 2 galle	ons/level of	water	Caster Level: 8	
Control Process	Cure Minor Wounds	16			Instantaneous	Touch	V,S			PHB: pg.216
Description of the property						Target: Creature to	uched			
Martin M		16	None		Concentration, up to 1 minutes/level [D]] 60 ft.	V,S	No	Divination	PHB: pg.219
Description 1				action		Target: Cone-shape	ed emanation	on	Caster Level: 8	
Description Process		16	None		Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: pg.219
Continue				action		Target: One creatur	e, one obje	ct, or a 5-ft. cube	Caster Level: 8	
Second State Seco		16	Will negates	1 standard	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
The process and content of congregation of the property of the process of content of the property of the process of the proc									Caster Level: 8	15
The content of the	+1 on one attack roll, saving throw, or skill check.	16	Will negates	1 standard	Instantaneous	-		Vac		PHR: pg 244
The contribution of the co		10	vviii riogatos		motantanosas			103	•	111b. pg.244
Solution	Touch attack, 1 point of damage.					-				BUB
Companies the section Companies the section Companies Comp	<u> </u>	16	None		10 minutes/level [D]			No		PHB: pg.248
Parallele Calego						- '				
Continue	□□□□ Mending	16			Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: pg.253
			, ,			Target: One object	of up to 1 lb		Caster Level: 8	
Table		16	Will negates (object)		Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
				20110/1		Target: 1 cu. ft./leve	l. of contan	ninated food and water	Caster Level: 8	
Marked corolland inquilibooks		16	None		10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
				action		Target: You			Caster Level: 8	
Capacida		16			1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
			(harmless)	action		Target: Creature to	uched		Caster Level: 8	
Effect: Supper grain 1 temporary hyp. Caster Level Supper Level	· · · · · · · · · · · · · · · · · · ·	16	Fortitude negates	1 standard	1 min.	Touch	V.S. DF	Yes (harmless)	Transmutation	PHB: pg.298
Name								(
Name						rarget. Oreatare to	derica		Oddier Eeven o	
					LEVEL 1					
Effect										
		17	Will flegates [object]	Tillillule	Instantaneous			res (object)	[Lawful]	3C. Fg.22
Computation Flat Constitution	Water damages chaotic outsiders for 2d4 points of damages					-				
### Affecting Af	□□□□□ Bane	17	Will negates		1 minute/level	50 ft.	V,S, DF	Yes	(Compulsion)	PHB: pg.203
Enemies take -1 on attack rolls and saves against fear.									Mind-Affecting]	
Effect:						Target: All enemies	within 50 ft		Caster Level: 8	
Weight of the state of the stat	□□□□□ Blade of Blood	17	None		1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
Target: The cable and all alles within a 50-ft, burst of content of the cable and all alles within a 50-ft, burst of content of the cable and all alles within a 50-ft, burst of content of the cable and all alles within a 50-ft, burst of content of the cable and the cable and all alles within a 50-ft, burst of content of the cable and th		s of da	mage the weapon deals	a total of 3d	d6 extra damage.	Target: Weapon tou	iched		Caster Level: 8	
Part				1 standard		50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion)	PHB: pg.205
Conference of the Caster Caster Conference of the Caster Caster Conference of the Caster C	Effect					Target: The caster a	and all allies	within a 50-ft hurst	[Mind-Affecting]	
Target: 50 ft. spread, centered on you called swithin the spread. Target: 50 ft. spread, centered on you called swithin the spread. Touch on you water. Target: Plask of water touched. Target: A single creature with Intelligence 4 or higher of the you water. Target: A single creature with Intelligence 4 or higher of the you water. Target: One living creature with 5 or fewer HD. Caster Level: 8 Effect:	Allies gain +1 on attack rolls and +1 on saves against fea		Will pagates	1 standard	1 minuto/lovel	centered on the cas	ter			SC: Pa 31
**Provide borus on ranged attacks for your allies within the spread. **Touch V,S,M Yes (object) Transmutation [Good] **PHB: pg.205 **Effect: Target: Flask of water touched Coster Level: 9 **Effect: Target: A single creature with Intelligence 4 or higher Caster Level: 8 **Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text action Cone creature of 5 HD or less flees for 1d4 rounds. **Close (45 ft.) V,S. Yes [harmless] Effect: Target: A single creature with Intelligence 4 or higher Caster Level: 8 **Close (45 ft.) V,S. Yes [harmless] Evocation SC: Pg.33 **Effect: Target: A single creature with Intelligence 4 or higher Caster Level: 8 **Close (45 ft.) V,S. Yes [harmless] Evocation SC: Pg.33 **Effect: Target: One living creature with 1stelligence 4 or higher Caster Level: 8 **Close (45 ft.) V,S. P Yes [creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature] Target: One living creature with 5 or fewer HD Caster Level: 8 **Close (45 ft.) V,S.PF Yes [creature] Target: One living creature] Targe		17			i minute/level					3C. Fg.31
Effect: Makes holy water. Cood Makes holy water. Caster Level: 9 Caster Level: 9 Caster Level: 9	+2 morale bonus on ranged attacks for your allies within t			4	Later to the control of the control					DUD.
Makes holy water. Close (45 ft.) V,S Yes [harmless] Evocation SC: Pg.33		17	vvill negates (object)	1 minute	instantaneous			res (object)	[Good]	РНВ: pg.205
Effect: Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text Close (45 ft.) V.S Yes Necromancy [Fear,PHB: pg.208 Agreet: One living creature with line liligence 4 or higher Caster Level: 8 Close (45 ft.) V.S Yes Necromancy [Fear,PHB: pg.208 Mind-Affecting) Target: One living creature with 5 or fewer HD Caster Level: 8 Close (45 ft.) V.S Yes Necromancy [Fear,PHB: pg.208 Necromancy [Fe						-				
Effect: Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text Close (45 ft.) V.S. Yes Necromancy [Fear,PHB: pg.208 Mind-Affecting)	□□□□ Blood Wind	17			1 round	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.33
Cause Fear 17 Will partial 1 standard 1 d4 rounds or 1 round; see text action 1 standard 1 d4 rounds or 1 round; see text action 1 standard 1 d4 rounds or 1 round; see text action 1 standard 1 round; see text 1 standard 1 minute/level [fire source] or action 1 standard 1 minute/level 1 standard 1 minu		ed atta	ck with a 20 ft range inc	rement; see	text	Target: A single cre	ature with I	ntelligence 4 or higher	Caster Level: 8	
Effect: One creature of 5 HD or less flees for 1d4 rounds. Close (45 ft.) V.S.DF Yes [creature] Transmutation Cold Transmutation Transmu				1 standard		Close (45 ft.)	V,S	Yes	Necromancy [Fea Mind-Affecting]	r,PHB: pg.208
Close (45 ft.) V,S,DF Yes [creature] Transmutation SC: Pg.50 [Cold] Effect: Flames deal cold damage; see text Close (45 ft.) V,S,DF Yes [creature] Transmutation [Cold] Target: One fire source [up to a 20-ft. cube] or one creature; see text Close (45 ft.) V Yes						Target: One living o	reature with	5 or fewer HD		
Effect:		17				Close (45 ft.)	V,S,DF	Yes [creature]		SC: Pg.50
Command 17 Will negates 1 standard 1 round action 18 Fifect: One subject obeys selected command for 1 round. 19 One subject obeys selected command for 1 round. 10 One subject obeys selected command for 1 round. 10 One subject obeys selected command for 1 round. 11 Standard 10 minutes/level action 12 None 13 Standard 10 minutes/level action 13 Standard 10 minutes/level action 14 Will negates You Understand all spoken and written languages. 15 Will negates [harmless] 16 Ster Level: 8 17 Standard 10 minutes/level action 18 Ster Level: 8 19 Ster Level: 8 19 Ster Level: 8 10 Ster Level:			ndii	action	motantaneous (crediule)		ırce [up to a	a 20-ft. cube] or one		
action Computation Clanguage-Dependent, Mind-Affecting Caster Level: 8 Cast	-	17	Will negates		1 round		V	Yes		PHB: pg.211
Effect: One subject obeys selected command for 1 round. Comprehend Languages 17 None 1 standard 10 minutes/level action Personal V,S,M/DF No Divination PHB: pg.212 Effect: You understand all spoken and written languages. Caster Level: 8 Target: You Caster Level: 8 Target: You Target: You Target: You Target: You Target: You Target: You Caster Level: 8 Target: You Caster Level: 8 Caster Level: 8 Caster Level: 8 Target: You Target: You Target: You Target: You Caster Level: 8 Target: You Caster Level: 8 Target: You				action					[Language-Depen	dent,
One subject obeys selected command for 1 round. Comprehend Languages 17 None 1 standard 10 minutes/level action 7 arget: You Caster Level: 8 Feffect: You understand all spoken and written languages. Conviction 17 Will negates [harmless] 1 standard 10 minutes/level action 7 arget: You Understand all spoken and written languages. Feffect: Target: You Target: You Yes [harmless] Abjuration SC: Pg.52 Feffect: Target: Creature touched Caster Level: 8						Target: One living o	reature			
action Effect: You understand all spoken and written languages. Conviction 17 Will negates [harmless] Abjuration SC: Pg.52 Effect: +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text. action Target: You Caster Level: 8 Final SC: Pg.52 Target: Creature touched Target: Creature touched Caster Level: 8 *=Domain/Speciality Spell		17	None	1 standard	10 minutes/level			No		PHB: pg.212
You understand all spoken and written languages. Onviction					•		. , .=:			. 5
[harmless] action Target: Creature touched Caster Level: 8 +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text. *=Domain/Speciality Spell	You understand all spoken and written languages.	17	Will negates	1 standard	10 minutes/level		VSM	Yes [harmless]		SC: Pg 52
+2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text. * =Domain/Speciality Spell		17			TO THE LUCES/TEVEL			r co [riamiless]	-	00. F g.02
		at 18t	th level]; see text.			rarget: Creature to	ucned		Caster Level: 8	
Jun 3, 2007 11:23:43 PM PCCon Character Template by Frugal, based on work by PCC Arcady, Barak, Dimitil 8, Dekker										Done

				Cleric Spells					
Cure Light Wounds	17			nstantaneous	Touch			Conjuration (Healing)	PHB: pg.215
Effect: Cures 1d8 +1/level [max +5] damage.		see text	action		Target: Creature tou		text	(Healing) Caster Level: 8	
	17	Will negates [harmless]	1 standard 2 action	4 hours	Touch Target: Creature tou		Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: Pg.63
Halts any nonmagical disease for the duration of the spell.	17	None	1 standard (Concentration, up to 10 minutes/level [D	-		No	Divination	PHB: pg.218
□□□□□ Detect Chaos	"	None	action	Soncernation, up to 10 minutes/level [D	Target: Cone-shape			Caster Level: 8	111b. pg.210
Reveals creatures, spells, or objects of selected alignment.		None	1 standard (Concentration, up to 10 minutes/level [D	-		No	Divination	PHB: pg.218
Effect:			action		Target: Cone-shaped	d emanation	n	Caster Level: 8	
Reveals creatures, spells, or objects of selected alignment. Detect Good		None		Concentration, up to 10 minutes/level [D]60 ft.	V,S, DF	No	Divination	PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignment.			action		Target: Cone-shaped	d emanation	า	Caster Level: 8	
	17	None	1 standard (Concentration, up to 10 minutes/level [D]60 ft.	V,S, DF	No	Divination	PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shape	d emanation	ı	Caster Level: 8	
	17	None	1 standard (action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
Effect: Reveals undead within 60 ft.					Target: Cone-shape	d emanation	ı	Caster Level: 8	
JUJUDISPEI Wald	17	None	1 standard I action	nstantaneous	Medium (180 ft.)		No	Abjuration	SC: Pg.67
Effect: Functions like dispel magic; see text					Target: One warded	•		Caster Level: 8	
Divine Favor	17	None	1 standard 1 action	minute		V,S, DF	No	Evocation Caster Level: 8	PHB: pg.224
You gain +1 on attack and damage rolls. [Every three caste		ls, MAX +6] Will negates	1 standard 1	minute/level	Target: You Medium (180 ft.)	V,S, DF	Yes	Caster Level: 8 Necromancy [Fear	PHR: na 225
JJJJJ Doom Effect:	.,		action		Target: One living cr		. 50	Mind-Affecting] Caster Level: 8	,
One subject takes -2 on attack rolls, damage rolls, saves, a		ecks. None	1 standard 1	0 minutes/level			Yes [harmless]	Transmutation	SC: Pg.77
Effect:			action		Target: Creature tou			Caster Level: 8	-
See normally in darkness both magical and natural.	17	Will negates	1 standard 2	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
Effect: Exist comfortably in hot or cold environments.		(harmless)	action		Target: Creature tou	ched		Caster Level: 8	
	17	None	1 standard 1 action	minute/level [D]	Personal	V,S	No	Abjuration	PHB: pg.227
iffect: Ranged attacks against you have 20% miss chance.			dollori		Target: You			Caster Level: 8	
	17	Will negates [harmless]	1 standard I action	nstantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
Effect: Heal 8 + caster level [max +5] hit points.					Target: Living creatu	re touched		Caster Level: 8	
	17	None	1 standard 1 action	round/level	, ,		Yes [harmless]	Transmutation [Earth]	SC: Pg.99
Effect: As long as subjects don't move they gain +2 AC and +4 to s			4		than 30 ft. apart			Caster Level: 8	00 D 107
Grave Strike	17	N/A	1 swift 1 action	round		V,DF	N/A	Divination [Good] Caster Level: 9	SC: Pg.107
Allows you to make sneak attacks against undead if you ha		ability. None	1 standard 1	minute/level [D]	Target: You Long (720 ft.)	V,S	Yes	Evocation	SC: Pg.108
□□□□□Guiding Light	"	None	action	Tillitute/level [D]	Target: Creatures in			Caster Level: 8	30. r g. 100
+2 on ranged attacks	17	Will negates	10 minutes 2	24 hours	-		Yes [harmless]	Conjuration	SC: Pg.111
Effect:		[harmless]			Target: One creature			(Healing) Caster Level: 8	Ü
Doubles the natural healing rate. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17			0 minutes/level [D]	more than 30 feet ap Touch		Yes	Abjuration	PHB: pg.241
Effect:		(harmless); see text	action		Target: One touched	creature/le	evel	Caster Level: 8	
Undead can't perceive 1 subject/level.	17	N/A	1 standard 1 action	minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SC: Pg.119
Effect: Attack as if wearing a +1 spiked guantlet. Deals normal dar	mane i	for your size + 1d4 cold			Target: You			Caster Level: 8	
		Will negates		minute/level	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion)	SC: Pg.121
Effect:					Target: Creatures in	a 10-ft. bur	st	[Mind-Affecting] Caster Level: 8	
Forces creature to act, it cannot delay or ready an action.							Yes	Necromancy	PHB: pg.244
	17	Will half	1 standard I	nstantaneous	Touch	V,S			
□□□□□ Inflict Light Wounds Effect:	17	Will half	1 standard I action	nstantaneous	Touch Target: Creature tou			Caster Level: 8	
□□□□□ Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage.		Will half Will negates	action 1 standard I	nstantaneous		ched	Yes	Enchantment	SC: Pg.123
□□□□□ Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. □□□□□□ Inhibit			action		Target: Creature tou Medium (180 ft.)	ched V,S	Yes		SC: Pg.123
Inflict Light Wounds Stect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Subject is forced to delay; see text.		Will negates Will half (harmless);	action 1 standard I action 1 standard I		Target: Creature tou Medium (180 ft.)	ched V,S	Yes (harmless); see	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration	SC: Pg.123 PHB II: pg.115
Inflict Light Wounds Iffect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Iffect: Subject is forced to delay; see text.	17 17	Will negates Will half (harmless); see text	1 standard I action 1 standard I action	nstantaneous nstantaneous; see text	Target: Creature tou Medium (180 ft.) Target: One creature Touch Target: Creature tou	ched V,S		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	
Inflict Light Wounds Iffect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Iffect: Subject is forced to delay; see text. Inhibit Invest Light Protection Iffect: Living creature healed 1d4 +1 per two caster levels [max +1] damage from a weapon that overcomes DR/good.	17 17 +3] and	Will negates Will half (harmless); see text d gains DR:1/evil for 1 i	1 standard I action 1 standard I action 1 standard I action	nstantaneous nstantaneous; see text illed save undead take an extra 1 point	Target: Creature tou Medium (180 ft.) Target: One creature Touch Target: Creature tous	ched V,S V,S ched	Yes (harmless); see text	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8	PHB II: pg.115
Inflict Light Wounds Iffect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Iffect: Subject is forced to delay; see text. Inhibit Protection Invest Light Protection	17 17 +3] and	Will negates Will half (harmless); see text	1 standard I action 1 standard I action 1 standard I action	nstantaneous nstantaneous; see text	Target: Creature tou Medium (180 ft.) Target: One creature Touch Target: Creature tous S Touch	v,s v,s ched	Yes (harmless); see	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8	
Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Effect: Subject is forced to delay; see text. Inhibit Protection Effect: Living creature healed 1d4 +1 per two caster levels [max + 1] damage from a weapon that overcomes DR/good. Inhibit Protection Effect: Living creature healed 1d4 +1 per two caster levels [max + 1] damage from a weapon that overcomes DR/good. Inhibit Protection	17 17 -3] and 17	Will negates Will half (harmless); see text d gains DR:1/evil for 1 the will negates ms.	1 standard I action 1 standard I action 1 standard I action 1 standard 1 action	nstantaneous nstantaneous; see text iiled save undead take an extra 1 point 0 minutes/level	Target: Creature tou Medium (180 ft.) Target: One creature Touch Target: Creature tous Touch Target: Creature tous	ched V,S V,S ched V,S,M ched	Yes (harmless); see text	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8	PHB II: pg.115 SC: Pg.126
Inflict Light Wounds Iffect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Iffect: Subject is forced to delay; see text. Inhibit Invest Light Protection Investment Light Protection Inv	17 17 -3] and 17	Will negates Will half (harmless); see text d gains DR:1/evil for 1 to 1	1 standard I action 1 standard I action 1 standard I action 1 standard 1 action	nstantaneous nstantaneous; see text illed save undead take an extra 1 point	Target: Creature tou Medium (180 ft.) Target: One creature Touch Target: Creature tous Touch Target: Creature tous Medium (190 ft.)	ched V,S V,S ched V,S,M ched V,S,M	Yes (harmless); see text Yes Yes; see text	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Evocation [Good, Light]	PHB II: pg.115 SC: Pg.126
Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Effect: Subject is forced to delay; see text. Inhibit Invest Light Protection Iffect: Living creature healed 1d4 +1 per two caster levels [max + of damage from a weapon that overcomes DR/good. Iffect: Inget qains +5 alchemical bonus on Fort saves against all Indicating 30-ft. and 20-ft further of dim light, next rou	17 17 +3] and 17 I poiso 17	Will negates Will half (harmless); see text d gains DR:1/evil for 1 if Will negates ns. None	1 standard I action 1 standard I action 1 standard I action ninute. On fa 1 standard 1 action 1 standard 1 action	nstantaneous nstantaneous; see text iiled save undead take an extra 1 point 0 minutes/level 0 minutes/level [D]	Target: Creature tou Medium (180 ft.) Target: One creature Touch Target: Creature tou s Touch Target: Creature tou Medium (190 ft.) Target: You and up t	ched V,S V,S ched V,S,M ched V,S,M	Yes (harmless); see text Yes Yes; see text	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Evocation [Good,	PHB II: pg.115 SC: Pg.126
Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Effect: Subject is forced to delay; see text. Invest Light Protection Effect: Living creature healed 1d4 +1 per two caster levels [max + d damage from a weapon that overcomes DR/good. Inonguts Effect: Target gains +5 alchemical bonus on Fort saves against all in Ingle Light of Lunia Effect: Light radiating 30-ft. and 20-ft further of dim light, next roubutsiders]; see text	17 17 +3] and 17 17 1 poiso 17	Will negates Will half (harmless); see text d gains DR:1/evil for 1 if Will negates ns. None	1 standard I action 1 standard I action 1 standard I action 1 standard 1 action 1 standard 1 action 1 standard 1 action	nstantaneous nstantaneous; see text iiled save undead take an extra 1 point 0 minutes/level 0 minutes/level [D]	Target: Creature tou Medium (180 ft.) Target: One creature Touch Touch Touch Target: Creature tou Medium (190 ft.) Target: You and up to	ched V,S ched V,S,M ched V,S,M ched V,S,S o two rays; V,S,DF	Yes (harmless); see text Yes Yes; see text see text Yes (harmless, object)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Evocation [Good, Light] Caster Level: 9	PHB II: pg.115 SC: Pg.126
Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Effect: Subject is forced to delay; see text. In order light Protection Effect: Living creature healed 1d4 +1 per two caster levels [max + of damage from a weapon that overcomes DR/good. In order light Protection Effect: Target gains +5 alchemical bonus on Fort saves against all light radiating 30-ft. and 20-ft further of dim light, next rouputsiders]; see text Light radiating 30-ft. and 20-ft further of dim light, next rouputsiders]; see text Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17 17 17 17 17 17 17 17 17 17	Will negates Will half (harmless); see text d gains DR:1/evil for 1 if Will negates None u can use the light as a Will negates (harmless, object)	1 standard I action 1 standard I action 1 standard I action 1 standard 1 action 1 standard 1 action 1 standard 1 action 1 standard 3 action 1 standard 3 action	nstantaneous nstantaneous; see text iiled save undead take an extra 1 point 0 minutes/level 0 minutes/level [D] dealing 1d6 [double against undead and 00 minutes or until discharged	Target: Creature tou Medium (180 ft.) Target: One creature Touch Touch Touch Target: Creature tou Medium (190 ft.) Target: You and up to	ched V,S ched V,S,M ched V,S,M ched V,S,S o two rays; V,S,DF cebbles tour	Yes (harmless); see text Yes Yes; see text see text Yes (harmless, object)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Transmutation Caster Level: 8	PHB II: pg.115 SC: Pg.126 SC: Pg.132 PHB: pg.251
Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Effect: Subject is forced to delay; see text. Inhibit Effect: Living creature healed 1d4 +1 per two caster levels [max + of damage from a weapon that overcomes DR/good. Inhibit Effect: Target gains +5 alchemical bonus on Fort saves against all Light radiating 30-ft. and 20-ft further of dim light, next rouputsiders]; see text Light radiating 30-ft. and 20-ft further of dim light, next rouputsiders]; see text Three stones gain +1 on attack rolls, deal 1d6+1 damage.	17 17 +3] and 17 17 1 poiso 17	Will negates Will half (harmless); see text d gains DR:1/evil for 1 if Will negates ns. None u can use the light as a Will negates	1 standard I action 1 standard I action 1 standard I action 1 standard 1 action 1 standard 1 action 1 standard 1 action 1 standard 3 action 1 standard 3 action	nstantaneous nstantaneous; see text iiled save undead take an extra 1 point 0 minutes/level 0 minutes/level [D]	Target: Creature tou Medium (180 ft.) Target: One creature Touch Touch Touch Target: Creature tou Medium (190 ft.) Target: You and up to	ched V,S V,S ched V,S,M ched V,S o two rays; V,S, DF velebbles touc	Yes (harmless); see text Yes Yes; see text see text Yes (harmless, object) ched Yes (harmless, object)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Transmutation Caster Level: 8	PHB II: pg.115 SC: Pg.126 SC: Pg.132

				Cleric Spells					
□□□□ Magic Weapon	17	Will negates (harmless, object)	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1 bonus.		(namiess, object)	action		Target: Weapon too	uched		Caster Level: 8	
	17	Will negates [harmless]	1 standard action	1 round/level	Medium (180 ft.) Target: Creature to		Yes	Illsion (Pattern) [Mind-Affecting] Caster Level: 8	SC: Pg.143
Creature becomes fascinated for the duration of the spell.	17	N/A	1 standard	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
Effect: +1 resistance on Saving throws, increases to +2 at caster I	lovol 6	th and 12 at ageter lave		oo magia minailaa	Target: You			Caster Level: 8	
		N/A		1 minute/level or until discharged [D]	Personal Target: You	V,S,DF	N/A	Evocation [Light] Caster Level: 8	SC: Pg.148
Creates light 30' Can use as ranged touch attack 30' for 1d		s 1 point per round that's None		nce casting to max of [1d8 + caster leve 1 minute/level	7arget. 10u I]. 20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
iffect: Fog surrounds you.			dollori		Target: Cloud sprea	ads in 20-ft.	radius from you, 20 ft.	Caster Level: 8	
	17	None	1 standard action	1 hour/level	Close (45 ft.)	V,S	No	Transmutation Caster Level: 8	SC: Pg.161
Up to six creatures can be chosen to recieve mental beaco		Mail	4	4 minute/level (D)	Target: One interpla	_			1 DUD: 000
iffect:	17	(harmless)	action	1 minute/level [D]	Touch Target: Creature to		No; see text	Abjuration [Lawful] Caster Level: 8	ј РНВ: pg.266
+2 to AC and saves, counter mind control, hedge out elements and a saves, counter mind control, hedge out elements are a save and a save and a save and a save and a save a	entals 17	Will negates		1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out elemine	entals	(harmless)	action		Target: Creature to	uched		Caster Level: 9	
	17	Will negates (harmless)	1 standard	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out elemi	entals		action		Target: Creature to	uched		Caster Level: 9	
		Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No	Conjuration	FH.P: pg.37
Effect: Flames deal 1d4 points of damage to evil creatures; will no					Target: One object	or character		Caster Level: 8	
Remove Fear		Will negates (harmless)		10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
Effect: Suppresses fear or gives +4 on saves against fear for one		ct/4 levels.			more than 30 ft. apa	art	no two of which can be		
Resist Planar Alignment	17	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Grants limited protection from a plane's alignment traits; se					Target: Creature to			Caster Level: 8	
<u> </u>	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
iffect: Allows one retry on a failed save against an ongoing spell,	spell-l		ral ability.		Target: Creature to	uched		Caster Level: 8	
□□□□□ Sanctuary iffect:	17	Will negates	1 standard action	1 round/level	Touch Target: Creature to	V,S, DF uched	No	Abjuration Caster Level: 8	PHB: pg.274
Opponents can't attack you, and you can't attack.	17	None	1 standard	Concentration, up to 8 rounds	Personal	V,S,M,F	No	Divination	Is This: Races of De
Effect:			action		Target: One book/re	ound		Caster Level: 8	Pg.167
Absorb the contents of an entire book as if you had read it Shield of Faith		Will negates	1 standard	to read the language. 1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 8	
Aura grants +3 deflection bonus.	17	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.189
Effect: +4 bonus on your next initiative check.					Target: You			Caster Level: 8	
DDDD Snowshoes	17	Will negates		1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect: Speed increases by 10 ft. and no Balance checks or Reflex	v rogu	[harmless]	action		Target: Creature to	uched		Caster Level: 8	
		N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
Effect: Hold the charge of one touch spell per arm; see text.			action		Target: You			Caster Level: 8	
Summon Monster I	17	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: pg.285
Effect:						oneu creatu	-	Caster Level: 8	
Calls extraplanar creature to fight for you.	17	N/A	1 quift	Instantaneous	Target: One summo	V S M	N/A	Conjugation	
Calls extraplanar creature to fight for you. Updraft Cffect:		N/A	1 swift action	Instantaneous	Personal Target: You	V,S,M	N/A	Conjuration (Creation) [Air] Caster Level: 8	SC: Pg.228
Calls extraplanar creature to fight for you. Updraft Call of the control of the		ground. Will negates	action 1 standard	Instantaneous 10 rounds + 1 round/level [max 15]	Personal	V,S,M V,S	N/A Yes [harmless]	(Creation) [Air] Caster Level: 8 Conjuration	SC: Pg.228 SC: Pg.229
Calls extraplanar creature to fight for you. Call Updraft Gain 10 ft. per level of altitude, and then gently float back to Call Updraft Ca	to the g	ground. Will negates [harmless]	action 1 standard action		Personal Target: You	V,S	Yes [harmless]	(Creation) [Air] Caster Level: 8	-
Calls extraplanar creature to fight for you. """ Updraft "":ffect: Gain 10 ft. per level of altitude, and then gently float back to """ Vigor, Lesser """ Grants target fast healing ability for the duration of the spel	to the g 17	ground. Will negates [harmless]	action 1 standard action r round.		Personal Target: You Touch	V,S	Yes [harmless]	(Creation) [Air] Caster Level: 8 Conjuration (Healing)	-
Calls extraplanar creature to fight for you. """ Updraft "" Gain 10 ft. per level of altitude, and then gently float back to """ Vigor, Lesser """ Grants target fast healing ability for the duration of the spel	to the g 17 III. Heal 17	ground. Will negates [harmless] Is 1 hp automatically pe None	1 standard action r round. 1 standard	10 rounds + 1 round/level [max 15]	Personal Target: You Touch Target: Living creat	V,S ture touched V,S,DF	Yes [harmless]	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8	SC: Pg.229
Calls extraplanar creature to fight for you. Call by	to the g 17 III. Heal 17	ground. Will negates [harmless] Is 1 hp automatically pe None	1 standard action or round. 1 standard action	10 rounds + 1 round/level [max 15]	Personal Target: You Touch Target: Living creat	V,S ture touched V,S,DF	Yes [harmless]	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination	SC: Pg.229
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for the gently float back to call the control of the spel Calls extraplanar creature to fight for the duration of the spel Calls extraplanar creature to fight for the duration of the spel Calls extraplanar creature to fight for you.	to the g 17 III. Heal 17	ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates	1 standard action r round. 1 standard action 1 standard	10 rounds + 1 round/level [max 15] 1 minute or until discharged	Personal Target: You Touch Target: Living creat Touch Target: Creature to	V,S ture touched V,S,DF uched S,M	Yes [harmless] Yes	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8	SC: Pg.229 SC: Pg.231
Calls extraplanar creature to fight for you.	to the g 17 III. Heal 17	ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates	1 standard action r round. 1 standard action 1 standard	10 rounds + 1 round/level [max 15] 1 minute or until discharged	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch	V,S ture touched V,S,DF uched S,M	Yes [harmless] Yes	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation	SC: Pg.229 SC: Pg.231
Calls extraplanar creature to fight for you.	to the g 17 III. Heal 17 s choic 17	ground. Will negates [harmless] Is 1 hp automatically pe None De]. Fortitude negates [harmless]	action 1 standard action r round. 1 standard action 1 standard action Time	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to	V,S ture touched V,S,DF uched S,M uched	Yes [harmless] Yes Yes [harmless] Spell Resistance	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8	SC: Pg.229 SC: Pg.231 SC: Pg.240 Source
Calls extraplanar creature to fight for you.	to the g 17 III. Heal 17 s choic 17	ground. Will negates [harmless] Ils 1 hp automatically pe None Del. Fortitude negates [harmless]	action 1 standard action r round. 1 standard action 1 standard action Time	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to	V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF	Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) (Mind-Affecting)	SC: Pg.229 SC: Pg.231 SC: Pg.240
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Call to Updraft Call to Updraft Call 10 ft. per level of altitude, and then gently float back to Call to Updraft Ca	17 17 17 18 Chair 18 18 18 18 18 18 18 18 18 18 18 18 18	ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None	action 1 standard action r round. 1 standard action 1 standard action Time 1 standard action	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to	V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF	Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion)	SC: Pg.229 SC: Pg.231 SC: Pg.240 Source
Calls extraplanar creature to fight for you.	17 11. Heal 17 17 S s choice 17 18 18 tempor	ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None	action 1 standard action r round. 1 standard action 1 standard action Time 1 standard action	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to	V,S urre touched V,S,DF uched S,M uched Comp. V,S, DF urre touched U,S, DF	Yes [harmless] Yes Yes [harmless] Spell Resistance Yes (harmless)	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) (Mind-Affecting)	SC: Pg.229 SC: Pg.231 SC: Pg.240 Source
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Call port of the per level of altitude, and then gently float back to call the per level of altitude, and then gently float back to call the per level of altitude, and then gently float back to call the per level. Cannot be a the definition of the spel call the per level. Cannot a +1 morale bonus to a single saving throw [target's continued by call the per level. Cannot be defined: Call the per level of the spel call the per level. Cannot be defined: Name Name Name Aid Call the per level of altitude, and then gently float back to call the per level. Call the per level of the spel call the per level. Name Name Name Aid Call the per level of altitude, and then gently float back to call the per level.	17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	ground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None rary hp. None	action 1 standard action r round. 1 standard action 1 standard action Time 1 standard action 1 standard action	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to Range Touch Target: Living creat	V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF	Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless)	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	SC: Pg.229 SC: Pg.231 SC: Pg.240 Source PHB: pg.196
Calls extraplanar creature to fight for you.	17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	ground. Will negates [harmless] Is 1 hp automatically pe None Portitude negates [harmless] Saving Throw None rary hp. None	action 1 standard action r round. 1 standard action 1 standard action Time 1 standard action 1 standard action	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to Touch Target: Living creat Touch Target: Living creat	V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF	Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless)	(Creation) [Air] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 8 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 8	SC: Pg.229 SC: Pg.231 SC: Pg.240 Source PHB: pg.196
Calls extraplanar creature to fight for you.	17 17 18 Lean 19 19 19 19 19 19 19 19 19 19 19 19 19	ground. Will negates [harmless] Ils 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None rary hp. Will negates Will negates	action 1 standard action r round. 1 standard action 1 standard action Time 1 standard action 1 standard action 1 standard action 1 standard action	10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Personal Target: You Touch Target: Living creat Touch Target: Creature to Touch Target: Creature to Touch Target: Living creat Touch Target: Living creat Touch Target: Living creat	V,S ure touched V,S,DF uched S,M uched Comp. V,S, DF ure touched V,S, DF ure touched V,S, DF	Yes [harmless] Yes [harmless] Spell Resistance Yes (harmless) Yes (harmless, object) projectiles [all of which	(Creation) [Air] Caster Level: 8 Conjuration (Healing) (Healing) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 8 Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 8 Transmutation	SC: Pg.229 SC: Pg.231 SC: Pg.240 Source PHB: pg.196 PHB: pg.196

			Cleric Spells					
Animalistic Power	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Const	<mark>itutio</mark> n.			Target: Creature to	ouched		Caster Level: 8	
□□□□□ Augury Effect: Learns whether an action will be good or bad.	18	None	1 minute Instantaneous	Personal Target: You	V,S,M,F	No	Divination Caster Level: 8	PHB: pg.202
□□□□□ Aura Against Flame	18	N/A	1 standard 1 round/level action	Personal Target: You	V,S	N/A	Abjuration Caster Level: 8	SC: Pg.18
Protects against first 10 points of fire damage, it also exting		s flames; see text. None	1 1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
iffect:			immediate action	Target: One creatu			Caster Level: 8	our good
Gain temporary respite from the natural effects of a specific		e. N/A	1 standard 1 round/level	centered on you Personal	V,S,M/DF		Transmutation	SC: Pg.24
Effect:			action	Target: You			Caster Level: 8	
Any creature grappling you takes 6d6 points of fire damage	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
ffect: Subject gains +4 to Con for 1 minutes/level. DDDDBlack Karma Curse	18	Will negates	1 standard Instantaneous	Target: Creature to Close (45 ft.)	v,S	Yes	Caster Level: 8 Enchantment	PHB II: pg.103
ffect:		-	action	Target: One creatu			(Compulsion) [Mind-Affecting] Caster Level: 8	7 1.5 ii. pg. 100
If the target fails it's save, it immediately takes damage as i	if struc 18	Will negates	1 standard 1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
ffect: Once during the spell, if a subject attempts a saving throw	, both	(harmless) recipients can roll and	action use the most favorable result. If both saves fail, b	Target: Two willing oth	creatures		Caster Level: 8	
re affected by the spell.	18	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: Pg.35
ffect: Sprouts dagger blades across your body able to inflict 1d6			mage with a melee attack; see text.	Target: You			Caster Level: 8	
Brambles	18	None	1 standard 1 round/level action	Touch	V,S,M	No	Trasmutation	SC: Pg.38
ffect: Small magical thorns/spikes protrude from wooden weapor				Target: Wooden w			Caster Level: 8	DI ID.
□□□□ Bull's Strength	18	Will negates (harmless)	1 standard 1 minute/level action	Touch Target: Creature to		Yes (harmless)	Transmutation Caster Level: 8	PHB: pg.207
Subject gains +4 to Str for 1 minutes/level.	18	Will negates	1 standard Concentration, up to 1 round/level [D]	Medium (180 ft.)		Yes	Enchantment	PHB: pg.207
ffect:	-	<u> </u>	action	Target: Creatures i			(Compulsion) [Mind-Affecting] Caster Level: 8	19
Calms creatures, negating emotion effects. Close Wounds	18	Will half [harmless]; see text	1 Instantaneous immediate	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
ffect:		see text	action	Target: One creatu	ıre		Caster Level: 8	
Cure 1d4 +1/level [max +5]. Cloud of Knives	18		1 standard 1 round/level	Personal	V,S,M		Conjuration	PHB II: pg.107
Effect:			action	Target: You			Caster Level: 8	
Each round as a free action you can release a knife at a amage 1d6 +1/3 level [max +5] Crit 19-20.		None	tnin 30 ft. Attack bonus = Caster level + Key Abii 1 standard 2 hours/level	Close (45 ft.)	V,S,M, DF	No	Evocation [Good]	DHR: ng 212
ffect:	10	None	action	Target: 20-ftradiu			Caster Level: 9	F F ID. pg.212
Fills area with positive energy, making undead weaker. Cure Moderate Wounds	18	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
ffect: Cures 2d8 +1/level [max +10] damage.				Target: Creature to			Caster Level: 8	
Curse of III Fortune	18	Will negates	1 standard 1 minute/level action	Medium (180 ft.) Target: One living		Yes	Necromancy Caster Level: 8	SC: Pg.56
Cause -3 penalty on attack rolls, saving throws, ability check		d skill checks. None	1 standard 10 minutes/level [D]	Touch		No	Evocation	PHB: pg.216
ffect:	-		action	Target: Object touc		-	[Darkness] Caster Level: 8	F910
20-ft. radius of supernatural shadow. Deific Vegeance	18	Will half	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SC: Pg.62
ffect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if				Target: One creatu			Caster Level: 8	
iffect:	18	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch Target: Creature to	V,S, DF ouched	Yes (harmless)	Conjuration (Healing) Caster Level: 8	PHB: pg.217
Stops poison from harming subject for 1 hour/level. Divine Insight	18	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	SC: Pg.70
ffect: Gain 5 + your caster level [max bonus of 15] to one skill ch			spell.	Target: You			Caster Level: 8	
Divine Interdiction			1 standard 1 round/level action	Close (45 ft.)	V	Yes or No [object]; se text	•	SC: Pg.70
ffect: Temp loss of turning power & domain powers.	45	AACH	A standard Australia	object, or point in s	space	n centered on a creature		00 5
Divine Protection	18	Will negates [harmless]	1 standard 1 minute/level action	Medium (180 ft.)		Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
#1 morale bonus to AC and saving throws.	10	Will pog-t	1 standard 1 minute/level	Target: Allies in a 2			Caster Level: 8	DUD: 205
□□□□□ Eagle's Splendor	18	Will negates (harmless)	1 standard 1 minute/level action	Touch Target: Creature to	V,S,M/DF	res	Transmutation Caster Level: 8	PHB: pg.225
Subject gains +4 to Cha for 1 minutes/level.	18	None	1 standard 1 round/level	Target: Creature to	V,S,DF	No	Abjuration [See	SC: Pg.79
□□□□ Energized Shield, Lesser			action	Target: Touch	v,U,UF	.10	text] Caster Level: 8	50. i g./3
Protects against on energy type [fire, cold, electricity, acid,	or sor 18		te; see text 1 round 1 hour or less	Medium (180 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
Effect: Captivates all within 100 ft. +10 ft./level				Target: Any number	er of creature	es	Caster Level: 8	
DDDD Extend Tentacles	18	N/A	1 standard Instantaneous action	Personal	V	N/A	Transmutation	SC: Pg.86
				Target: You			Caster Level: 8	
ffect: Extends your tentacles by 5 ft.	40	Nama	A standard A science # 1		V C	NI-	District	DUD con
Effect: Extends your tentacles by 5 ft.	18	None	1 standard 1 minute/level action	Personal Target: You	V,S	No	Divination Caster Level: 8	PHB: pg.230

				Cleric Spells			,		
□□□□ Frost Breath	18	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold] Caster Level: 8	SC: Pg.100
fect: Breath a cone of cold that deal 1d4/2 caster levels [max 5	d4] and	d creatures are also daz Fortitude negates		lled the Reflex save. 10 minutes/level	Target: Cone-shape	v,s	Voe [harmlees]		SC: Pa 100
□□□□ Fuse Arms		[harmless]	action	10 millutes/level			Yes [harmless] wo arms or tentacles	Transmutation Caster Level: 8	SC: Pg.100
Gain +4 Str for every set of limbs fused to the primary limb). 18	Will negates (object)	1 standard	1 day/level	touched Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
ect:			action		Target: Corpse touc	ched		Caster Level: 8	
Preserves one corpse. Graph Ghost Touch Armor	18	Will negates		1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
ect: Armor gains Ghost Touch property.		[harmless]	action		Target: Armor of cre	eature touch	ned	Caster Level: 8	
☐☐☐☐☐ Hand of Divinity	18	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
fect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature to	uched		Caster Level: 8	
□□□□ Healing Lorecall	18	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: Pg.110
fect: Allows caster with Heal ranks to remove other ailments wl	nen us	ing Conjuration [Healing	spells. Car	also heal more; see text.	Target: You			Caster Level: 8	
□□□□ Hold Person	18	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (180 ft.) Target: One human	V,S,F/DF		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	PHB: pg.241
Paralyzes one humanoid for 1 round/level.	18	Will half	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
I□□□□ Inflict Moderate Wounds	10	· viii ricali	action		Target: Creature to			Caster Level: 8	10. pg.244
Touch attack, 2d8 +1/level [max +10] damage.	18	None	1 standard	10 minutes/level	30 ft.	V,S,M	No	Conjuration	SC: Pg.123
fect:			action		Target: 30-ftradius			(Creation) Caster Level: 8	920
Inky cloud that works under water.	18	Will negates		1 minute/level or until discharged	Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
fect:		(harmless)	action	a last and a language to	Target: One creatur	e		Caster Level: 8	
Reroll once after making an attack, skill check, saving thro	ow or a	Will negates	1 standard	nd take the better result. 1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
fect: Hide and Move Silent check ignore the Armor penalty duri	na the	[harmless,object]	action		Target: One suit of	armor touch	ned/3 levels	Caster Level: 8	
Inde and move shert check ignore the Armor penalty duri Light of Mercuria	18	None	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S	Yes; see text	Evocation [Good,	SC: Pg.132
fect: Same as light of Lunia except damage is 2d6 or 4d6 vs. u	ndead	or outsiders	GOLOTI		Target: You and up	to two rays	; see text	Light] Caster Level: 9	
Living Undeath	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
fect: Not subject to sneak attacks or criticals; -4 penalty to Cha	score	[namics5]	dollon		Target: Creature to	uched		Caster Level: 8	
Make Whole	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
fect: Repairs an object.		,555, 55,661,			Target: One object	of up to 10	cu. ft./level	Caster Level: 8	
□□□□ Mark of Judgement	18	Will negates	1 standard action	1 round/level	Medium (180 ft.)	V,S,DF	Yes	Necromancy	PHB II: pg.119
fect: Whenever a creature succeeds on a melee or ranged atta	ck ags	inst the marked creature		er heals 2 points of damage.	Target: One creatur more than 30 ft. apa		no two of which are	Caster Level: 8	
□□□□ Mark of the Outcast	18	Will negates	1 standard action	Permanent	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
fect: Creates an indelible mark on the subjects face; see text.					Target: One creatur	е		Caster Level: 8	
□□□□ Master's Touch	18	Will negates (harmless)	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes (harmless)	Divination Caster Level: 8	PHB II: pg.119
Subject gains +4 insight bonus to one skill check.	40	Mill	4	A seiscute/lected	Target: One creatur		V		DUD 050
□□□□Owl's Wisdom	18	Will negates (harmless)	action	1 minute/level	Touch	V,S,M/DF	res	Transmutation Caster Level: 8	PHB: pg.259
Subject gains +4 to Wis for 1 minutes/level.	10	Will negates	1 standard	10 minutes/level	Target: Creature to		Van [hormloon]		CC: Da 162
□□□□ Protection from Negative Energy fect:	10	[harmless]	action	10 minutes/level	Touch Target: Creature to	V,S uched	Yes [harmless]	Abjuration Caster Level: 8	SC: Pg.163
Subtract 10 hp worth of damage from each negative energy	gy atta 18	ck. Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
fect:	-	[harmless]	action		Target: Creature to			Caster Level: 8	- 3::==
Subtract 10 hp worth of damage from each positive energ	y attac 18	Will negates	1 standard	1 round	Medium (180 ft.)		Yes [harmless]	Transmutation	SC: Pg.164
fect:		[harmless]	action		Target: Allies in a 2			Caster Level: 8	
Subjects base land speed increased by 30 feet. Remove Paralysis	18	Will negates		Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration	PHB: pg.271
fect: Frees one or more creatures from paralysis or slow effect		(harmless)	action		Target: Up to four c	art	two of which can be	(Healing) Caster Level: 8	
Resist Energy	18	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
fect: Ignores first 20 points of damage/attack from specified en			2 :	l-st-st-s-s-	Target: Creature to		Van (harrier)	Caster Level: 8	DUD
Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
fect: Dispels magical ability penalty or repairs 1d4 ability dama		Will possess	1	10 minutes/lev-1	Target: Creature to		Voc (harrier)	Caster Level: 8	DUD III 404
□□□□ Share Talents	18	Will negates (harmless)	1 round	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB II: pg.124
fect: Creatures get a +2 bonus on any skill checks they make a					Target: Two willing			Caster Level: 8	DUD: p. 070
□□□□ Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text		mstaffaffeous	Close (45 ft.)	v,ə,M/DF	Yes (object)	Evocation [Sonic]	гпь: pg.278
ffect: Sonic vibration damages objects or crystalline creatures.					crystalline creature	spread; or o	one solid object or one	Caster Level: 8	
Shield Other	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (45 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
ffect: You take half of subject's damage.					Target: One creatur	е		Caster Level: 8	
Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
fect:			action						

				Cleric Spells					
□□□□□ Silence	18	Will negates; see text	1 standard action	-	Long (720 ft.)	V,S		Illusion (Glamer)	PHB: pg.279
iffect: Negates sound in 15-ft. radius.		or none (object)	action		Target: 20 ft. radius object, or point in sp		(object) centered on a creature	, Caster Level: 8	
☐☐☐☐ *Soften Earth and Stone	18	None		Instantaneous	Close (45 ft.)		No	Transmutation	PHB: pg.280
ffect: Turns stone to clay or dirt to sand or mud.			action		Target: 10 ft./level s	square; see	text	[Earth] Caster Level: 8	
Commissione to day of diff to said of midd.	18	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: pg.281
Effect:			action		Target: 10-ftradius	spread		Caster Level: 8	
Deals 1d8 sonic damage to subjects; may stun them. DDDDDSpawn Screen	18	Will negates		1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.197
Effect:		[harmless]	action		Target: One creatur	e/level		Caster Level: 8	
Subject will not rise as spawn if killed by an undead capa	able of ci	Will negates		10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 8	
Protects one creature from a single 1st- or 2nd-level spe	ell; see te 18	xt. None	1 standard	1 round/level [D]	Medium (180 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: pg.283
Effect:			action		Target: Magic weap	on of force		Caster Level: 8	
Magical weapon attacks on its own.	18	Will negates	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration	SC: Pg.204
Effect:		[harmless]; see text	action		Target: 50-ftradius			(Healing) Caster Level: 8	Ü
Spell designed for battle fields, heals all creatures for 1 h	hp to stal	balize them, undead tak Will negates		damage [Will negates]. 1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: pg.284
iffect:		(harmless)	action		Target: One/per 3 le			Caster Level: 8	· · · · · · · · · · · · · · · · · · ·
Monitors condition, position of allies.	18	Will negates	1	Instantaneous	,	V	Yes	Enchantment	PHB II: pg.126
□□□□□ Stay the Hand	13	ogatos	immediate action		modalii (100 it.)	·	. 50	(Charm) [Mind-Affecting]	
Effect: Target refrains from attacking you or targetting you with	spells for	r the remainder of the o			Target: One human	oid		Caster Level: 8	
Dulu Stone Bones	18	Will negates [harmless]		10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.208
Effect: Target gains natural armor AC bonus of +3.		[2011011		Target: Corporeal u	ndead creat	ture touched	Caster Level: 8	
Target gains natural armor AC bonds of +3.	18	Will negates		One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
Effect:		(harmless, object)	action		Target: Melee weap	oon wielded		Caster Level: 8	
Adds 5 feet of reach for one attack.	18	None	10 minutes	8 hours	Close (45 ft.)	V,S,DF	No	Conjuration	SC: Pg.214
					T			(Summoning) [Good]	
Effect: Summons a Elysian thrush [Planar Handbook 118]; see					Target: One summo			Caster Level: 9	
□□□□□ Summon Monster II	18	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: pg.286
iffect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		d creatures, no two of part	Caster Level: 8	
Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	Close (45 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
Effect: Conceals alignment for 24 hours.					Target: One creatur	e or object		Caster Level: 8	
Unstoppable	18	None	1 standard action	10 minutes/level	Personal or touch	V,S	No	Abjuration	CoD.P: pg.58
Effect: When your movement is negated by magic such as ho	old persor	n, or web or by effects		alysis, you are not immobolized but m	Target: You or crea	ture touched	i	Caster Level: 8	
ake a partial action each round.		N/A		1 minute/level	Personal	V,S	N/A	Evocation	SC: Pg.228
								[Darkness]	- 5
	10		action		Target: You			Caster I evel 9	
Effect: Grants you a 20% miss chance from concealment.		Will negates		1 minute/level	Target: You	VS DE	Vac	Caster Level: 8	PHR: ng 303
Effect: Grants you a 20% miss chance from concealment.	18	Will negates		1 minute/level	Target: You Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: pg.303
Effect: Grants you a 20% miss chance from concealment. Company Zone of Truth		Will negates	1 standard	1 minute/level			Yes	Enchantment	PHB: pg.303
iffect: Grants you a 20% miss chance from concealment. Compared to Truth		Will negates	1 standard		Close (45 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
ffect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants of Truth ffect: Subjects within range cannot lie.	18		1 standard action	1 minute/level LEVEL 3 Duration	Close (45 ft.) Target: 20-ftradius	emanation		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	
ffect: Grants you a 20% miss chance from concealment. Company of Truth Grants within range cannot lie. Name	18	Will negates Saving Throw None	1 standard action Time 1 standard	LEVEL 3	Close (45 ft.)		Yes Spell Resistance Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment	PHB: pg.303 Source SC: Pg.8
Effect: Grants you a 20% miss chance from concealment. Co	18 DC	Saving Throw	1 standard action	LEVEL 3	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.)	Comp.	Spell Resistance Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting]	Source
Effect: Grants you a 20% miss chance from concealment. Co	DC 19	Saving Throw None er level [max 15] tempo	1 standard action Time 1 standard action rary hp.	LEVEL 3 Duration 1 minute/level	Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa	Comp. V,S,DF e creatures,	Spell Resistance Yes [harmless] no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8	Source (SC: Pg.8)
Fifect: Grants you a 20% miss chance from concealment. Co	18 DC 19	Saving Throw None	1 standard action Time 1 standard action rary hp.	LEVEL 3	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more than 30 ft. apartouch	Comp. V,S,DF e creatures, art S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation	Source
iffect: Grants you a 20% miss chance from concealment. Co	DC 19 8 +1/caste 19	Saving Throw None er level [max 15] tempo Will negates [harmless]	1 standard action Time 1 standard action rary hp. 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat	Comp. V,S,DF e creatures, art S,M/DF ures touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) Mind-Affectingl Caster Level: 8 Transmutation Caster Level: 8	Source SC: Pg.8 SC: Pg.8
ffect: Grants you a 20% miss chance from concealment. Con	DC 19	Saving Throw None er level [max 15] tempo Will negates	1 standard action Time 1 standard action rary hp. 1 standard action	LEVEL 3 Duration 1 minute/level	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat Close (45 ft.)	Comp. V.S.DF e creatures, art S.M/DF ures touche V,S.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation [See text]	Source (SC: Pg.8)
Fifect: Grants you a 20% miss chance from concealment. Co	DC 19 8 +1/cast 19 19 eapons o	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] r projectiles at a distant	1 standard action Time 1 standard action rary hp. 1 standard action 1 standard action 1 standard action 2e.	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no tr	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8	Source SC: Pg.8 SC: Pg.8
Fifect: Grants you a 20% miss chance from concealment. Co	DC 19 8 +1/cast 19 19 eapons o	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object]	1 standard action Time 1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat Close (45 ft.) Target: One weapo	Comp. V.S.DF e creatures, art S.M/DF ures touche V,S.DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation [See text]	Source SC: Pg.8 SC: Pg.8
Fifect: Grants you a 20% miss chance from concealment. Co	DC 19 8 +1/castr 19 19 eapons o 19	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] r projectiles at a distant	1 standard action Time 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart	Comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no t	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8	Source SC: Pg.8 SC: Pg.8
Effect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants are chance from concealment. Name Name Aid, Mass Effect: 41 on attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air.	DC 19 8 +1/castr 19 19 eapons o 19	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] r projectiles at a distant None Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.)	Comp. V.S.DF e creatures, art S.M/DF ures touche V.S.DF n/level, no to V.X.	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination	Source SC: Pg.8 SC: Pg.8
Effect: Grants you a 20% miss chance from concealment. Name Name Aid, Mass Fract: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air.	DC 19 19 19 19 19 19 19 19 19 19	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.)	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X e V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination Caster Level: 8	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101
ffect: Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants you a 20% miss chance from concealment. Grants concern you have yo	DC 19 19 19 19 19 19 19 19 19 19	Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 2 standard action 3 standard action 4 standard action 5 standard action 6 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apartouch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.)	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X e V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination Caster Level: 8 Abjuration	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101
Fifect: Grants you a 20% miss chance from concealment. Grants could be a concealment. Name Aid, Mass Grants Creatures gain 1d8 Grants creatures gain 1d8 Grants creatures the ability to breath air. Grants creatures gain 1d8 Grants Grants Creatures gain 1d8 Grants	DC 19 19 19 19 19 19 19 19 19 19 19 19 19	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] diagon, bonus increas N/A	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apa Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart	comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no tr V,X ee V.S,M,DF re/2 levels, r art V,S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination Caster Level: 8 Abjuration Caster Level: 8	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101
Fifect: Grants you a 20% miss chance from concealment. Name Name Name Name Name Name Name Nam	DC 19 8 +1/cast 19 19 19 19 19 t anything 19 ently on, i	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] diagon, bonus increas N/A	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2e. 1 standard action 2 standard action 3 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur Touch	comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no tr V,X ee V.S,M,DF re/2 levels, r art V,S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation (See text] Caster Level: 8 Divination Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Enchantment	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101
Fifect: Grants you a 20% miss chance from concealment. Name Name Name Name Name Name Name Nam	DC 19 8 +1/cast 19 19 19 19 19 t anything 19 ently on, i	Saving Throw None er level [max 15] tempo Will negates [harmless, object] vr projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effect	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur more than 30 ft. apart Touch	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X e V,S,M,DF re/2 levels, r art V,S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation (See text) Caster Level: 8 Divination Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Enchantment (Compulsion)	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14
Fifect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie. Name Grants Aid, Mass Grants Creatures gain 1d8 Grants creatures the ability to breath air. Grants Creatures to effects multiple we are contained ability of the contained ability o	DC 19 8 +1/cast 19 19 19 19 19 t anything 19 ently on, i	Saving Throw None er level [max 15] tempo Will negates [harmless, object] vr projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effect	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2e. 1 standard action 2 standard action 3 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Touch Target: Living creat Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur more than 30 ft. apart Touch	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF e/2 levels, r art v,S,M/DF e/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Divination Caster Level: 8 Enchantment (Compulsion)	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14
Effect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie. Name Grants Aid, Mass Fifect: H on attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air. Grants creatures the fects multiple we are considered. Grants and creatures to a creature to the plane you are curred. Grants creatures the ability to breath air. Grants creatures the ability to br	DC 19 19 19 19 19 19 tanything 19 19 ently on, 19	Saving Throw None er level [max 15] tempo Will negates [harmless, object] r projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effect Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 standard action 2e. 1 standard action 2e. 1 standard action 2 standard action 3 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur Touch Target: One creatur Touch	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF e/2 levels, r art v,S,M/DF e/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation (See text) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14
### Air Portune ### Ai	DC 19 8 +1/cast 19 19 19 19 19 19 19 19 19 19	Saving Throw None er level [max 15] tempo Will negates [harmless, object] r projectiles at a distant None Will negates [harmless] dragon, bonus increas N/A negating harmful effect Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 2 standard action 2 standard action 3 standard action 5 standard action 3 standard action 3 standard action and is stur	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur Touch Target: One creatur Touch	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X e V,S,M,DF e/2 levels, r art v,S,M/DF e/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] no two of which are N/A Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation (See text) Caster Level: 8 Divination Caster Level: 8 Transmutation Caster Level: 8 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21
Fifect: Grants you a 20% miss chance from concealment. Grants creatures within range cannot lie. Name Aid, Mass Grants Grants creatures gain 1d8 Grants creatures the ability to breath air. Grants creatures the fifect: Functions like align weapon, except it effects multiple we grant the fifect: Grants creatures the fifects multiple we grant the fifect: Alt subjects granted +2 luck bonus to AC, saves against grant fifect: Altunes the affected creatures to the plane you are curred fifect: Attunes the affected creatures to the plane you are curred fifect: Subject immediately takes 1d6/caster level [max 10din consocious it takes 1d6 Wis damage. Grants G	DC 19 8 +1/cast 19 19 19 19 19 19 19 19 19 19	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragno, bonus increas N/A negating harmful effect Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 5 standard action 4 standard action 5 standard action 6 standard action 6 standard action 7 standard action 7 standard action 8 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or more than 30 ft. apart Close (45 ft.) Target: One weapo than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur Touch Target: One oreatur Touch	comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no tr V,X e V.S,M,DF e/3 levels, r art V,S,M/DF e/3 levels V,S,M,DF e/4 levels V,S,M,DF e/4 levels V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation (See text) Caster Level: 8 Divination Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Enchantment (Compulsion) (Caster Level: 8 Enchantment (Compulsion) (Fear, Good, Mind-Affecting) Caster Level: 9	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21
Firect: Grants you a 20% miss chance from concealment. Grants creatures and your department of the concealment. Grants creatures the ability to breath air. Grants creatures the fifects multiple we have a concept it effects multiple we have a concept it effects multiple we have a concept it effects and the concept it effects and t	DC 19 8.+1/casti 19 19 19 cond roll. 19 at anything 19 ently on, 19 19 16] points	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas NI/A negating harmful effect Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 4 standard action 3 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Close (45 ft.) Target: One weapor than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur Touch Target: One creatur Touch Target: One evil creed N/A	comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no tr V,X e V.S,M,DF e/3 levels, r art V,S,M/DF e/3 levels V,S,M,DF e/4 levels V,S,M,DF e/4 levels V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination Caster Level: 8 Abjuration Caster Level: 8 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water]	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21
Name Aid, Mass Seffect: All subjects granted +2 luck bonus to AC, saves against all subjects granted +2 luck bonus to AC, saves against effect: All subjects granted +2 luck bonus to AC, saves against effect: Attunes the affected creatures to the plane you are curred attunes the affected transparence of the plane you are curred attunes the affected transparence of the plane you are curred attunes the affected creatures to the plane you are curred attunes the affected transparence of the plane you are curred attunes the affected creatures to the plane you are curred attunes the affected transparence of the plane you are curred attunes to the plane you are	DC 19 19 19 19 19 19 19 19 19 19 19 19 19 1	Saving Throw None er level [max 15] tempo Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] dragon, bonus increas NI/A negating harmful effect Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 4 standard action 3 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous and for 1 round. If subject is knock 1 round/level actic creature [Double to outsiders] a	Range Close (45 ft.) Target: 20-ftradius Range Close (45 ft.) Target: One or mon more than 30 ft. apart Close (45 ft.) Target: One weapor than 30 ft. apart Close (45 ft.) Target: One creatur Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur more than 30 ft. apart Close (45 ft.) Target: One creatur Touch Target: One creatur Touch Target: One evil creed N/A	comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no tr V,X e V.S,M,DF e/3 levels, r art V,S,M/DF e/3 levels V,S,M,DF e/4 levels V,S,M,DF e/4 levels V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No Yes [harmless] to two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 8 Transmutation Caster Level: 8 Transmutation [See text] Caster Level: 8 Divination Caster Level: 8 Abjuration Caster Level: 8 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 9 Conjuration (Creation) [Lawful, Water]	Source SC: Pg.8 SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21

300000 L				Cleric Spells					
□□□□□ Blade of Pain and Fear	19	Will partial	1 standard 1 action	minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Sav.	e or be	come frightened for 1d4			Target: Swordlike co	lumn of gn	ashing teeth	Caster Level: 8	
□□□□□ Blindness/Deafness	19	Fortitude negates	1 standard P action	ermanent [D]	Medium (180 ft.)	V	Yes	Necromancy	PHB: pg.206
Effect: Makes subject blinded or deafened.					Target: One living cre	eature		Caster Level: 8	
□□□□□Chain of Eyes	19	Will negates	1 standard 1 action	hour/level		V,S	Yes	Divination	SC: Pg.45
Effect: Scrying sensor passed along by touch.					Target: Living creatu		I	Caster Level: 8	
Channeled Divine Shield	19		See text 1	round/level	Personal Target: You	V,S		Abjuration Caster Level: 8	PHB II: pg.106
Gain DR based upon casting time; See text. Checkmate's Light	19	None		round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Ma	x +5 at	15th level] and is Lawfu	action ul aligned. Allie	s gain +1 morale bonus vs. fear in 20 f	Target: Melee weapo	on touched	ı	Caster Level: 8	
adius of red light.	19	N/A	1 minute In	stantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
Effect:					Target: You			Caster Level: 8	
Get direction and general status of a known target. Cloak of Bravery	19	Will negates [harmless]	1 standard 10 action) minutes/level		V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
Effect: You and your allies gain a morale bonus on saves agains	st fear e	effects equal to your cas	ter level [Max	+10].	Target: 60-ftradius	emanation	centered on you	Caster Level: 8	
Cloak Pool	19	Will negates [harmless,object]	1 standard 1 action	hour/level [D]	Close (45 ft.) Target: One color po	V,S	No	Illusion (Glamer) [Mind-Affecting] Caster Level: 8	SC: Pg.48
Causes a color pool on the Astral Plane to seemingly cea			1 standard P	ormanent	- '		No		PHB: pg.213
Continual Flame	19	None	action	Simulicit		V,S,M	No		. нь. ру.z 13
Effect: Makes a permanent, heatless torch.		Well		Note to the d	Target: Object touch	-		Caster Level: 8	00 0 ==
Conviction, Mass	19	Will negates [harmless]	1 standard 10 action) minutes/level		V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
iffect: Same as conviction, except it affects multiple allies at a d					Target: Allies in a 20			Caster Level: 8	
Corona of Cold	19	Fortitude negates	1 standard 1 action	round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
iffect: Gain fire resistance 10, and deal 1d12 damage to all in y	our area	a of effect. Creatures so		-2 to Str & Dex, move at half speed fo	Target: 20-ftradius	spread		Caster Level: 8	
s ong as they remain in the area.	19	None		hours; see text		V,S	No	Conjuration	PHB: pg.214
	•			•			ain 3 humans/level or	(Creation) Caster Level: 8	15
Feeds 3 humans or 1 horses/level.	19	Will negator	1 standard 4	hour/level [D] or until discharged	one horse/level for 2				PHR II: na 100
Crown of Grave	19	Will negates (harmless)	1 standard 1 action	hour/level [D] or until discharged			Yes (harmless)	Necromancy Caster Level: 8	PHB II: pg.108
Effect: Wearer can compel undead with a one-word command o			A march 1 1 1	handlenel IDI en elle Pari	Target: Creature tou		Van (ha mila)	Caster Level: 8	DUD II
Crown of Might	19	Will negates (harmless)	1 standard 1 action	hour/level [D] or until discharged		V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
:ffect:+2 Strength enhancement or discharge for +8 Strength for					Target: Creature tou			Caster Level: 8	
Crown of Protection	19	Will negates (harmless)	1 standard 1 action	hour/level [D] or until discharged		V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
:ffect:+1 deflection bonus to AC and +1 resistance bonus on al	ll saves.				Target: Creature tou	ched		Caster Level: 8	
Crown of Smiting	19	Will negates (harmless)	1 standard 1 action	hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once p			us on damage	rolls no next melee or ranged attack i	Target: Creature tou	ched		Caster Level: 8	
ne opponent has the designated alignment or Discharge for			1 standard In	-		V,S	Yes (harmless); see	Conjuration	PHB: pg.216
DDDDCure Serious Wounds		see text	action		Target: Creature tour		text	(Healing) Caster Level: 8	10
Effect:	.0	see text							
Effect: Cures 3d8 +1/level [max +15] damage.	19	Will negates	1 standard 1	round/level	Medium (180 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.109
iffect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction			1 standard 1 action	round/level	, ,		Yes		PHB II: pg.109
iffect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction iffect: Subjects AC against any ranged attack is -5, including	19	Will negates	action		Target: One creature		Yes	Transmutation Caster Level: 8	PHB II: pg.109
iffect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction iffect: Subjects AC against any ranged attack is -5, including reats are automatically confirmed.	19	Will negates	action reapons, and r	anged attacks. In addition, any critica	Target: One creature		Yes	Caster Level: 8	PHB II: pg.109 SC: Pg.59
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 reats are automatically confirmed. Currents are automatically confirmed. Currents are automatically confirmed.	19 project	Will negates tile weapons, thrown w None	action reapons, and r 1 standard 1 action	anged attacks. In addition, any critica round/level [D]	Target: One creature	v,s		Caster Level: 8	
Effect: 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 reasts are automatically confirmed. Currents automatically confirmed.	19 project	Will negates tile weapons, thrown w None	action eapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 10	anged attacks. In addition, any critica round/level [D]	Target: One creature oft. Target: Flame in you	v,s		Caster Level: 8 Evocation [Fire]	SC: Pg.59
Effect: 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 areats are automatically confirmed. Current Darkfire Effect: Daylight Effect:	19 project 19 ged atta	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o	action reapons, and r 1 standard 1 action dealing 1d6/2 le	anged attacks. In addition, any critica round/level [D] ovels [Max 5d6].	Target: One creature oft. Target: Flame in you	V,S r palm V,S	Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8	SC: Pg.59
Effect: 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 reats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or range and Darylight Effect: 60-ft. radius of bright light.	19 project 19 ged atta	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o	action reapons, and r 1 standard 1 action dealing 1d6/2 k 1 standard 1 action 1 standard 1	anged attacks. In addition, any critica round/level [D] evels [Max 5d6]. minutes/level [D]	Target: One creature of tt. Target: Flame in you Touch Target: Object touch	V,S r palm V,S	Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation	SC: Pg.59
Effect: 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 neats are automatically confirmed. Current Darkfire Effect: Current Daylight C	19 project 19 ged atta 19	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 10 action	anged attacks. In addition, any critica round/level [D] evels [Max 5d6]. minutes/level [D]	Target: One creature of tt. Target: Flame in you Touch Target: Object touch	v,S r palm v,S ed v, M/DF	Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8	SC: Pg.59 PHB: pg.216
Effect: 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 neats are automatically confirmed. Current Darkfire Effect: Produce a flame that can be used for touch attack or ranged Daylight Effect: 60-ft. radius of bright light. Current Daylight Effect: Object sheds supernatural shadow in 60-ft. radius.	19 project 19 ged atta 19	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o	action eapons, and r 1 standard 1 action dealing 1d6/2 is 1 standard 1 action 1 standard 1 action 1 standard 1	anged attacks. In addition, any critica round/level [D] evels [Max 5d6]. minutes/level [D]	Target: One creature 0 ft. Target: Flame in you Touch Touch Touch Target: Object touch	v,S r palm v,S ed v, M/DF	Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8	SC: Pg.59 PHB: pg.216
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 nreats are automatically confirmed. Cure Darkfire Confirmed: Cure Darkfire Confirmed: Cure Darkfire Confirmed: Cure Darkfire Confirmed: Confirmed: Cure Darkfire Confirmed: Confirmed: Cure Darkfire Confirmed: Confirmed: Cure Darkfire Confirmed: Confirm	19 project 19 ged atta 19 19	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None	action eapons, and r 1 standard 1 action dealing 1d6/2 k 1 standard 1 action 1 standard 1 action 1 standard 1 action	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. Ominutes/level [D] day/level [D]	Target: One creature 0 ft. Target: Flame in you Touch Touch Touch Target: Object touch	v,s r palm v,s ed v, M/DF ed	Yes No	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217
Effect: 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 reats are automatically confirmed. Curse of Arrow Attraction Daykire Effect: Produce a flame that can be used for touch attack or range and the confirmed of the confirmed. Curse of Confirmed	19 project 19 ged atta 19 19	Will negates title weapons, thrown w None ack [120 ft. no penalty] o None None None None None None None None None None or Fortitude	action eapons, and r 1 standard 1 action dealing 1d6/2 k 1 standard 1 action 1 standard 1 action 1 standard 1 action	anged attacks. In addition, any critical round/level [D] avels [Max 5d6]. minutes/level [D] aday/level [D] day/level [D] df rounds; see text	Target: One creature 0 ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creature	v,s r palm v,s ed v, M/DF ed	Yes No	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217
Effect: 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 areats are automatically confirmed. Current Darkfire Effect: Beat:	19 project 19 ged atta 19 19 19	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half	action reapons, and r 1 standard 1 action dealing 1d6/2 k 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai	anged attacks. In addition, any critical round/level [D] avels [Max 5d6]. minutes/level [D] aday/level [D] day/level [D] df rounds; see text	Target: One creature of th. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.)	V,S r palm V,S ed V, M/DF ed V,S,DF re	Yes No No Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63
iffect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Ciffect: Subjects AC against any ranged attack is -5, including reats are automatically confirmed. Ciffect: Darkfire Ciffect: David Daylight Ciffect: 60-ft. radius of bright light. Cobject sheds supernatural shadow in 60-ft. radius. Cobject sheds supernatural shadow in 60-ft. radius. Ciffect: Deals 2d6 damage to any creature with both Chaotic and Company Compa	19 project 19 19 19 19 19 19 19 [Series of the series of t	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half bibtypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o	action reapons, and r 1 standard 1 action dealing 1d6/2 k 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action or be Stunned.	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. o minutes/level [D] day/level [D] d6 rounds; see text har'ri it is also stunned unless it saves. d6 rounds	Target: One creature 0 ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.)	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF	Yes No No Yes Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64
iffect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Ciffect: Subjects AC against any ranged attack is -5, including reats are automatically confirmed. Comparison Darkfire Ciffect: Produce a flame that can be used for touch attack or range Comparison Daylight Ciffect: 60-ft. radius of bright light. Comparison Deeper Darkness Ciffect: Object sheds supernatural shadow in 60-ft. radius. Comparison Dirge Ciffect: Deals 2d6 damage to any creature with both Chaotic and Comparison Deeper Darkness Ciffect: Creatures of Evil and Lawful subtypes take 2d6 damage Comparison Dispel Magic	19 project 19 ged atta 19 19 19 19	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half bbtypes [No Save. If the None or Fortitude partial; see text	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. o minutes/level [D] day/level [D] d6 rounds; see text har'ri it is also stunned unless it saves. d6 rounds	Target: One creature 0 ft. Target: Flame in you Touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (180 ft.)	v,s r palm v,s ed v, M/DF ed v,s,DF re v,s,DF	Yes No No Yes Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Abjuration	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63
The ct: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction The ct: Subjects AC against any ranged attack is -5, including reats are automatically confirmed. Curse of Arrow Attraction The ct: Curse of Arrow Attraction The curse of Arrow Attraction The ct: Curse of Arrow Attraction The curse of Arrow Attraction	19 project 19 ged atta 19 19 19 19 19 [no saw-19]	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half bbtypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o None	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action to be Stunned. 1 standard In action	anged attacks. In addition, any critical round/level [D] sivels [Max 5d6]. In initiates/level [D] aday/level [D] aday/level [D] afficial rounds; see text mar'ri it is also stunned unless it saves. If for rounds	Target: One creature 1 0 ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: One spellcas 20-ftradius burst	v,s r palm v,s ed v, M/DF ed v,s,DF re v,s,DF re	Yes No No Yes Yes No no object; or	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 The Caster Level: 8 Abjuration Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223
The ct: Cures 3d8 +1/level [max +15] damage. Curse 3d8 +1/level [max +15] damage. Curse of Arrow Attraction The ct: Subjects AC against any ranged attack is -5, including reats are automatically confirmed. The ct: Produce a flame that can be used for touch attack or ranged attack or ranged attack or ranged attack. The ct: Produce a flame that can be used for touch attack or ranged attack or ranged attack. The ct: Coeper Darkness The ct:	19 project 19 19 19 19 19 19 19 [Series of the series of t	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half bibtypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action to be Stunned. 1 standard In action	anged attacks. In addition, any critical round/level [D] sivels [Max 5d6]. In initiates/level [D] aday/level [D] aday/level [D] afficial rounds; see text mar'ri it is also stunned unless it saves. If for rounds	Target: One creature 0 ft. Target: Flame in you Touch Target: Object touch Touch Target: Upipect touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: One spellcas 20-ftradius burst 0 ft.	V,S r palm V,S ed V,M/DF ed V,S,DF re V,S,DF re V,S,DF	Yes No No Yes Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force]	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223
ffect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction ffect: Subjects AC against any ranged attack is -5, including reats are automatically confirmed. Darkfire ffect: Produce a flame that can be used for touch attack or range of the confirmed of the confirmed. Daylight ffect: Diect: Deeper Darkness ffect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge ffect: Deals 2d6 damage to any creature with both Chaotic and confirmed. Devil Blight ffect: Creatures of Evil and Lawful subtypes take 2d6 damage of the confirmed of t	19 project 19 ged atta 19 19 19 19 19 19 [no saw 19 19 19 19 on. Atta	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None None NWill half btypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o None None	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action reature is Tai 1 standard 1 action	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [D] day/level [D] day/level [D] day/level [D] different for evel for evels for evels at saves. It is also stunned unless it is also stunned unless it saves. It is also stunned unless it saves it is also stunned unless it is also stunn	Target: One creature 1 0 ft. Target: Flame in you Touch Touch Target: Object touch Touch Target: Upject touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: One spellcas 20-ftradius burst 0 ft. Target: Magic weapc	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF tre V,S,DF	Yes No No Yes Yes No no object; or	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 The Caster Level: 8 Abjuration Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223
ffect: Cures 3d8 +1/level [max +15] damage. Curse 3d8 +1/level [max +15] damage. Curse of Arrow Attraction ffect: Subjects AC against any ranged attack is -5, including reats are automatically confirmed. Darkfire ffect: Produce a flame that can be used for touch attack or range of the confirmed. Daylight ffect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge ffect: Object sheds supernatural shadow in 60-ft. radius. Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage of Deals 2d6 damage of Dispel Magic ffect: Creatures of Evil and Lawful subtypes take 2d6 damage of Dispel Magic ffect: Cancels magical spells and effects. Dispel Magic ffect: Cancels magical spells and effects. Dispel Startendor ffect: Create divine weapon that mimics deity's favored weapomen as base weapon +1-1/2 Str or Wis modifier (your charmen)	19 project 19 ged atta 19 19 19 19 19 19 [no saw 19 19 19 19 on. Atta	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None None NWill half btypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o None None	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action reature is Tai 1 standard In action 1 swift 1 action rel + Str or Wis e amount agai 1 standard In 1 sta	anged attacks. In addition, any critical round/level [D] avels [Max 5d6]. In minutes/level [D] day/level [D] drounds; see text har'ri it is also stunned unless it saves. If rounds stantaneous round modifier [your choice]. Damage is the sit any creature that attacks you.	Target: One creature 0 ft. Target: Flame in you Touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: One spellcas 20-ftradius burst 0 ft. Target: Magic weapo	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF tre V,S,DF	Yes No No Yes Yes No no object; or	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223
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 neats are automatically confirmed. Cures of Arrow Attraction Cures of Arrow Attraction Cures of Arrow Attraction Cures of Arrow Attraction Cures of Cure	19 project 19 ged atta 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half bitypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o None ck modifier is caster lev ne weapon strikes for lik	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 1 action 1 standard 1 action 1 standard 1 action creature is Tai 1 standard 1 action 2 be Stunned. 1 standard In action 1 swift 1 action 4 standard In action 1 swift 2 action 4 standard In action 1 swift 1 action	anged attacks. In addition, any critical round/level [D] avels [Max 5d6]. In minutes/level [D] day/level [D] drounds; see text har'ri it is also stunned unless it saves. If rounds stantaneous round modifier [your choice]. Damage is the sit any creature that attacks you.	Target: One creature 0 ft. Target: Flame in you Touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: One spellcas 20-ftradius burst 0 ft. Target: Magic weapo	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF ro v,S,DF ro v,S,DF	Yes No No Yes Yes No re, or object; or No Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110
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 neats are automatically confirmed. Cures of Effect: Cures of Evil and Lawful subtypes take 2d6 damage cures of Evil and Law	19 project 19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates tile weapons, thrown w None ack [120 ft. no penalty] of None Reflex partial; see tex damage if they collide w damage if they collide w	action reapons, and r 1 standard 1 action 1 standard 16 1 standard 17 1 standard 16 1 standard 17 1 standard 17 1 standard 17 1 standard 17 1 standard 18 1	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [D] day/level [D] day/level [D] day/level [D] day/level [D] day/level [D] day/level [D] evels [Vertical for counds; see text evels for counds evels [doi:10.100] evels [Vertical for counds] evel [Vertical for counds] evel [Vertical for counds] evels [Vertical for counds] evels [Vertical for counds] evel [Ve	Target: One creature 0 ft. Target: Flame in you Touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: Object touch Target: Object touch Target: Living creatu Medium (180 ft.) Target: Magic weapc Long (720 ft.) Target: Cylinder [20-	V,S r palm V,S ed V,M/DF ed V,S,DF re V,S,DF re V,S,DF on of force V,S,M ft. radius,	Yes No No Yes Yes No re, or object; or No Yes 100 ft. high]	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Force] Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110 SC: Pg.72
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 areats are automatically confirmed. Cures of Effect: Produce a flame that can be used for touch attack or ranged attack or r	19 project 19 19 ged atta 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates tile weapons, thrown w None Ack [120 ft. no penalty] of None None None None None None None None None or Fortitude partial; see text e]. Baatezu must save of None None Reflex partial; see text	action eapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 10 action 1 standard 11 action 1 standard 11 action creature is Tai 1 standard 10 action or be Stunned. 1 standard In action 1 swift 1 action rel + Str or Wis 1 standard In action rel + Str or Wis 1 standard In action	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [D] day/level [D] day/level [D] day/level [D] day/level [D] day/level [D] day/level [D] evels [Vertical for counds; see text evels for counds evels [doi:10.100] evels [Vertical for counds] evel [Vertical for counds] evel [Vertical for counds] evels [Vertical for counds] evels [Vertical for counds] evel [Ve	Target: One creature of th. Target: Flame in you Touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: Object touch Target: Object touch Target: Living creatu Medium (180 ft.) Target: Magic weapo	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF ro v,S,DF ro v,S,DF	Yes No No Yes Yes No re, or object; or No Yes	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Air] Caster Level: 8 Abjuration [See text]	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110
Effect: Cures 3d8 +1/level [max +15] damage. Cures 4d8 +1/level [max +15] damage. Cures 5d8 +1/level [max +15] damage. Cures 6d8 +1/level [max +15] damage. Cur	19 project 19 ged atta 19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates tile weapons, thrown w None ack [120 ft. no penalty] of None None None None None None None None or Fortitude partial; see text e]. Baatezu must save of None None Reflex partial; see text damage if they collide w None damage dealt is 2d6	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 10 action 1 standard 11 action 1 standard 11 action 1 standard 11 action creature is Tai 1 standard 10 action or be Stunned. 1 standard In action 1 swift 1 action rel + Str or Wis 1 standard In action with the ground 1 standard In action with the ground 1 standard 1 action	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. Ominutes/level [D] day/level [D] day/level [D] day/level [D] different for the second sec	Target: One creature of the control	V,S r palm V,S ed V,N/DF ed V,S,DF re V,S,DF re V,S,DF on of force V,S,M ft. radius,	Yes No No Yes Yes No re, or object; or No Yes 100 ft. high]	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Force] Caster Level: 8 Abjuration [See text] Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110 SC: Pg.72 SC: Pg.79
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 neats are automatically confirmed. Cures of Effect: Cures of Effect: Cures of Effect: Cures of Effect: Cures of Evil and Lawful subtypes take 2d6 damage cures of Evil and Lawf	19 project 19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates tile weapons, thrown w None ack [120 ft. no penalty] o None None NWill half bibtypes [No Save. If the None or Fortitude partial; see text e]. Baatezu must save o None k modifier is caster leve weapon strikes for lik Reflex partial; see tex damage if they collide w None	action reapons, and r 1 standard 1 action dealing 1d6/2 le 1 standard 10 action 1 standard 11 action 1 standard 11 action 1 standard 11 action creature is Tai 1 standard 10 action or be Stunned. 1 standard In action 1 swift 1 action rel + Str or Wis 1 standard In action with the ground 1 standard In action with the ground 1 standard 1 action	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [Max 5d6]. evels [D] day/level [D] day/level [D] day/level [D] day/level [D] day/level [D] day/level [D] evels [Vertical for counds; see text evels for counds evels [doi:10.100] evels [Vertical for counds] evel [Vertical for counds] evel [Vertical for counds] evels [Vertical for counds] evels [Vertical for counds] evel [Ve	Target: One creature 0 ft. Target: Flame in you Touch Touch Target: Object touch Touch Target: Diject touch Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: One spellcas 20-ftradius burst 0 ft. Target: Cylinder [20- Touch Target: Touch Close (45 ft.)	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF for of force V,S,M ft. radius, V,S,DF	Yes No No Yes Yes No re, or object; or No Yes 100 ft. high]	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Force] Caster Level: 8 Abjuration [See text] Caster Level: 8 Abjuration [See text] Caster Level: 8 Abjuration [See text]	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110 SC: Pg.72
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 neats are automatically confirmed. Cures of Effect: Produce a flame that can be used for touch attack or range of the confirmed. Cure Daylight Effect: Produce a flame that can be used for touch attack or range of the confirmed. Cure Daylight Cure Daylight Cure Deeper Darkness Cure Cure Cure Cure Cure Cure Cure Cure	19 project 19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates Will negates None None	action reapons, and r 1 standard 1 action 1 standard 10	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. Ominutes/level [D] day/level [D] day/level [D] day/level [D] different for the second sec	Target: One creature of the control	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF for of force V,S,M ft. radius, V,S,DF	Yes No No Yes Yes No re, or object; or No Yes 100 ft. high]	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Force] Caster Level: 8 Abjuration [See text] Caster Level: 8	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110 SC: Pg.72 SC: Pg.79
Curse of Arrow Attraction Cffect: Subjects AC against any ranged attack is -5, including hreats are automatically confirmed.	19 project 19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates Will negates None None	action reapons, and r 1 standard 1 action 1 standard 10	anged attacks. In addition, any critical round/level [D] evels [Max 5d6]. minutes/level [D] day/level [D] day/level [D] day/level [D] different for the standard it is also stunned unless it saves. 16 rounds stantaneous round modifier [your choice]. Damage is the sist any creature that attacks you. Stantaneous [1d6 per 10 ft.]. round/level	Target: One creature 1 0 ft. Target: Flame in you Touch Touch Target: Object touch Close (45 ft.) Target: Living creatu Medium (180 ft.) Target: Adjust burst Oft. Target: Magic weapo Close (45 ft.) Target: Cylinder [20- Touch Target: Touch Close (45 ft.) Target: One creature	V,S r palm V,S ed V, M/DF ed V,S,DF re V,S,DF re V,S,DF for of force V,S,M ft. radius, V,S,DF	Yes No No Yes Yes No re, or object; or No Yes 100 ft. high]	Caster Level: 8 Evocation [Fire] Caster Level: 8 Evocation [Light] Caster Level: 8 Evocation [Darkness] Caster Level: 8 Transmutation Caster Level: 8 Abjuration Caster Level: 8 Evocation [Force] Caster Level: 8 Evocation [Force] Caster Level: 8 Abjuration [See text] Caster Level: 8 Abjuration [See text] Caster Level: 8 Abjuration [See text]	SC: Pg.59 PHB: pg.216 PHB: pg.217 SC: Pg.63 SC: Pg.64 PHB: pg.223 PHB II: pg.110 SC: Pg.72 SC: Pg.79

			Cleric Spells					
Effect: Choose a energy type and it causes 1d8 +1/caster level [r	max +:	201. You may double th		Target: All creatures wit	ithin a 20-fi	tradius burst	Cold, Fire, Electricity, Sonic] Caster Level: 8	
s well.			1 standard 1 round/level	•	S.M/DF Y	'es	Abjuration	PHB II: pg.112
ffect: You can affect a number of creatures with total hit dice eq		Ü	action	Target: One or more cre	eatures wi	thin a 10-ftradius	Caster Level: 8	13
ergy type and that creature takes an additional 50% damage	ge fron	n that type.	1 standard 1 hour/level		S,M Y	'es [harmless]	Abjuration	SC: Pg.89
fect: Gain benefit from deity; see text.	.0	[harmless]	action	Target: Creature touche		oo (namiooo)	Caster Level: 8	00.1 g.00
	19		1 standard 1 round/level	Touch V,S	S,M Y	'es [harmless]	Transmutation	SC: Pg.90
fect:		[harmless]	action	Target: Creature touche	ed		Caster Level: 8	
Deal 1d6 damage per size category difference.	19	None	1 standard 1 round/level	Touch V,S	S,M N	lo	Evocation	SC: Pg.95
fect: Normal or masterwork weapon becomes temporary +1 flam	ning bi	urst weapon.	action	Target: Nonmagical wea	eapon toucl	hed	Caster Level: 8	
□□□□ Ghost Touch Weapon	19		1 standard 1 minute/level action	Close (45 ft.) V,S	S Y	es [harmless,object]	Transmutation	SC: Pg.102
<i>fect:</i> Hit incorporeal normally.				Target: One weapon or time of casting]	r fifty projed	ctiles [all in contact at	Caster Level: 8	
	19		1 standard 10 minutes/level		S,M Y	'es [harmless]	Transmutation	SC: Pg.106
fect: Gain an additional pair of arms; see text		[namiess]		Target: Creature touche			Caster Level: 8	
□□□□Glyph of Warding	19	See text	10 minutes Permanent until discharged [D]	Touch V,S		lo (object) and Yes; ee text	Abjuration	PHB: pg.236
fect: Inscription harms those who pass it.				Target: Object touched			Caster Level: 8	
Grace	19		1 swift 1 round/level action	Personal V	N	I/A	Transmutation [Good] Caster Level: 9	SC: Pg.107
+2 sacred bonus to Dex, Land speed increases by 10 ft2			1 standard 10 minutes/level	Target: You	SM Y	oe [harmlooe]		SC: Da 100
I□□□□ Hamatula Barbs	19		1 standard 10 minutes/level action	Touch V,S Target: Creature touche		'es [harmless]	Transmutation Caster Level: 8	SC: Pg.109
Any creature hitting the subject takes 1d8 damage.	10	Nana	4 standard 4 have/level	-		1-		DI ID 220
☐☐☐☐ Helping Hand fect:	19	None	1 standard 1 hour/level action	5 miles V,S Target: Ghostly hand	S, DF N	lo	Evocation Caster Level: 8	PHB: pg.239
Ghostly hand leads subject to you.	19	Will negates; see text	1 1 round/level [D]; see text	Close (45 ft.) V,S	s v	'es	Enchantment	PHB II: pg.114
□□□□ Hesitate	19		immediate action	, ,		es	(Compulsion) [Mind-Affecting] Caster Level: 8	гпв II. pg.114
Creature can only take move action on it's turn; retry save		ound [swift action].	A min to a Olivera	Target: One living creat				FILD
fect:	(19)		1 minute 2 hours	Personal V,S Target: You	S,M		Evocation Caster Level: 8	FH.P: pg.36
Upon completion of the ritual the character enjoys the bene UDDDDD Holy Storm			1 standard 1 round/level [D] action	20 ft. V,S	S,M,DF N	lo)	Conjuration (Creation) [Good,	SC: Pg.115
fect:				Target: Cylinder [20-ft. i	radius, 20	ft. high]	Water] Caster Level: 9	
-4 penalty to Listen, Spot, and Search checks, -4 ranged at			6 damage each round [double if outsiders]. 1 standard 1 round/level [D]	0 ft. V,S	S,M Y	'es	Evocation [Cold]	SC: Pg.118
fect:			action	Target: Battleaxe-shape	ed weapor	n of swirling ice	Caster Level: 8	
Axe deals 2d12 of cold damage +1/2 caster level [max +10			1 standard Instantaneous	Touch V,S		-	Necromancy	PHB: pg.244
fect:			action	Target: Creature touche	ed		Caster Level: 8	
Touch attack, 3d8 +1/level [max +15] damage.	19	Will negates	1 standard 24 hours/level	One creature V,S	S Y	'es [harmless]	Evocation	SC: Pg.124
fect: Send 25 words or less to the targeted creature; see text.		[harmless]	action				[Language-Dependant Caster Level: 8	dent]
Send 25 Words or less to the tarneted creature, see text				Target: One creature				
_	19		1 standard Instantaneous; see text	Target: One creature Touch V,S			Conjuration	PHB II: pg.115
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max	√ +6] a	see text and gains DR:1/evil for	action 1 minute, undead damaged by likewise amount. Or	Touch V,S Target: Creature touche	te	'es (harmless); see ext	Conjuration (Healing) Caster Level: 8	PHB II: pg.115
□□□□ Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a v	k +6] ai weapor	see text and gains DR:1/evil for	action 1 minute, undead damaged by likewise amount. Or	Touch V,S Target: Creature touche	te ed		(Healing)	
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a valuation of the control	k +6] ai weapor	see text and gains DR:1/evil for n that overcomes DR/go	action 1 minute, undead damaged by likewise amount. Or ood.	Touch V,S Target: Creature toucher	te ed	ext	(Healing) Caster Level: 8	PHB II: pg.115 PHB: pg.245
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a value of the control of	x +6] a weapor 19	see text and gains DR:1/evil for n that overcomes DR/go None	action 1 minute, undead damaged by likewise amount. Or odd. 1 standard 1 minute/level [D] action 1 swift Instantaneous action	Touch V,S Target: Creature touchen Personal V,S Target: You 5 ft./2 levels; see V,S text	ed s	lo	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation)	
□□□□Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max ed save undead take an extra 3 points of damage from a v □□□□Invisibility Purge fect: Teleport and end up flanking an opponent.	x +6] ai weapor 19	see text and gains DR:1/evil for n that overcomes DR/go None N/A	action 1 minute, undead damaged by likewise amount. Or cod. 1 standard 1 minute/level [D] action 1 swift Instantaneous	Touch V,S Target: Creature touchen Personal V,S Target: You 5 ft/2 levels; see text Target: You	ed te	lo	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8	PHB: pg.245 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a value of the control of	x +6] ai weapor 19	see text and gains DR:1/evil for n that overcomes DR/go None N/A	action 1 minute, undead damaged by likewise amount. Or cod. 1 standard 1 minute/level [D] action 1 swift Instantaneous	Touch V,S Target: Creature touchen Personal V,S Target: You 5 ft./2 levels; see V,S text	ed te	lo	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation)	PHB: pg.245
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a value of the control of	x +6] ai weapor 19 19	see text Ind gains DR:1/evil for In that overcomes DR/go None N/A Will negates	action 1 minute, undead damaged by likewise amount. Or odd. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous 1 standard Instantaneous	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.D.	ted S N N S,DF N	lo V/A	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination	PHB: pg.245 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a v Invisibility Purge fect: Knight's Move	x +6] ai weapor 19 19	see text Ind gains DR:1/evil for In that overcomes DR/ge None N/A Will negates	action 1 minute, undead damaged by likewise amount. Or ood. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action	Touch V,S Target: Creature touchen Personal V,S Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S,E Target: One creature	ted S N N S,DF N	lo V/A	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination Caster Level: 8	PHB: pg.245 SC: Pg.129 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels (max led save undead take an extra 3 points of damage from a vertice of the save undead take an extra 3 points of damage from a vertice of the save undead take an extra 3 points of damage from a vertice of the save undead take an extra 3 points of damage from a vertice of the save undead take an extra 9 points of the save undead take un	(+6] all weapor 19 (19 (19 (19 (19 (19 (19 (19 (19 (19	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates Will negates	action 1 minute, undead damaged by likewise amount. Or ood. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.C. Target: One creature Close (45 ft.) V.S.	ted te sed te se	lo V/A	(Healing) Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good,	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a very least of the save undead take an extra 3 points of damage from a very least of least of least of levels invisibility within 5 ft./level	x +6] ai weapor 19 19 19 19	see text and gains DR:1/evil for in that overcomes DR/gr None N/A Will negates None	action 1 minute, undead damaged by likewise amount. Or ood. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.L Target: One creature Close (45 ft.) V.S. Target: One creature	ted ted S N N S,DF N N DF Y	lo l/A les es es; see text	(Healing) Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max ed save undead take an extra 3 points of damage from a value of the control of t	(x +6] at (19 19 19 19 19 19 19 19 19 19 19 19 19 1	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates None or outsiders; see text None	action 1 minute, undead damaged by likewise amount. Or ood. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.E. Target: One creature Close (45 ft.) V.S. Target: One creature Medium (190 ft.) V.S. Target: You and up to ft.	ted ted S N N S,DF N N DF Y	lo lo lo les es; see text ee text	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light]	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take unde	(x +6] at (19 19 19 19 19 19 19 19 19 19 19 19 19 1	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates None or outsiders; see text None	action 1 minute, undead damaged by likewise amount. Or cod. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.E. Target: One creature Close (45 ft.) V.S. Target: One creature Medium (190 ft.) V.S. Target: You and up to ft.	te t	lo I/A es es fes; see text ee text	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Divination	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.129
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels (max led save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take undea	 +6] al weapor 19 19 19 19 19 	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates None or outsiders; see text None	action 1 minute, undead damaged by likewise amount. Or ood. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.L Target: One creature Medium (190 ft.) V.S. Target: You and up to the Long (720 ft.) V.S. Target: Circle, centered 40 ft. per level Touch V.S.	teed S N S,DF N DF Y S Y two rays; sr s,F/DF N d on you, w S,M/DF N	lo WA LOS LOS LOS LOS LOS LOS LOS LO	(Healing) Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Divination Caster Level: 8 Abjuration [Lawful]	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.132 PHB: pg.249
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a very living fect: Dispels invisibility Purge fect: Dispels invisibility within 5 ft./level	 +6] al al	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates Will negates Vone Will negates Will negates Anne Will negates Will negates Will negates Anne Will negates Will negates Anne	action 1 minute, undead damaged by likewise amount. Or cood. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 1 standard 10 minutes/level action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.L Target: One creature Close (45 ft.) V.S. Target: One creature Medium (190 ft.) V.S. Target: You and up to the Long (720 ft.) V.S. Target: Circle, centered 40 ft. per level Touch V.S. Target: 10-ftradius em	teed S N S,DF N DF Y S Y two rays; so S,F/DF N d on you, w S,M/DF N nanation from	io io io ios ies ies; see text ee text io with a radius of 400 + io; see text om touched creature	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation (Good, Light) Caster Level: 9 Divination Caster Level: 8 Abjuration (Lawful) Caster Level: 8	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.129 PHB: pg.249 PHB: pg.249
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a v Invisibility Purge fect: Dispels invisibility within 5 ft./level Invisibility within 5 ft	 +6] al al	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates Will negates None Will negates (harmless) and outsiders in 10-ft. r Will negates	action 1 minute, undead damaged by likewise amount. Or cod. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action 1 standard 1 minute/level action 1 standard 1 minute/level action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.E. Target: One creature Close (45 ft.) V.S. Target: One creature Medium (190 ft.) V.S. Target: You and up to the company of the company	ed te ded S N N S,DF N N DF Y S Y S S,F/DF N d on you, w S,M/DF N nanation from S,M/DF N N N N N N N N N N N N N N N N N N N	lo lo los les les; see text lee text lo vith a radius of 400 + lo; see text om touched creature lo; see text	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Divination Caster Level: 8 Abjuration [Lawfut] Caster Level: 8 Abjuration [Good]	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.129 PHB: pg.249 PHB: pg.249
Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a variety of the control	(x +6] ai weapor 19	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates Will negates Vone Will negates Will negates Individers; see text Individers in 10-ft. Individers (narmless) Individers in 10-ft. Individers (narmless) Individers in 10-ft. Individers (narmless) Individers in 10-ft. Individers in 10-ft. Individers (narmless) Individers in 10-ft. Individers in 10	action 1 minute, undead damaged by likewise amount. Or cod. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action 1 standard 1 minute/level action 1 standard 10 minutes/level action 2 standard 10 minutes/level action 3 standard 10 minutes/level action 2 standard 10 minutes/level action 3 standard 10 minutes/level action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.D. Target: One creature Medium (190 ft.) V.S. Target: You and up to the control of the contro	te d S N N S.DF N N S.DF Y W two rays; si S.S.F/DF N d on you, w S.M/DF N nanation from S.M	io I/A I/S I/S I/S I/S I/S I/S I/S	(Healing) Caster Level: 8 Evocation Caster Level: 8 Transmutatin (Teleportation) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Divination [Lawful] Caster Level: 8 Abjuration [Lawful] Caster Level: 8 Abjuration [Good] Caster Level: 9	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.132 PHB: pg.249 PHB: pg.249 PHB: pg.249
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Invest Moderate Protection fect: Living creature healed 3d4 +1 per two caster levels [max led save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of damage from a very living of the save undead take an extra 3 points of the save undead take	(x +6] at weapor 19 (19) (19	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates Will negates None or outsiders; see text None Will negates (harmless) and outsiders in 10-ft. r Will negates (harmless) and outsiders in 10-ft. r Will negates (harmless) and outsiders in 10-ft. r will negates (harmless) and outsiders in 10-ft. r will negates (harmless) and outsiders in 10-ft. r	action 1 minute, undead damaged by likewise amount. Or cod. 1 standard 1 minute/level [D] action 1 swift action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action 1 standard 1 minute/level action 1 standard 1 minute/level action 2 standard 10 minutes/level action adius and 10 minutes/level. 1 standard 10 minutes/level.	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.L Target: One creature Glose (45 ft.) V.S. Target: One creature Medium (190 ft.) V.S. Target: You and up to the Long (720 ft.) V.S. Target: Circle, centered 40 ft. per level Touch V.S. Target: 10-ftradius em Touch V.S. Target: 10-ftradius em Touch V.S. Target: 10-ftradius em	teed S N S,DF N DF Y S Y two rays; si S,F/DF N d on you, w S,M/DF N nanation fro S,M/DF N nanation fro S,M/DF N nanation fro	io io io ios; see text ee text io iovith a radius of 400 + io; see text om touched creature	(Healing) Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Divination (Lawful) Caster Level: 8 Abjuration [Lawful] Caster Level: 9 Abjuration [Good] Caster Level: 9 Abjuration [Good] Caster Level: 9	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.132 PHB: pg.249 PHB: pg.249 PHB: pg.249 PHB: pg.249
Invest Moderate Protection	(x +6] at weapor 19 (19) (19	see text Ind gains DR:1/evil for In that overcomes DR/gr None N/A Will negates Will negates Will negates Or outsiders; see text None Will negates (harmless) and outsiders in 10-ft. r	action 1 minute, undead damaged by likewise amount. Or odd. 1 standard 1 minute/level [D] action 1 swift Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 10 minutes/level [D] action 1 standard 10 minutes/level action 1 standard 10 minutes/level action 2 standard 10 minutes/level action 2 action 2 standard 10 minutes/level action 2 action 2 standard 10 minutes/level action 3 standard 10 minutes/level action 4 standard 10 minutes/level action 4 standard 10 minutes/level action	Touch V.S. Target: Creature touchen Personal V.S. Target: You 5 ft./2 levels; see text Target: You Close (45 ft.) S.L Target: One creature Glose (45 ft.) V.S. Target: One creature Medium (190 ft.) V.S. Target: You and up to the Long (720 ft.) V.S. Target: Circle, centered 40 ft. per level Touch V.S. Target: 10-ftradius em Touch V.S. Target: 10-ftradius em Touch V.S. Target: 10-ftradius em	te d s N N S,DF N N N N N N N N N N N N N N N N N N N	lo VA VS VS VS VS VS VS VS VS VS	(Healing) Caster Level: 8 Evocation Caster Level: 8 Evocation Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Evocation [Good, Light] Caster Level: 9 Divination (Lawful) Caster Level: 8 Abjuration [Lawful] Caster Level: 9 Abjuration [Good] Caster Level: 9 Abjuration [Good] Caster Level: 9	PHB: pg.245 SC: Pg.129 SC: Pg.129 SC: Pg.129 SC: Pg.132 PHB: pg.249 PHB: pg.249 PHB: pg.249

			Cleric Spells					
Mantle of Chaos	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Chaos]	SC: Pg.137
Effect: Gain SR 12 + your caster level against spells with the law	ful des	criptor.		Target: You			Caster Level: 8	
□□□□ Mantle of Law	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	, , ,	SC: Pg.138
Effect: Gain SR 12 + your caster level against spells with the cha			A steeded A second 9	Target: You	V.C. D.=	Ne	Caster Level: 8	DUD II
□□□□□ Mark of Doom	19	None	1 standard 1 round/level action	Medium (180 ft.)	V,S,DF	No	Necromancy Caster Level: 8	PHB II: pg.119
Subject marked takes 1d6 damage any time it continues f			4 standard 40 minutes/level	Target: One creatur		NI-	Caster Level: 8	DUD 050
בו∟∟∟ Meld into Stone Effect:	19	None	1 standard 10 minutes/level action	Personal	V,S, DF	No	Transmutation [Earth]	PHB: pg.252
You and your gear merge with stone.	10	Footis, do nontro	4 standard Instantances	Target: You 30 ft.	VCM	Ne	Caster Level: 8 Conjuration	SC: Pg.146
□□□□□Nauseating Breath Effect:	19	Fortitude negates	1 standard Instantaneous action		V,S,M	No	(Creation) Caster Level: 8	SC: Pg.146
Creatures in area must save or be nauseated for 1d6 rour	nds. 19	Will negates (object)	1 standard 8 hours [D]	Target: Cone-shape		Yes (object)	Abjuration	PHB: pg.258
□□□□□Obscure Object Effect:	19	will riegates (object)	action	Target: One object			Caster Level: 8	rпв. pg.256
Masks object against scrying.	19	None	1 standard 1 round/level	40 ft.		Yes	Enchantment	PHB: pg.264
JJJJJ Prayer	13	None	action	40 It.	V,0, DI	163	(Compulsion) [Mind-Affecting]	111b. pg.204
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies an centered on you	d foes withi	n a 40-ftradius burst	Caster Level: 8	
Protection from Energy	19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Absorb 12 points of damage/level [max 120] from one kind	d of en	,,		Target: Creature to	uched		Caster Level: 8	
DDDDDRemove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
Effect: Cures normal or magical conditions.				Target: Creature to	uched		Caster Level: 8	
Remove Curse	19	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
Effect: Frees object or person from curse.		, <==/		Target: Creature or	item touch	ed	Caster Level: 8	
□□□□□ Remove Disease	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
Effect: Cures all diseases affecting subject.				Target: Creature to	uched		Caster Level: 8	
Resist Energy, Mass	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resist energy, except that it affects all targeted creature	es.			Target: One creatur		two of which can be	Caster Level: 8	
□□□□□ Resurgence, Mass	19	Will negates [harmless]	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
Effect: Same as resurgence, except it affects multiple targets.	Allow					two of which can be	Caster Level: 8	
supernatural ability. Ring of Blades	19	N/A	1 standard 1 minute/level	Personal	V,S,M	N/A	Conjuration	SC: Pg.177
Effect:		•	action	Target: You	, .,		(Creation) Caster Level: 8	- 9::::
Deals 1d6 +1 per caster level [max +10] points of damage	to all		pes apply to damage. 1 standard 10 minutes/level	Touch	V,S	No or Yes [harmless]		SC: Pg.179
Effect:		[harmless]	action	Target: Creature to			Caster Level: 8	. g
Subject can find the shortest, most direct route to safety; s	see tex	t. None	1 standard Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation	PHB: pg.275
Effect:			action	Target: Ray			Caster Level: 8	13
Range deals 1d8/2 levels [max 5d8] damage; 1d6/level nanimate object only takes 4d6 damage.	[max	10d6] against undead;	8 to undead vulnerable to bright light; construct of					
□□□□□ Sheltered Vitality	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
Effect: Subject gains immunity to fatigue, exhaustion, and ability	damag	e or drain.		Target: Living creat	ure touched	i	Caster Level: 8	
□□□□□ <mark>Shield of Warding</mark>	19	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves	s, +1 p	er five caster levels [ma	x +5].	Target: One shield	or buckler to	ouched	Caster Level: 9	
in ink	19	Will negates	1 standard 1 round action	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.				Target: One creature than 30 ft. apart	re/level, no	two of which are more	Caster Level: 8	
⊒□□□□Skull Watch	19	See text	1 standard Permanent action	Touch	V,S,F	No	Necromancy	SC: Pg.191
Effect: Alarm affect; see text				Target: One human	niod skull		Caster Level: 8	
□□□□□Slashing Darkness	19	None	1 standard Instantaneous action	Medium (180 ft.)	V,S	Yes	Evocation	SC: Pg.191
Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal				Target: Ray			Caster Level: 8	
□□□□□ Snowshoes, Mass	19	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect: Same as Snowshoes, except as noted.				Target: One creature than 30 ft. apart	re/level, no	two of which are more	Caster Level: 8	
□□□□□ Sonorous Hum	19	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic]	SC: Pg.196
Effect: The next spell you cast during the effect of sonorous hum	that re			Target: You			Caster Level: 8	
⊒⊒⊒⊒Soul Burn	19	Fortitude half	1 standard 1 round; see text action	Medium (180 ft.)	V,S,DF	No	Evocation	FH.P: pg.37
Effect: Paralyzes the target and deals 1d4/2 levels holy damag	e [max	6d4] to evil creature [except undead or other souless creatures], if an ev	Target: One charac il	ter		Caster Level: 8	
utsider the damage is doubled. Spark of Life	19	Will negates	1 standard 1 round/level	Touch	V,S	Yes	Necromancy	SC: Pg.196
Effect:		-	action	Target: Undead cre			Caster Level: 8	,
Undead touched temporarily acts as if it were alive and vu	Inerab 19		d. 10 minutes 1 minute/level	10 ft.	V,S, DF	No	Necromancy	PHB: pg.281
Effect:		,		Target: One dead of			[Language-Dependant Caster Level: 8	
Corpse answers one question/2 levels.	19	None	1 standard 1 hour/level	Touch	V,S,M	No	Transmutation	SC: Pg.202
LLLL Spikes	.5		action	Target: Wooden we			Caster Level: 8	
=ffect:		ous and throat range de	publed.	. a. got. vvooden We	pon touch			PHB: pg.284
Effect: As brambles, except affected weapon gains +2 enhancem				Touch	V.S.M/DE	No	Transmutation	
	nent bo	None	1 standard Instantaneous action	Touch Target: Stone or sto	V,S,M/DF	No ouched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 8	rпв. pg.204

			Cleric Spells					
□□□□ Stone Shape	19	None	1 standard Instantaneous	Touch	V,S,M/DF	No	Transmutation	PHB: pg.284
Effect: Sculpts stone into any shape.			action	Target: Stone or sto +1 cu. ft./level	-	ouched, up to 10 cu. ft.	[Earth] Caster Level: 8	
Summon Monster III	19	None	1 round 1 round/level [D]	Close (45 ft.) Target: One or mor	V,S,F/DF	No ed creatures, no two of	Conjuration (Summoning) Caster Level: 8	PHB: pg.286
Calls extraplanar creature to fight for you.	19	Will negates [object]	1 standard 1 minute/level	which can be more 100 ft.			Abjuration	SC: Pg.216
ffect:		3	action	Target: 100-ftradio		. , ,	Caster Level: 8	
Gain enhanced awareness of magical writing such as a gl	lyph of 19	warding; see text. See text	1 standard 1 round/3 levels	Medium (180 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
ffect: Disrupts concentration; see text.			action	Target: 40-ftradius	s spread		Caster Level: 8	
Distripts concentration, see text.	19	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
ffect: Same as lesser vigor except it grants target fast healing a	ability fo			Target: Living creat	ure touched	i	Caster Level: 8	
l□□□□ Vigor, Mass Lesser	19	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 25] action	20 ft. Target: One creature	V,S re/2 levels.	Yes [harmless] no two of which can be	Conjuration (Healing) Caster Level: 8	SC: Pg.229
Same as lesser vigor except it grants all targets fast healin	ng abili 19	ty for the duration of the N/A	e spell at 1 hp automatically healed per round. 1 standard 1 round/level action	more than 30 ft. apa Personal		N/A	Transmutation	SC: Pg.231
ffect: Your form becomes more like your deity's; see text			donon	Target: You			Caster Level: 8	
	19	None	1 standard 1 minute/level [D] action	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
ffect: Any creature passing through the wall becomes dazzled.				square/level or hem	ni/sphere 5		Caster Level: 8	
□□□□ Water Breathing	19	Will negates (harmless)	1 standard 2 hours/level; see text action	Touch		Yes (harmless)	Transmutation	PHB: pg.300
fect: Subjects can breathe underwater. I□□□□Water Walk	19	Will negates	1 standard 10 minutes/level [D]	Target: Living creat		Yes (harmless)	Caster Level: 8 Transmutation	PHB: pg.300
□□□□□Water Walk fect: Subject treads on water as if solid.	13	(harmless)	action	Target: One touche		, ,	[Water] Caster Level: 8	. 11D. pg.300
ù□□□□Weapon of Energy ffect:	19	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch Target: One weapo	V,S n	Yes [harmless,object]	Transmutation [See text] Caster Level: 8	SC: Pg.236
Adds additional damage; see text.	19	Will negates	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.237
ffect: Double threat range of weapon.		[harmless,object]		Target: One bludge projectiles [all of wh	nich must be	touching]	Caster Level: 8	
□□□□□ Weapon of the Deity	19	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]		SC: Pg.237
Imbue a weapon favored by your deity with special enhan	ncemen 19	ts and abilities. See tex None; see text	t. 1 standard 1 round/level	Target: Weapon too Medium (180 ft.)		Vas	Caster Level: 8 Evocation [Air]	PHB: pg.302
□□□□ Wind Wall fect:	13	None, see text	action			ong and 5 ft./level high	Caster Level: 8	111b. pg.002
Deflects arrows, smaller creatures, and gases.			/	[S]		, , , , , , , , , , , , , , , , , , ,		
			LEVEL 4					
Name								
	DC 20	Saving Throw None	Time Duration 1 standard 10 minutes/level	Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air	Source r]PHB: pg.196
l□□□□Air Walk ffect:	20				V,S, DF	Yes (harmless)		
]	20		1 standard 10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation [Air	
I`_`_` Air Walk 'fect: Subject treads on air as if solid [climb at 45-degree angle] I`_` Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis	20]. 20 stance	N/A of one specific creature.	1 standard 10 minutes/level action 1 swift 1 round/level action	Touch Target: Creature [G Personal Target: You	V,S, DF Sargantuan V,S	Yes (harmless) or smaller] touched N/A	Transmutation [Air Caster Level: 8 Divination Caster Level: 8	r]PHB: pg.196 SC: Pg.17
i``` Air Walk fect: Subject treads on air as if solid [climb at 45-degree angle] □ □ □ Assay Spell Resistance fect: Gives a +10 bonus on caster level to overcome spell resis	20]. 	None N/A	1 standard 10 minutes/level action 1 swift 1 round/level action	Touch Target: Creature [G Personal Target: You Close (45 ft.)	V,S, DF argantuan	Yes (harmless) or smaller] touched	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation)	r]PHB: pg.196
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar	20 J. 20 stance 20 ne whe	N/A of one specific creature. N/A re natural healing can o	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level	Touch Target: Creature [G Personal Target: You	V,S, DF Sargantuan V,S	Yes (harmless) or smaller] touched N/A	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration	SC: Pg.17
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplan Blessing of the Righteous	20]. 20 stance 20 ne whe	N/A of one specific creature N/A re natural healing can o Will negates (harmless)	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action cccur. 1 standard 1 round/level action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in.	V,S, DF Gargantuan V,S V,S,M	Yes (harmless) or smaller] touched N/A N/A	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8	SC: Pg.17
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext	20]. 20 stance 20 ne whe	N/A of one specific creature N/A re natural healing can o Will negates (harmless)	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action cccur. 1 standard 1 round/level action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text	V,S, DF Gargantuan V,S V,S,M	Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good]	SC: Pg.17
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext	20 3. 20 stance 20 ne whe 20 tra 1d6 20	None N/A of one specific creature. N/A re natural healing can of Will negates; (harmless) holy damage, weapons Will negates [harmless]	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 minute/level action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to	V,S, DF cargantuan V,S V,S,M V,S,DF a 40-ftradi V,S uched	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplan Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext August Blindsight, Greater ffect: Grant blindsight to 30 ft.	20 J. 20 stance 20 ne whe 20 tra 1d6	N/A N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft.	V,S,DF sargantuan v,S V,S,M V,S,M V,S,DF a 40-ft,-radi V,S uched V	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic]	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext Blindsight, Greater ffect: Grant blindsight to 30 ft. Castigate ffect: Deafen or damage foes, depending on their alignment.	20 20 20 stance 20 20 20 20 20	None N/A of one specific creature. N/A re natural healing can of will negates (harmless) holy damage, weapons Will negates [harmless] Fortitude half	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard Instantaneous action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius	V,S, DF sargantuan v V,S V,S,M V,S,DF a 40-ft-radi V,S uched V	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle]	20 3. 20 stance 20 ne whe 20 tra 1d6 20	None N/A of one specific creature. N/A re natural healing can of Will negates; (harmless) holy damage, weapons Will negates [harmless]	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard 1 minute/level	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft.	V,S,DF sargantuan v,S V,S,M V,S,DF a 40-ft-radi V,S uched V s burst center V,S	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic]	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext Grant blindsight to 30 ft. Castigate ffect: Deafen or damage foes, depending on their alignment. Channeled Divine Health ffect: Ranged healing; See text.	20 20 20 stance 20 20 20 20 20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard Instantaneous action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creature	V,S,DF sargantuan v,S V,S,M V,S,DF a 40-ft-radi V,S uched V s burst center V,S	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing)	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle]	20 20 20 20 20 20 20	None N/A of one specific creature. N/A re natural healing can of will negates (harmless) holy damage, weapons Will negates [harmless] Fortitude half Will negates (harmless)	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard 1 minute/level action See text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D]	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creature	V,S, DF sargantuan v V,S V,S,M V,S,DF a 40-ft-radi V,S uched V s burst cente V,S	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Transmutation	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle]	20 1. 20 20 stance 20 20 ne whe 20 20 20 20 20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates [harmless] Fortitude half Will negates (harmless)	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard Instantaneous 2 see text Instantaneous 1 minute 1 hour/level [D]	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a you	V,S,DF iargantuan V,S V,S,M V,S,DF a 40-ft_radi V,S uched V s burst cente V,S re V,S,M V,S,M/DF	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation (Water]	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext Carant blindsight, Greater ffect: Crant blindsight to 30 ft. Castigate ffect: Deafen or damage foes, depending on their alignment. Channeled Divine Health ffect: Contingent Energy Resistance ffect: Same as Contigency, except it is more limited. Control Water ffect: Raises or lowers bodies of water.	20 1. 20 20 stance 20 20 ne whe 20 20 20 20 20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates [harmless] Fortitude half Will negates (harmless)	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard 1 minute/level action See text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D]	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.)	V,S,DF iargantuan V,S V,S,M V,S,DF a 40-ft_radi V,S uched V s burst cente V,S re V,S,M V,S,M/DF	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Transmutation Caster Level: 8 Transmutation (Water]	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52
Air Walk fect: Subject treads on air as if solid [climb at 45-degree angle]	20 20 20 20 20	None N/A N/A of one specific creature. N/A re natural healing can of will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action 2 are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard Instantaneous action See text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D] 1 standard Instantaneous action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a velove [S] Touch Target: Creature to	V,S,DF sargantuan v,S V,S,M V,S,DF a 40-ft-radi V,S uched V s burst cente V,S re V,S,M V,S,M/DF volume of 11 V,S uched	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. pei Yes (harmless); see text	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation (Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Transmutation [Water] r Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Mater] r Caster Level: 8 Conjuration (Healing) Caster Level: 8	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215
	20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless);	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard Instantaneous 2 see text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D] 1 standard 10 minutes/level [D]	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: 10-ft. radius See text Target: One creature Personal Target: You Long (720 ft.) Target: Water in a vievel [S] Touch Target: Creature to Touch	V,S, DF sargantuan of V,S, W,S,M V,S,M V,S,DF a 40-ftradi V,S suched V v,S,M V,S,M/DF volume of 10 V,S uched V,S,DF	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Transmutation [Water] Transmutation [Water] Transmutation (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Necromancy	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214
Air Walk Fect: Subject treads on air as if solid [climb at 45-degree angle]	20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text Will negates (harmless);	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 are considered good-aligned for overcoming DR. 1 standard 1 minute/level action See text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D] 1 standard Instantaneous action 1 standard Instantaneous action 1 standard 1 minute/level action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a velevel [S] Touch Target: Creature to Touch Target: Creature to	V,S,DF iargantuan of V,S,M V,S,M V,S,DF a 40-ft_radi V,S uched V s burst center V,S,M V,S,M/DF volume of 10 V,S uched V,S,DF uched V,S,DF uched V,S,DF uched V,S,DF uched	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ared on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Conjuration Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Transmutation [Water] Transmutation (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Necromancy Caster Level: 8	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215 PHB: pg.217
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext Dealen or damage foes, depending on their alignment. Castigate ffect: Ranged healing; See text. Dealen or damage foes, depending on their alignment. Channeled Divine Health ffect: Ranged healing; See text. Dealen or damage foes, depending on their alignment. Dealen or damage foes, dealen or da	20 l. 20 stance 20 me whe 20 20 20 20 20 20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 minute/level action 2 see text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D] 1 standard Instantaneous 1 standard 1 minute/level [D]	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: 10-ft. radius See text Target: One creature Personal Target: You Long (720 ft.) Target: Water in a vievel [S] Touch Target: Creature to Touch	V,S, DF sargantuan of V,S, W,S,M V,S,M V,S,DF a 40-ftradi V,S suched V v,S,M V,S,M/DF volume of 10 V,S uched V,S,DF	Yes (harmless) or smaller] touched N/A N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Transmutation [Water] Transmutation [Water] Transmutation (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Necromancy	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215
Air Walk ffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance ffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice ffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous ffect: You and your allies melee and ranged attacks deal an ext Grant blindsight, Greater ffect: Deafen or damage foes, depending on their alignment. Channeled Divine Health ffect: Ranged healing; See text. Conditional Contingent Energy Resistance ffect: Raises or lowers bodies of water. Cures 4d8 +1/level [max +20] damage. Death Ward ffect: Grants immunity to death spells and negative energy effect Bars extradimensional movement.	20	None N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text Will negates (harmless);	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 24 hours/level action 1 standard 1 round/level action are considered good-aligned for overcoming DR. 1 standard 1 minute/level action 1 standard Instantaneous action See text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D] action 1 standard Instantaneous action 1 standard 1 minute/level action 1 standard 1 minute/level action	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a viewel [S] Touch Target: Creature to Touch Target: Creature to Touch Target: Creature to Touch Target: Living creat Medium (180 ft.) Target: Ray Close (45 ft.)	V,S, DF sargantuan of V,S V,S,M V,S,DF a 40-ft-radi V,S uched V v,S,M V,S,M/DF volume of 10 V,S uched V,S,DF volume of 10 V,S uched V,S,DF volume of 10 V,S v	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 9 Transmutation Caster Level: 8 Evocation [Good] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Transmutation (Healing) Caster Level: 8 Transmutation [Water] Transmutation (Water) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Conjuration Caster Level: 8 Abjuration Caster Level: 8 Necromancy Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Divination	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215 PHB: pg.215
Air Walk Iffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance Iffect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice Iffect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous Iffect: You and your allies melee and ranged attacks deal an ext Carant blindsight to 30 ft. Castigate Iffect: Deafen or damage foes, depending on their alignment. Channeled Divine Health Iffect: Castigate Iffect: Countrol Water Iffect: Raises or lowers bodies of water. Cures 4d8 +1/level [max +20] damage. Death Ward Iffect: Grants immunity to death spells and negative energy effect: Grants immunity to death spells and negative energy effect: Grants immunity to death spells and negative energy effect: Bars extradimensional movement.	20 l.	None N/A of one specific creature. N/A re natural healing can of will negates (harmless) holy damage, weapons will negates [harmless] Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text Will negates (harmless)	1 standard 10 minutes/level action 1 swift	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a viewel [S] Touch Target: Creature to Touch Target: Creature to Touch Target: Creature to Touch Target: Living creat Medium (180 ft.) Target: Ray Close (45 ft.)	V,S, DF sargantuan of V,S V,S,M V,S,DF a 40-ft-radi V,S uched V v,S,M V,S,M/DF volume of 10 V,S uched V,S,DF volume of 10 V,S uched V,S,DF volume of 10 V,S v	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text Yes (harmless)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Caster Level: 9 Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation Caster Level: 8 Transmutation [Water] r Caster Level: 8 Conjuration (Healing) Caster Level: 8 Necromancy Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215 PHB: pg.217 PHB: pg.221 PHB: pg.221
Air Walk iffect: Subject treads on air as if solid [climb at 45-degree angle]	20 l.	None N/A N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text Will negates (harmless) Whone	1 standard 10 minutes/level action 1 swift	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a vieve! [S] Touch Target: Creature to Touch Target: Living creat Medium (180 ft.) Target: Ray Close (45 ft.) Target: 1 creature/Ithan 30 ft. apart Close (45 ft.)	V,S, DF sargantuan of V,S, V,S,M V,S,M V,S,DF a 40-ft_radi V,S uched V s burst center V,S re V,S,M V,S,M/DF volume of 10 V,S uched V,S, DF V,S,DF evel, no two V,S, DF	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text Yes (harmless) d Yes (object)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 9 Transmutation Caster Level: 8 Evocation [Good] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Transmutation (Healing) Caster Level: 8 Transmutation [Water] Transmutation (Water) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Abjuration Caster Level: 8 Conjuration Caster Level: 8 Abjuration Caster Level: 8 Necromancy Caster Level: 8 Abjuration Caster Level: 8 Abjuration Caster Level: 8 Divination	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215 PHB: pg.217 PHB: pg.221
Air Walk iffect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance iffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Gives a +10 bonus on caster level to overcome spell resis cliffect: Grant blindsight spell opens a portal to a demiplar cliffect: Carant blindsight to 30 ft. Castigate iffect: Deafen or damage foes, depending on their alignment. Channeled Divine Health iffect: Canged healing; See text. Canged healing; See text. Contingent Energy Resistance cliffect: Control Water iffect: Cures of lowers bodies of water. Cures 4d8 +1/level [max +20] damage. Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect: Carants immunity to death spells and negative energy effect.	20 l. 20 stance e 20 cra 1d6 20 20 20 20 20 20 20 20 20 20 20 20 20	None N/A N/A of one specific creature. N/A re natural healing can of Will negates (harmless) holy damage, weapons Will negates (harmless) Fortitude half Will negates (harmless) N/A None; see text Will half (harmless); see text Will negates (harmless) Whone	1 standard 10 minutes/level action 1 swift 1 round/level action 1 standard 24 hours/level action 1 standard 1 round/level action 1 standard 1 round/level action 1 standard 1 minutes/level action 2 see text Instantaneous 2 see text Instantaneous 1 minute 1 hour/level [D] 1 standard 10 minutes/level [D] 1 standard Instantaneous 1 standard 1 minutes/level action 1 standard 1 standard 1 minutes/level action 1 standard Instantaneous	Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in you Touch Target: Creature to 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (720 ft.) Target: Water in a vievel [S] Touch Target: Creature to Touch Target: Living creat Medium (180 ft.) Target: Ray Close (45 ft.) Target: 1 creature/Ithan 30 ft. apart	V,S, DF sargantuan of V,S, V,S,M V,S,M V,S,DF a 40-ft_radi V,S uched V s burst center V,S re V,S,M V,S,M/DF volume of 10 V,S uched V,S, DF V,S,DF evel, no two V,S, DF	Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes ered on you Yes (harmless) N/A No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text Yes (harmless) d Yes (object)	Transmutation [Air Caster Level: 8 Divination Caster Level: 8 Conjuration (Teleportation) Caster Level: 8 Evocation [Good] Transmutation Caster Level: 8 Evocation [Sonic] Caster Level: 8 Evocation [Sonic] Caster Level: 8 Conjuration (Healing) Caster Level: 8 Transmutation (Healing) Transmutation (Healing) Transmutation (Healing) Transmutation (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Conjuration (Healing) Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Divination Caster Level: 8 Abjuration	PHB: pg.196 SC: Pg.17 SC: Pg.17 PHB II: pg.104 SC: Pg.32 SC: Pg.44 PHB II: pg.106 SC: Pg.52 PHB: pg.214 PHB: pg.215 PHB: pg.217 PHB: pg.221 PHB: pg.221

				Cleric Spells					
Divine Power	20	None	1 standard action	1 round/level	Personal Target: You	V,S, DF	No	Evocation Caster Level: 8	PHB: pg.224
You gain attack bonus, +6 to Str, and 1 hp/level. Divine Warding	20	None	1 full round	Until used 0	Personal Target: You	V,S	No	Abjuration Caster Level: 8	FH.P: pg.36
Damage dealt by evil sources deal 50% less, total damaged. Any damage that would end the spell by exceeding the	e stopp limit is	ped is equal to the CHA still affected fully.	modifier/le	vel, after the limit is reached the spell w	ill			Oddier Edver. 0	
☐☐☐☐ Freedom of Movement	20	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch Target: You or crea			Abjuration Caster Level: 8	PHB: pg.233
Subject moves normally despite impediments.	20	None	1 standard	1 minute/level	Close (45 ft.)		Yes	Transmutation	PHB: pg.235
fect:			action		Target: Up to three	vermin, no	two of which can be	Caster Level: 8	
Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb	20	None	1 standard action	Permanent	more than 30 ft. ap Touch	v,S,F	No	Evocation [Light]	SC: Pg.106
fect: Makes a light source in a globe; see text					Target: Magical, co	ontrollable lig	ht source	Caster Level: 8	
I□□□□ Hand of the Faithful	20	Fortitude negates	1 minute	1 hour/level	10 ft. Target: 10-ftradiu	V,S,DF s emanation	Yes centered on a point in	Abjuration [See text] Caster Level: 8	SC: Pg.109
Immobile zone of warding that is permeable to those of youter or exit.	our reliq	gion, all creature must	wear the sar	ne holy symbol or be of the same faith t	tospace				
I□□□□ Healing Spirit	20	Will half (harmless)	1 standard action	1 round/2 levels	Close (45 ft.) Target: One conjur	V,S red healing s	Yes (harmless)	Conjuration (Healing) Caster Level: 8	PHB II: pg.114
Create a spirit that heals with positive energy 1d8 [undead	are de			Instantaneous [1 round]; see text	Medium (190 ft.)	_	Yes	Evocation [Good]	PHR: ng 241
ffect: Damages and blinds evil creatures.	20	wiii partiai, see text	action	instantaneous (1 lounu), see text	Target: 20-ftradiu		165	Caster Level: 9	F11D. μg.241
Damages and billios evil creatures.	20	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
ffect: Change to good outsider, gain abilities of protectar [minatu					Target: You	115	v	Caster Level: 9	
]□□□□ Hypothermia	20	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes		SC: Pg.118
ffect: Deals 1d6 per caster level [max 10d6] and becomes fatigu	ed. Sa				Target: One creatu	ire		Caster Level: 8	
☐☐☐☐Imbue with Spell Ability	20	Will negates (harmless)		Permanent until discharged [D]	Touch Target: Creature to	V,S, DF ouched; see	Yes (harmless) text	Evocation Caster Level: 8	PHB: pg.243
Transfer spells to subject. Implicit Critical Wounds	20	Will half		Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect:			action		Target: Creature to			Caster Level: 8	. •
Touch attack, 4d8 +1/level [max +20] damage	20	Will negates		1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
ffect:		[harmless]	action		Target: Corporeal			Caster Level: 8	,
Skeleton changes to Iron; grants +5 to natural armor AC.	20	Will negates		1 minute/level	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
ffect:		Ü	action		Target: Creature to			Caster Level: 8	J - ·
Subject becomes immune to the effects of positive energy; DDDDDMagic Weapon, Greater	See to 20	Will negates		1 hour/level	Close (45 ft.)		Yes (harmless, object)		PHB: pg.251
ffect: Weapon gains +1/4 levels [max +5] bonus.		(harmless, object)	action		Target: One weaponust be in contact	on or fifty pro	jectiles [all of which	Caster Level: 8	
Make Manifest	20	Will negates		1 round/level	casting] Close (45 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
ffect:	ur plan	no: soo toyt	action		Target: One creatu	ire		Caster Level: 8	
Cause one creature on a coexistant plane to appear on yo Moon Bolt	20 20			Instantaneous	Long (720 ft.)	V,S	Yes	Evocation	SC: Pg.143
iffect: Bolt unerringly strikes dealing 1d4 Str damage per three ca ☑☑☑☑☑ Mystic Aegis	aster le 20	evels [max 5d4]. Undea		helpless for 1d4 rounds; see text. Instantaneous		or undead cr that are <15 V,DF	eature, or two living or ft. apart	Caster Level: 8 Abjuration	PHB II: pg.120
ffect:			immediate action		Tarrest Vari			Contact such 0	
You cast mystic aegis immediately when you are targeted					Target: You	V/ 0	N/A	Caster Level: 8	00 0 440
□□□□ Negative Energy Aura iffect:		N/A	1 standard action	1 round/level	Personal Target: 10-ftradiu	V,S s emanation	N/A	Necromancy Caster Level: 8	SC: Pg.146
Living creatures within 10 ft. lose 1 hp/3 caster level [max solution of the control of the cont		Will negates		10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)		PHB: pg.257
Effect:		(harmless, object)	action		Target: Creature o	r object of up	to 1 cu. ft./level.	(Healing) Caster Level: 8	
Immunizes subject against poison, detoxifies venom in or o		Will half [harmless];		Instantaneous	touched Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.152
iffect: Removes most conditions; see text.		see text	action		Target: Creature to	ouched		(Healing) Caster Level: 8	
□□□□□ <mark>Planar Ally, Lesser</mark>	20	None	10 minutes	Instantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
<i>iffect:</i> Your deity sends you an elemental or outsider of the deity!	s choir	ce of 6 HD or less			Target: One called less	elemental o	r outsider of 6 HD or	Caster Level: 8	
Tour delay series you are remember or dusider or the delay:		None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SC: Pg.159
Call a celestial creature see list; see text	20	None	1	1 hour/level	Target: One called 20 ft.	creature V	Vac [harmlage]	Caster Level: 8	SC: Dc 150
□□□□□ Planar Tolerance	20	None	immediate action	1 hour/level			Yes [harmless]	Abjuration	SC: Pg.159
ffect: Gain temporary respite from the natural effects of a specific			4 -4 - 1 - 1	I	Target: One creatu centered on you			Caster Level: 8	DI ID OCC
Poison	20	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch Target: Living crea		Yes	Necromancy Caster Level: 8	PHB: pg.262
Touch deals 1d10 Con damage, repeats in 1 minute. DDDDD Positive Energy Aura	20	None		1 round/level	Personal	V,S	No	Conjuration	SC: Pg.161
Effect:			action		Target: 10-ftradiu	s emanation	centered on you	(Healing) Caster Level: 8	
Each round all living creatures within 10 ft. gain 1 hp per th		ster levels [max 5]. Und None	1 standard	uble the amount in damage. 1 round/level	60 ft.	V,S,DF	Yes	Conjuration	SC: Pg.170
iffect:			action		Target: All allies ar		n a 60 ftradius burst	(Creation) Caster Level: 8	·
		nomina suffer 2			centered on you.				
Allies gain +2 [or +3 for worshipers] on attacks and saves,	and er	Fortitude negates (harmless)	1 standard	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123

				Cleric Spells					
⊒⊒⊒⊒ Repel Vermin	20	None or Will negates; see text	1 standard		10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
Effect: Insects, spiders, and other vermin stay 10 ft. away.		See lext	action		Target: 10 ft. radiu	s emanatior	centered on you	Caster Level: 8	
Resistance, Greater	20	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resistance, except you grant the subject +3 resistance	n honu		action		Target: Creature to	ouched		Caster Level: 8	
Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
Effect: Restores level and ability score drains.					Target: Creature to	ouched		Caster Level: 8	
Revenance	20	None; see text	1 standard action	I 1 minute/level	Touch Target: Dead ally t	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 8	SC: Pg.175
Brings an ally back to life for duration of spell; see text.	00	News	40	. 4 10			· N.		DUD OZE
□□□□□ Sending ^{Effect:}	20	None	10 minutes	s 1 round/level; see text	See text Target: One creatu	V,S,M/DF ire	No	Evocation Caster Level: 8	PHB: pg.275
Delivers short message anywhere, instantly.	20	Fort negates	1 standard	I Insta	Long (720 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186
Effect:		· ·	action		Target: 20-ftradiu	s spread		Caster Level: 8	· ·
Creatures stunned for 1d6 rounds; natives of shadow vul	Inerable 20	Will negates		I 1 minute/level	Close (45 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
Effect:		[harmless]	action			ıre/level, no	two of which are more	Caster Level: 8	
As shield of faith, except it affects multiple creatures. Sound Lance	20	Fortitude half	1 standard	Instantaneous	than 30 ft. apart Medium (180 ft.)	V,S	Yes	Evocation [Sonic]	SC: Pg.196
Effect: Deals 1d8 per caster level [max 10d8].			actioH		Target: One create	ire or object		Caster Level: 8	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20	Will negates (harmless)	1 standard	I 10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 2 spells, up to 4th-level spells.		(Target: Creature to	ouched		Caster Level: 8	
Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.) Target: One create	V,S ire	No	Transmutation Caster Level: 8	SC: Pg.200
Reduces subject's spell resistance by 1 per caster level [Spike Stones	max re 20	duction 15]. Reduction on Reflex partial	1 standard	below 0. I 1 hour/level [D]	Medium (180 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.283
Effect:			action		Target: 20-ft. squa	res/level		[Earth] Caster Level: 8	
Creatures in area take 1d8 damage, may be slowed. Creatures in area take 1d8 damage, may be slowed.	20	See text	1 immediate	Instantaneous	Close (45 ft.)	V	Yes	Abjuration	PHB II: pg.126
Effect:			action		Target: One create	ıre casting a	a spell	Caster Level: 8	
You cast this spell to distract another creature. Target muast.	ust mal	e a concentration check	DC 14 + yo	our key ability + the level of the spell be	ing	J .			
Summon Hound Archon	20	None	1 round	Concentration, up to 1 round/level + 1 round	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
Effect: Summons a hound archon [MM 16]; see text					Target: One summ	oned archo	n hound	Caster Level: 9	
□□□□□Summon Monster IV	20	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
Effect: Calls extraplanar creature <mark>to fight for you.</mark>					Target: One or mo	re summone than 30 ft.	ed creatures, no two of apart	Caster Level: 8	
Tongues	20	Will negates (harmless)	1 standard	I 10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
Effect: Speak any language.		,			Target: Creature to	ouched		Caster Level: 8	
	20	See text	1 standard	I 10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
JUJU Wall of Good)-ft radius a	and 10 minutes/level from the designa	Target: A straight tedsquare/level or he	wall whose a mi/sphere 5	area is up to one 10-ft. ft./2 levels	Caster Level: 9	
Effect: +2 to AC and saves, counter mind control, hedge out 6	elemen	tals and outsiders in 10	riti radido c						
Effect: +2 to AC and saves, counter mind control, hedge out enostile side.	elemen 20	tals and outsiders in 10		I 10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
Effect: +2 to AC and saves, counter mind control, hedge out elections ide. """""""""""""""""""""""""""""""""""	20	See text	1 standard action		Target: A straight	wall whose a	area is up to one 10-ft.	Abjuration [Law] Caster Level: 8	SC: Pg.234
hostile side.	20	See text	1 standard action 0-ft. radius a		Target: A straight	wall whose a mi/sphere 5	area is up to one 10-ft. ft./2 levels		SC: Pg.234 SC: Pg.235

Notes:

Character Sheet Notes:

FAITH: ____

- @8th d10 = 10
- @7th d10 =10
- @6th 2d4 =6
- @5th 2d4 =8
- @4th d6=4
- @3rd d6=6
- @2nd d4=4 (
- @1st: 15
- Bonus +5 x7 =35