

	*Longsword			HA	ND	TYPE	SIZE	CRITICA	L	REACH
	20119011010	•		Prim	nary	S	М	19-20/x	2	5 ft.
	To Hit	Dam				Т	o Hit			Dam
1H-P	+6/+6	1d8+2	2W-I	P-(OH)		+	0/+0			1d8+2
1H-O	+2/+2	1d8+1	2W-	P-(OL)		+	2/+2			1d8+2
2H	+6/+6	1d8+3	2W	V-OH			-4			1d8+1
Special	Properties									
*aaaaa	in a mailine and									

weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
Q ual torstan	Carried	B/B	М	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMA	GE	
+6/+6			1d6-	+3	
Special Properties	•				

	-	CLUDMENT			
		EQUIPMENT			
	ITEM	LOCATION	QTY	WT	COST
Claw		Equipped	1	0.0	0.0
Dagger		Carried	1	1.0	2.0
Faerie Garb +3	•	Equipped	1	0.5	9151.0
Longsword		Equipped	1	4.0	15.0
Quarterstaff		Carried	1	4.0	0.0
Special Boots		Equipped	1	0.0	0.0
1	TOTAL WEIGHT C	CARRIED/VALUE		9.5 lbs.	9168.0 gp

	,	WEIGHT ALLO	WANC	E	
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks

Natural Weapon (Claw)

IDS, web1

You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportinity. The damage of this attack is the base creature's normal unarmed combat damage

Valor Form (Su)

Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points

Warcraft [Eclipse, p.10]

+6 BAB

Special Qualities

Drive

Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.

Weapon Proficiency (All Simple Weapons and One [Eclipse, p.49]

Martial Weapon) (Longsword)

Grants Proficiency with all simple weapons and selected weapons.

+7/+2+7/+2

Feats

Feat Conversion to CP ~ 6 (5x)

[Eclipse, p.9]

Covert regular feat to six Character Points

PROFICIENCIES

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

LANGUAGES

Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES

Recurring Bonuses

Duties [Eclipse, p.17]

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties

Fast Learner/ Specialized for increased effect (Magic [Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

DISADVANTAGES

History

[Eclipse, p.19]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

Hunted () [Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive

Obligations () [Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Spell Caster Information	
Cleric	[Eclipse, p.11]
Cleric Level 7, Casterlevel is 9	
Cleric Spell Points (12+19+(4x3=12) = 43)	[Is This It]
Wizard	[Eclipse, p.11]
Wizard Level 3, Casterlevel is 7	
Wizard Spell Points (12+3+5(3x2)=26)	[Is This It]
,	[Is This It]

Eclipse Abilities

Base Caster Level ~ Specialized ~ Wizard and Cleric (28x)

[Eclipse, p.11]

Companion

[Eclipse, p.27]

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

+4 racial bonus on saves against sleep and paralysis

[DS, web]

Familiar

[Eclipse, p.27]

You have a familiar companion

Iridius's Orb

[Is This It, Custom]

Floating 6 CP waiting to be spent

Mental Link

[Is This It, Custom]

You are automatically in Mental Contact with your companions

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	5	4	3	1	0	0	0	0	0

LEVEL 0

				LEVEL 0					
Name	DC 13	Saving Throw Will negates [object]	Time	Duration d 10 minute/level		Comp. V,S	Spell Resistance Yes [object]	School Transmutation	Source SC: p.9
□□□□ Amanuesis Effect:	13	Will flegates (object)	action	1 To minute/level	Target: Object or ob			Caster Level: 9	3C. p.9
Copies 250 words per minute.		None	Standard	Instantaneous		V,S	No	Conjuration	PHB: p.215
□□□□□□ Create Water Effect: Creates 2 gallons/level of pure water.		None	Action	Installatieous	Target: Up to 2 gallo			(Creation) [Water] Caster Level: 9	
Cure Minor Wounds	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch Target: Creature tou	V,S uched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB: p.216
Cures 1 point of damage. Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
Effect: Detects spells and magic items within 60 ft.			Action		Target: Cone-shape	ed emanatio	n	Caster Level: 9	
Detect Poison		None	Standard Action	Instantaneous	, ,	V,S	No	Divination	PHB: p.219
ffect: Detects poison in one creature or small object.					Target: One creature			Caster Level: 9	
Guidance	13	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch Target: Creature tou	V,S iched	Yes	Divination Caster Level: 9	PHB: p.238
+1 on one attack roll, saving throw, or skill check.	40	MGIIt	Ctandad	lastestes es es			V		DI ID. = 044
Inflict Minor Wounds	13	Will negates	Action	Instantaneous	Touch Target: Creature tou	V,S uched	Yes	Necromancy Caster Level: 9	PHB: p.244
Touch attack, 1 point of damage.		None	Standard	10 minutes/level [D]	-	V, M/DF	No	Evocation [Light]	PHB: p.248
⊒□□□□ Light ffect:		None	Action	To minute sheeter [5]	Target: Object touch		110	Caster Level: 9	111b. p.240
Object shines like a torch.	13	Will negates	Standard	Instantaneous		V,S	Yes (harmless, object)	Transmutation	PHB: p.253
ffect:	-	(harmless, object)	Action		Target: One object of			Caster Level: 9	,
Makes minor repairs on an object. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	13	Will negates (object)		Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
Effect: Purifies 1 cu. ft./level of food or water.			Action		Target: 1 cu. ft./leve	el. of contam	ninated food and water	Caster Level: 9	
Commes red. Infever of flood of water.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
ffect: Read scrolls and spellbooks.			ACION		Target: You			Caster Level: 9	
Resistance	13	Will negates (harmless)	Standard Action	1 minute			Yes (harmless)	Abjuration	PHB: p.272
ffect: Subject gains +1 on saving throws.					Target: Creature tou			Caster Level: 9	
Unitue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.					Target: Creature tou	uched		Caster Level: 9	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration		Comp.	Spell Resistance	School	Source
□□□□ Anarchic Water	DC 14	Saving Throw Will negates [object]	Time 1 minute	Duration Instantaneous	Touch	V,S,M	Spell Resistance Yes [object]	Transmutation [Chaotic]	Source SC: p.11
□□□□□ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points.			1 minute	Instantaneous	Touch Target: Flask of water	V,S,M		Transmutation [Chaotic] Caster Level: 9 Transmutation	
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos iffect:	14	Will negates [object]	1 minute	Instantaneous	Touch Target: Flask of water	V,S,M er touched V,S,M	Yes [object]	Transmutation [Chaotic] Caster Level: 9	SC: p.11
□□□□□Anarchic Water ###################################	14	Will negates [object]	1 minute 1 minute	Instantaneous	Touch Target: Flask of wate Touch Target: Flask of wate	V,S,M er touched V,S,M	Yes [object]	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear,	SC: p.11
☐☐☐☐ Anarchic Water iffect: Chaos imbued damages lawful outsiders for 2d4 points. ☐☐☐ Axiomatic Water iffect: Water damages chaotic outsiders for 2d4 points of damage	14 14 ge.	Will negates [object] Will negates [object]	1 minute 1 minute Standard	Instantaneous	Touch Target: Flask of wate Touch Target: Flask of wate	V,S,M er touched V,S,M er touched V,S, DF	Yes [object] Yes [object]	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion)	SC: p.11
Anarchic Water ### Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water ###################################	14 14 ge.	Will negates [object] Will negates [object]	1 minute 1 minute Standard Action 1 swift	Instantaneous	Touch Target: Flask of wate Touch Target: Flask of wate 50 ft. Target: All enemies	V,S,M er touched V,S,M er touched V,S, DF	Yes [object] Yes [object]	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting]	SC: p.11
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Beffect: Bane Chaos imbued damages lawful outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages and saves against fear. Beffect: Enemies take -1 on attack rolls and saves against fear.	14 14 ge. 14	Will negates [object] Will negates [object] Will negates None	1 minute 1 minute Standard Action 1 swift action a total of 3	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage.	Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tou	V,S,M eer touched V,S,M eer touched V,S, DF within 50 ft V,S	Yes [object] Yes [object] Yes	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages chaotic outsiders for 2d4 points of damages Chaos imbued damages chaotic outsiders for 2d4 points of damages Chaos imbued damages in damages Chaos imbued damages Chaos	14 14 ge. 14	Will negates [object] Will negates [object] Will negates None	1 minute 1 minute Standard Action 1 swift action a total of 3	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged	Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tou	V,S,M eer touched V,S,M eer touched V,S, DF within 50 ft V,S	Yes [object] Yes [object] Yes	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion)	SC: p.11 SC: p.22 PHB: p.203
Anarchic Water Iffect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Iffect: Water damages chaotic outsiders for 2d4 points of damages Bane Iffect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Iffect: Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Iffect:	14 ge. 14	Will negates [object] Will negates [object] Will negates Will negates	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage.	Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster a	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S eched V,S,DF and all allies	Yes [object] Yes [object] Yes No	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103
Anarchic Water iffect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water iffect: Water damages chaotic outsiders for 2d4 points of damage. iffect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood iffect: Weapon deals an additional 1d6 damage, if you take 5 pt. Bless iffect: Allies gain +1 on attack rolls and +1 on saves against fear.	14 ge. 14	Will negates [object] Will negates [object] Will negates None mage the weapon deals None Will negates	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage.	Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster a centered on the caster a	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S eched V,S,DF and all allies	Yes [object] Yes [object] Yes No Yes (harmless)	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] [Mind-Affecting] [Mind-Affecting] [Mind-Affecting] [Mind-Affecting]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Cffect: Water damages chaotic outsiders for 2d4 points of damages Bane Cffect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Cffect: Weapon deals an additional 1d6 damage, if you take 5 pterior Bless Cffect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Cffect:	14 14 14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates None mage the weapon deals None Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch Target: Flask of water Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster a centered on the caster a	V,S,M er touched V,S,M er touched V,S,M er touched V,S, DF within 50 ft V,S tiched V,S, DF and all allies ter V,S	Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst,	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued by the counts of damages Chaos imbued by the counts of damages Chaos imbued by the chaos imbued by the counts of damages Chaos imbued by the chao	14 14 14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates None mage the weapon deals None Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tou 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread	V,S,M er touched V,S,M er touched V,S,M er touched V,S, DF within 50 ft V,S tiched V,S, DF and all allies ter V,S	Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst,	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages chaotic outsiders for 2d4 points of damages Chaos imbued damages for 2d4 points of damages Chaos imbued damages Ch	14 14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates Will negates Mone Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tou 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S etched V,S,DF and all allies eter V,S, d, centered V,S,M	Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages chaotic outsiders for 2d4 points of damages Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbued lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos imbuel lawful outsiders for 2d4 points of damages Chaos i	14 14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates (object)	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S etched V,S,DF and all allies eter V,S, d, centered V,S,M	Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages Chaos imbued damages chaotic outsiders for 2d4 points of damages Chaos imbued damages for 2d4 points of damages Chaos imbued damages Ch	14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates None Will negates (none Will negates (none) Will negates (none) Will negates (none) Will negates (none)	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.)	V,S,M er touched V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S eched V,S,DF and all allies eter V,S d, centered V,S,M er touched V,S,M	Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points of damage. Water damages chaotic outsiders for 2d4 points of damage. Chaos Bane Chaos Bane	14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates None Will negates (none Will negates (none) Will negates (none) Will negates (none) Will negates (none)	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action 1 minute	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon touch Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) Target: A single creat	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S tiched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S attraction V,S attraction V,S traction V,S trac	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Necromancy [Feat Mind-Affecting]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages imbued damages. Chaos imbued damages imbued damages. Chaos imbued damages.	14 14 14 14 15 s of dan 16 s of dan 17 s of dan 18 s of dan 19 s of dan 19 s of dan 19 s of dan 19 s of dan 10 s of dan 11 s of dan 11 s of dan 11 s of dan 12 s of dan 13 s of dan 14 s of dan 14 s of dan 14 s of dan 15 s of dan 16 s of dan 17 s of dan 18 s of dan 18 s of dan 18 s of dan 19 s o	Will negates [object] Will negates [object] Will negates None Will negates Mone Will negates Mone Will negates Will negates	1 minute 1 minute 1 minute Standard Action 1 swift action 3 standard Action 1 standard Action 1 minute 1 swift action 2 standard Action 2 standard Action 2 standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round e text 1d4 rounds or 1 round; see text	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: Flask of water Touch Target: So ft. spread Touch Target: Flask of water Close (45 ft.) Target: A single creat Close (45 ft.) Target: One living creat	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S tiched V,S,DF and all allies ter V,S,M er touched V,S,M er touched V,S,M er touched V,S atture with It V,S reature with	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Fire of the compulsion of the computation of the computati	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages damages. Chaos imbued damages if you take 5 ptills. Chaos imbued damages imbued damages. Chaos imbued damages imbued imbues imbues against fear. Chaos imbued damages imbues imbues against fear. Chaos imbued damages imbues against fear. Chaos imbues imb	14 14 14 14 14 14 14 14 14 14	Will negates [object] Will negates [object] Will negates None Will negates Mone Will negates [harmless] add. Will negates (object) Will negates [harmless] dead. Will negates Will negates [harmless] dead. Will negates [harmless] dead. Will negates [harmless] dead. Will negates [harmless] dead. Will negates [harmless]	1 minute 1 minute 1 minute Standard Action 1 swift action 3 standard Action 1 standard Action 1 minute 1 swift action 2 standard Action 2 standard Action 2 standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round e text	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: The caster acentered on the cast of th	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S eched V,S,DF and all allies eter V,S,M er touched V,S,M er touched V,S,M er touched V,S attree with In V,S reature with V,S,DF	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature]	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cote] Caster Level: 9 Transmutation [Cote] Transmutation [Cote] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos Bane C	14 14 14 14 15 s of dan 16 s of dan 17 s of dan 18 s of dan 19 s of dan 19 s of dan 19 s of dan 19 s of dan 10 s of dan 11 s of dan 11 s of dan 11 s of dan 12 s of dan 13 s of dan 14 s of dan 14 s of dan 14 s of dan 15 s of dan 16 s of dan 17 s of dan 18 s of dan 18 s of dan 18 s of dan 19 s o	Will negates [object] Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 minute 1 swift action 1 minute	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round e text 1d4 rounds or 1 round; see text Instantaneous (creature)	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) Target: One living ct Close (45 ft.) Target: One fire sourceature; see text	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S tiched V,S,DF and all allies ter V,S, d, centered V,S,M er touched V,S attree with li V,S reature with V,S,DF arce [up to a	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 0-ft. cube] or one	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Necromancy [Feam Mind-Affecting] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damage. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos imbued damages damage. Chaos imbued damages damages. Chaos imbued damages damages. Chaos imbued damages damages. Chaos imbued damages damages. Chaos imbued damages if you take 5 pt. Chaos imbued damages imbu	14 14 14 14 15 s of dan 16 s of dan 17 s of dan 18 s of dan 19 s of dan 19 s of dan 19 s of dan 19 s of dan 10 s of dan 11 s of dan 11 s of dan 11 s of dan 12 s of dan 13 s of dan 14 s of dan 14 s of dan 14 s of dan 15 s of dan 16 s of dan 17 s of dan 18 s of dan 18 s of dan 18 s of dan 19 s o	Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial	1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action 1 standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round e text 1d4 rounds or 1 round; see text Instantaneous (creature)	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tour 50 ft. Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (45 ft.) Target: One living ct Close (45 ft.) Target: One fire sourceature; see text	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S eched V,S,DF and all allies eter V,S,M er touched V,S,M er touched V,S,M er touched V,S attree with In V,S reature with V,S,DF	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature]	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Anarchic Water Cffect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Cffect: Water damages chaotic outsiders for 2d4 points of damages Cffect: Water damages chaotic outsiders for 2d4 points of damages Cffect: Deminies take -1 on attack rolls and saves against fear. Cffect: Weapon deals an additional 1d6 damage, if you take 5 pto compare to the properties of	14 14 14 14 15 16 17 17 17 18 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 swift action 1 standard Action Standard Action Standard Standard Action Standard Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round e text 1d4 rounds or 1 round; see text Instantaneous (creature)	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon tou 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread Touch Target: A single crea Close (45 ft.) Target: One living cr Close (45 ft.) Target: One fire sou creature; see text Close (45 ft.)	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S iched V,S,DF and all allies eter V,S d, centered V,S,M er touched V,S atture with li V,S reature with V,S,DF arce [up to a	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 0-ft. cube] or one	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Transmutation [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages damages. Chaos imbued damages damages. Chaos imbued damages damages. Chaos imbued damages if you take 5 pt. Chaos imbued damages imbu	14 14 14 14 15 16 17 17 17 18 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half Will negates	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round e text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon touch 50 ft. Target: The caster a centered on the cast of	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S eched V,S,DF and all alliester V,S d, centered V,S,M er touched V,S ature with In V,S reature with V,S,DF arce [up to a V	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 0-ft. cube] or one Yes	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Evocation Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211 ddent,
Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane Effect: Benemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pt. Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within t. Bless Water Effect: Bless Water Effect: Blades holy water. Blood Wind Effect: Full attack action allows creature to use natural or unamed. Cause Fear Effect: Flames deal cold damage; see text Command	14 14 14 14 15 16 17 17 17 18 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute Standard Action 1 swift action a total of 3 Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round e text 1d4 rounds or 1 round; see text Instantaneous (creature)	Touch Target: Flask of water 50 ft. Target: All enemies Touch Target: Weapon touch 50 ft. Target: The caster a centered on the cast of	V,S,M er touched V,S,M er touched V,S,DF within 50 ft V,S iched V,S,DF and all allies eter V,S d, centered V,S,M er touched V,S atture with li V,S reature with V,S,DF arce [up to a	Yes [object] Yes [object] Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 0-ft. cube] or one Yes	Transmutation [Chaotic] Caster Level: 9 Transmutation [Lawful] Caster Level: 9 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9 Transmutation [Mind-Affecting] Caster Level: 9 Divination Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Good] Caster Level: 9 Transmutation [Good] Caster Level: 9 Evocation Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9 Transmutation [Cold] Caster Level: 9	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211

				Cleric Spells				
Conviction	14	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:	E at 10t		aonon		Target: Creature touched		Caster Level: 9	
+2 morale bonus to saves, +1 for every six levels [max +	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB: p.215
Cures 1d8 +1/level [max +5] damage. Delay Disease Effect:	14	Will negates [harmless]	1 standard action	24 hours	Touch V,S,DF Target: Creature touched	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: p.63
Halts any nonmagical disease for the duration of the spending Detect Chaos Effect:	ell.	None	Standard Action	Concentration, up to 10 minutes/level [D]60 ft. V,S, DF Target: Cone-shaped emanati	No	Divination Caster Level: 9	PHB: p.218
Reveals creatures, spells, or objects of selected alignment	ent.							BUB - 112
Detect Evil		None	Action	Concentration, up to 10 minutes/level [D		No	Divination	PHB: p.218
Effect: Reveals creatures, spells, or objects of selected alignments	ent.				Target: Cone-shaped emanati		Caster Level: 9	
Detect Good Effect:		None	Standard Action	Concentration, up to 10 minutes/level [D	J60 ft. V,S, DF Target: Cone-shaped emanati	No on	Divination Caster Level: 9	PHB: p.219
Reveals creatures, spells, or objects of selected alignme	ent.	None		Concentration, up to 10 minutes/level [D]60 ft. V,S, DF	No	Divination	PHB: p.219
Effect:			Action		Target: Cone-shaped emanati	on	Caster Level: 9	
Reveals creatures, spells, or objects of selected alignme Detect Undead	ent.	None	Standard	Concentration, up to 1 minutes/level [D]	60 ft. V,S,M/DF	No	Divination	PHB: p.220
Effect:			Action		Target: Cone-shaped emanati	on	Caster Level: 9	
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (190 ft.) V,S	No	Abjuration	SC: p.67
Effect:			action		Target: One warded object or	area	Caster Level: 9	
Functions like dispel magic; see text		None	Standard	1 minute	Personal V,S, DF	No	Evocation	PHB: p.224
Effect:		110110	Action	· · · · · · · · · · · · · · · · · · ·	Target: You		Caster Level: 9	7 7 10. p.LL 1
You gain +1 on attack and damage rolls. [Every three ca	ster leve	els, MAX +6] Will negates	Standard	1 minute/level	Medium (190 ft.) V,S, DF	Yes	Necromancy [Fea	r PHR: n 225
Effect:		Ü	Action	Timilate/icver	Target: One living creature	163	Mind-Affecting] Caster Level: 9	1,1 11B. p.225
One subject takes -2 on attack rolls, damage rolls, save:	s, and ch	None		10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect: See normally in darkness both magical and natural.			action		Target: Creature touched		Caster Level: 9	
□□□□ Endure Elements	14	Will negates (harmless)	Standard Action	24 hours	Touch V,S	Yes (harmless)	Abjuration	PHB: p.226
Effect: Exist comfortably in hot or cold environments.		,			Target: Creature touched		Caster Level: 9	
□□□□ Entropic Shield		None	Standard Action	1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Effect: Ranged attacks against you have 20% miss chance.			Action		Target: You		Caster Level: 9	
☐☐☐☐ Faith Healing	14	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
Effect: Heal 8 + caster level [max +5] hit points.		[nanness]	action		Target: Living creature touche	d	Caster Level: 9	
		None	1 standard action	1 round/level	Close (45 ft.) V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
Effect: As long as subjects don't move they gain +2 AC and +4					Target: One creature/level, no than 30 ft. apart		Caster Level: 9	
Grave Strike	14	N/A	1 swift action	1 round	Personal V,DF	N/A	Divination [Good]	SC: p.107
					Target: You		Caster Level: 9	
Effect: Allows you to make sneak attacks against undead if you	have th	e ability.				Yes		SC: p.108
	have th	e ability. None	1 standard action	1 minute/level [D]	Long (760 ft.) V,S	103	Evocation	66. p. 166
Allows you to make sneak attacks against undead if you Guiding Light Effect:	have th			1 minute/level [D]	Long (760 ft.) V,S Target: Creatures in a 5-ftrac		Evocation Caster Level: 9	CC. p. 100
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest	have th				Target: Creatures in a 5-ftrac Close (45 ft.) V,S	lius burst Yes [harmless]	Caster Level: 9 Conjuration (Healing)	SC: p.111
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14	None Will negates [harmless]	action 10 minutes	24 hours	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart	lius burst Yes [harmless] two of which can be	Caster Level: 9 Conjuration (Healing) Caster Level: 9	SC: p.111
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate.		None Will negates	action 10 minutes		Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF	Yes [harmless] two of which can be	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration	·
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level.	14	Will negates [harmless] Will negates (harmless); see text	action 10 minutes Standard Action	24 hours 10 minutes/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/	lius burst Yes [harmless] two of which can be Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9	SC: p.111 PHB: p.241
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect Undead can't perceive 1 subject/level.	14	Will negates [harmless]	action 10 minutes Standard Action	24 hours	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feat apart Touch V,S, DF Target: One touched creature/ Personal V,DF	Yes [harmless] two of which can be	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold]	SC: p.111
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 damage	None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold	action 10 minutes Standard Action 1 standard action damage.	24 hours 10 minutes/level [D] 1 minute/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You	Yes [harmless] two of which can be Yes level N/A	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level. Clark Gauntlet Effect: Attack as if wearing a +1 spiked guantlet. Deals normal	14	Will negates [harmless] Will negates (harmless); see text	action 10 minutes Standard Action 1 standard action	24 hours 10 minutes/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S	Yes [harmless] two of which can be Yes level N/A Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting)	SC: p.111 PHB: p.241
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Undead can't perceive 1 subject/level.	14 14 14 damage 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 10 minutes Standard Action 1 standard action damage. 1 swift action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt	Yes [harmless] two of which can be Yes level N/A Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 damage 14	None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold	action 10 minutes Standard Action 1 standard action damage. 1 swift action	24 hours 10 minutes/level [D] 1 minute/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S	Yes [harmless] two of which can be Yes level N/A Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy	SC: p.111 PHB: p.241 SC: p.119
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 damage 14 1.	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched	Ves [harmless] two of which can be Yes level N/A Yes urst Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Necromancy Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level. Hide Gauntlet Effect: Attack as if wearing a +1 spiked guantlet. Deals normal Incite Effect: Forces creature to act, it cannot delay or ready an action Inflict Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage.	14 14 14 damage 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched Medium (190 ft.) V,S	Yes [harmless] two of which can be Yes level N/A Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Mind-Mind-Mind-Mind-Mind-Mind-Mind-	SC: p.111 PHB: p.241 SC: p.119 SC: p.121
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will half	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bu Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: One creature	Ves [harmless] two of which can be Yes level N/A Yes urst Yes Yes	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment Caster Level: 9 Enchantment Caster Level: 9 Enchantment Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 damage 14 1.	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bit Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: One creature Touch V,S	Ves [harmless] two of which can be Yes level N/A Yes urst Yes	Caster Level: 9 Conjuration (Healing) (Healing) (Aster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing)	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action 1 standard action 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: One creature Touch V,S Target: Creature touched	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes (harmless); see	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: One creature Touch V,S Target: Creature touched	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes (harmless); see	Caster Level: 9 Conjuration (Healing) (Healing) (Aster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing)	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14 14 14 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action 1 standard action 1 standard action minute. On minute.	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch Touch V,S,DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bit Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: One creature Touch V,S Target: Creature touched Touch V,S Touch V,S,M	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes (harmless); see text	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14 14 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action 1 standard action 1 standard action minute. On: 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature-level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. but Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: One creature Touch V,S Target: Creature touched V,S Target: Creature touched	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes (harmless); see text	Caster Level: 9 Conjuration (Healing) (Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14 14 14 14 14 1	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates ons. None	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point. 10 minutes/level 10 minutes/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature-level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched V,S,Target: Creature touched Medium (190 ft.) V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes(harmless); see text Yes; see text	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14 14 14 14 14 1	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates ons. None	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point. 10 minutes/level 10 minutes/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature-level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched V,S,Target: Creature touched Medium (190 ft.) V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes(harmless); see text Yes; see text	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, Light]	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14 14 14 14 14 1	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates ons. None	action 10 minutes Standard Action 1 standard action damage. 1 swift action 1 standard action a ray attack	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point. 10 minutes/level 10 minutes/level [D]	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature-level, no more than 30 feet apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bt Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched V,S,Target: Creature touched Medium (190 ft.) V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched	Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes(harmless); see text Yes; see text	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, Light] Caster Level: 9 Evocation [Good, Light] Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	14 14 14 14 14 14 14 14 14 14	Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates ons. None ou can use the light as Will negates	action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action 2 standard action 3 standard action	24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text tailed save undead take an extra 1 point: 10 minutes/level 10 minutes/level [D] dealing 1d6 [double against undead and	Target: Creatures in a 5-ftrac Close (45 ft.) V,S Target: One creature/level, no more than 30 feat apart Touch V,S, DF Target: One touched creature/ Personal V,DF Target: You Close (45 ft.) V,S Target: Creatures in a 10-ft. bit Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: Creature touched S Touch V,S Target: Creature touched Medium (190 ft.) V,S Target: You and up to two rays d	lius burst Yes [harmless] two of which can be Yes level N/A Yes Yes Yes Yes Yes Yes Yes (harmless); see text Yes; see text Yes (harmless, object	Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Cold] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Evocation [Good, Light] Caster Level: 9 Evocation [Good, Light] Caster Level: 9	SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126 SC: p.132

Domain/Speciality Spel

				Cieric Spells				
□□□□□ Magic Weapon	14	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V,S,	DF Yes (harmless, object)	Transmutation	PHB: p.251
Effect: Weapon gains +1 bonus.					Target: Weapon touched		Caster Level: 9	
Moon Lust Effect:	14	Will negates [harmless]	1 standard action	1 round/level	Medium (190 ft.) V,S,I		Illsion (Pattern) [Mind-Affecting] Caster Level: 9	SC: p.143
Creature becomes fascinated for the duration of the spell. Nightshield	14	N/A		1 minute/level [D]	Personal V,S	N/A	Abjuration	SC: p.148
Effect:			action		Target: You		Caster Level: 9	
+1 resistance on Saving throws, increases to +2 at caster	level 6 14	th and +3 at caster leve N/A		es magic missiles. 1 minute/level or until discharged [D]	Personal V,S,I	DF N/A	Evocation [Light]	SC: p.148
Effect:			action		Target: You		Caster Level: 9	
Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus	1 point per round that's None		nce casting to max of [1d8 + caster level] 1 minute/level	20 ft. V,S	No	Conjuration	PHB: p.258
Effect:			Action			20-ft. radius from you, 20 ft.	(Creation) Caster Level: 9	
Fog surrounds you.	14	N/A	1 round	Instantaneous	high Personal V,F	N/A	Divination	SC: p.149
Effect:					Target: You		Caster Level: 9	
Brief supplication gives you a vision that hints at how dang	gerous	the immediate future is None	1 standard	; see text. 1 hour/level	Close (45 ft.) V,S	No	Transmutation	SC: p.161
Effect:			action		Target: One interplanar g	ate or portal	Caster Level: 9	
Up to six creatures can be chosen to recieve mental beac Protection from Chaos	on. 14	Will negates		1 minute/level [D]	Touch V,S,I	M/DF No; see text	Abjuration [Lawful] PHB: p.266
Effect:		(harmless)	Action		Target: Creature touched		Caster Level: 9	
+2 to AC and saves, counter mind control, hedge out elem	nentals 14	and outsiders. Will negates	Standard	1 minute/level [D]	Touch V,S,I	M/DF No; see text	Abjuration [Good]	PHB: p.266
Effect:		(harmless)	Action		Target: Creature touched		Caster Level: 9	
+2 to AC and saves, counter mind control, hedge out elem	nentals 14	and outsiders. Will negates	Standard	1 minute/level [D]		M/DF No; see text	Abjuration	PHB: p.266
Effect:		(harmless)	Action		Target: Creature touched		[Chaotic] Caster Level: 9	
+2 to AC and saves, counter mind control, hedge out elem	nentals 14	and outsiders. Will negates	Standard	10 minutes; see text	Close (45 ft.) V,S	Yes (harmless)	Abjuration	PHB: p.271
Effect:		(harmless)	Action			vels, no two of which can be	•	p.e.t t
Suppresses fear or gives +4 on saves against fear for one	subject	ct/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. apart Touch V,S,I		Abjuration	SC: p.174
Resist Planar Alignment	14	[harmless]	action	i roditu/ievei	Target: Creature touched	• •	Caster Level: 9	00. p.174
Grants limited protection from a plane's alignment traits; s			4 - 1 - 1 - 1	Late de la constant d	-			00 . 171
Resurgence	14	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S,I		Abjuration	SC: p.174
Effect: Allows one retry on a failed save against an ongoing spell					Target: Creature touched		Caster Level: 9	
Sanctuary	14	Will negates	Standard Action	1 round/level	Touch V,S,		Abjuration	PHB: p.274
Effect: Opponents can't attack you, and you can't attack.					Target: Creature touched		Caster Level: 9	
□□□□□ Scholar's Touch		None	Standard Action	Concentration, up to 9 rounds	Personal V,S,	M,F No	Divination	Race Des: p.167
Effect: Absorb the contents of an entire book as if you had read it	t once.	Not perfect recall and n	nust be able	to read the language.	Target: One book/round		Caster Level: 9	
□□□□□ Shield of Faith	14	Will negates (harmless)	Standard Action	1 minute/level	Touch V,S,I	M Yes (harmless)	Abjuration	PHB: p.278
Effect: Aura grants +3 deflection bonus.					Target: Creature touched		Caster Level: 9	
□□□□□ Sign	14	N/A	1 standard action	10 minutes/level or until discharged	Personal V,S,I	M N/A	Enchantment (Compulsion)	SC: p.189
-							IN Aire al A 66 a asia a 1	
Effect:					Target: You		[Mind-Affecting] Caster Level: 9	
Effect: +4 bonus on your next initiative check.	14	Will negates	1 standard	1 hour/level [D]	Target: You Touch V,S	Yes [harmless]		SC: p.194
Effect: +4 bonus on your next initiative check. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		[harmless]	1 standard action	1 hour/level [D]	Touch V,S		Caster Level: 9	SC: p.194
Effect: +4 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle	ex requi	[harmless] ired to walk on snow.	action	1 hour/level [D] 1 round/level	Touch V,S Target: Creature touched		Caster Level: 9 Transmutation Caster Level: 9	
Effect: +4 bonus on your next initiative check. 100000000000000000000000000000000000	ex requi	[harmless]	action	.,	Touch V,S Target: Creature touched Personal V,S		Caster Level: 9 Transmutation Caster Level: 9 Transmutation	SC: p.194 SC: p.198
Effect: +4 bonus on your next initiative check. Comparison Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle Comparison Spell Flower Effect: Hold the charge of one touch spell per arm; see text.	ex requi	[harmless] ired to walk on snow. N/A	action 1 standard action	1 round/level	Touch V,S Target: Creature touched Personal V,S Target: You	N/A	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198
Effect: +4 bonus on your next initiative check	ex requi	[harmless] ired to walk on snow.	action 1 standard action	.,	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I	N/A F/DF No	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning)	
Effect: +4 bonus on your next initiative check.	ex requi	[harmless] ired to walk on snow. N/A None	action 1 standard action 1 round	1 round/level [D]	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of	N/A F/DF No preature	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9	SC: p.198 PHB: p.285
Effect: +4 bonus on your next initiative check.	ex requi	[harmless] ired to walk on snow. N/A	action 1 standard action	1 round/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, Target: One summoned of Personal V,S,	N/A F/DF No preature	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) (Air]	SC: p.198
Effect: -4 bonus on your next initiative check. -3 Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Refle -3 Spell Flower Effect: Hold the charge of one touch spell per arm; see text. -3 Summon Monster I Effect: Calls extraplanar creature to fight for you. -3 Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back	14 14 to the g	[harmless] ired to walk on snow. N/A None N/A ground.	action 1 standard action 1 round 1 swift action	1 round/level [D] Instantaneous	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You	N/A F/DF No creature M N/A	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoing) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228
Effect: 44 bonus on your next initiative check. Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Fifect: Calle straplanar or eature to speed per arm; see text. Summon Monster I Effect: Calle straplanar creature to fight for you. Dipdraft Effect: Gain 10 ft. per level of altitude, and then gently float back	ex requi	[harmless] ired to walk on snow. N/A None	action 1 standard action 1 round 1 swift action	1 round/level [D]	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You Touch V,S	N/A F/DF No creature M N/A Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9	SC: p.198 PHB: p.285
Effect: 44 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Jupdraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Jupdraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Effect: Gain 10 ft. per level of altitude, and then gently float back.	14 14 to the g	[harmless] ired to walk on snow. N/A None N/A Will negates [harmless] Is 1 hp automatically pe	action 1 standard action 1 round 1 swift action 1 standard action ar round.	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15]	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You Touch V,S Target: Living creature to	N/A F/DF No creature M N/A Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229
Effect: +4 bonus on your next initiative check.	14 14 to the g	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action ar round.	1 round/level [D] Instantaneous	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, Target: One summoned of Personal V,S, Target: You Touch V,S Target: Living creature to V,S,I Touch V,S,I	N/A F/DF No reature M N/A Yes [harmless] uched DF Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination	SC: p.198 PHB: p.285 SC: p.228
Effect: +4 bonus on your next initiative check.	14 to the of 14 lell. Hea	[harmless] ired to walk on snow. N/A None N/A Viii negates (harmless) is 1 hp automatically per None	1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You V,S Touch V,S Target: Living creature to Touch Target: Creature touched V,S,I	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Healing) Divination Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
Effect: +4 bonus on your next initiative check. Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back Wigor, Lesser Effect: Grants target fast healing ability for the duration of the spe	14 14 to the g 14	[harmless] ired to walk on snow. N/A None N/A Spound. Will negates [harmless] Is 1 hp automatically pe	1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15]	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You Touch V,S,I Target: Living creature touched Touch V,S,I Target: Creature touched Touch S,M	N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229
Effect: +4 bonus on your next initiative check4 bonus on your next initiative check5 peed increases by 10 ft. and no Balance checks or Reflect: -6 Ffect: -6 Hold the charge of one touch spell per arm; see text6 Summon Monster I -6 Ffect: -6 Calls extraplanar creature to fight for you6 Updraft -7 Effect: -7 Calls extraplanar creature to fight for you7 Updraft -7 Effect: -7 Calls extraplanar creature to fight for you7 Updraft -7 Effect: -7 Calls extraplanar creature to fight for you7 Updraft -7 Calls extraplanar creature to fight for you7 Calls extraplanar creat	14 to the of 14 lell. Hea	[harmless] ired to walk on snow. N/A None N/A Will negates [harmless] Is 1 hp automatically pe None Pol. Fortitude negates	action 1 standard action 1 round 1 swift action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You V,S Touch V,S Target: Living creature to Touch Target: Creature touched V,S,I	N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Healing) Divination Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
Effect: 44 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Jupdraft Effect: Gain 10 ft. per level of altitude, and then gently float back. Jupdraft Effect: Grants target fast healing ability for the duration of the spell of the company of the spell of the company of the Sea Effect: Grants a +1 morale bonus to a single saving throw (target of the spell of the Sea Effect: Grants a +1 morale bonus to a single saving throw (target of the Sea) Effect: Grants a +1 morale bonus to a single saving throw (target of the Sea)	14 to the of 14 lell. Hea	[harmless] ired to walk on snow. N/A None N/A Will negates [harmless] Is 1 hp automatically pe None Pol. Fortitude negates	action 1 standard action 1 round 1 swift action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You Touch V,S,I Target: Living creature touched Touch V,S,I Target: Creature touched Touch S,M	N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231
Effect: 44 bonus on your next initiative check. Snowshoes Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. July Summon Monster I Effect: Calls extraplanar creature to fight for you. July Oraft Effect: Gain 10 ft. per level of altitude, and then gently float back. July Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spell of the company of the Sea Effect: Grants a +1 morale bonus to a single saving throw (target larges) Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	14 to the of 14 lell. Hea	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless] Is 1 hp automatically pe None pe]. Fortitude negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, Target: One summoned of the company of th	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240
Effect: +4 bonus on your next initiative check. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14 14 to the g 14 14 14 14 14 14	[harmless] ired to walk on snow. N/A None N/A Spround. Will negates [harmless] Is 1 hp automatically pe None Pol. Fortitude negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action Time	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, Target: One summoned of the control of th	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion)	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240
Effect: +4 bonus on your next initiative check4 bonus on your next initiative check6 call Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text6 call Surmon Monster I Effect: Calls extraplanar creature to fight for you7 calls extrapla	14 14 to the g 14 Heal. Heal	[harmless] ired to walk on snow. N/A None N/A Vill negates [harmless] Is 1 hp automatically per None Portitude negates [harmless] Saving Throw None	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S, Target: One summoned of the company of th	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 School Enchantment	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240
Effect: +4 bonus on your next initiative check. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14 14 to the g 14 Heal. Heal	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless] Is 1 hp automatically pe None Portitude negates [harmless] Saving Throw None Will negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of the control of t	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless]	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Freation) (Airg Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240
### Effect: ### bonus on your next initiative check. ### bonus on your next initiative check. ### Snowshoes #### Effect: ### Speel increases by 10 ft. and no Balance checks or Reflect: #### Bonus on your next initiative check. #### Speel increases by 10 ft. and no Balance checks or Reflect: #### Hold the charge of one touch spell per arm; see text. #### Hold the charge of one touch spell per arm; see text. #### Hold the charge of one touch spell per arm; see text. ##### Hold the charge of one touch spell per arm; see text. ####################################	14 14 to the control of the contro	[harmless] ired to walk on snow. N/A None N/A Soround. Will negates [harmless] Is 1 hp automatically pe None pel. Fortitude negates [harmless] Saving Throw None None	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of Personal V,S,I Target: You Touch V,S,I Target: Living creature touched Touch S,M Target: Creature touched Range Com Touch V,S,I Target: Living creature touched Range Com Touch V,S,I Target: Living creature touched Range Com Touch V,S,I Target: Living creature touched	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless] pp. Spell Resistance DF Yes (harmless) uched DF Yes (harmless, object) or fifty projectiles [all of whicl	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Gummoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: +4 bonus on your next initiative check. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14 14 14 to the g 14 Section 14 DC Itempoon 15	[harmless] ired to walk on snow. N/A None N/A Will negates [harmless] Is 1 hp automatically pe None Political po	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	1 round/level 1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of the control of t	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless] ip. Spell Resistance DF Yes (harmless) uched DF Yes (harmless) uched OF Yes (harmless, object) or fifty projectiles [all of which ach other at the time of	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
Effect: 44 bonus on your next initiative check. 3 Speed increases by 10 ft. and no Balance checks or Reflect: \$ Speed increases by 10 ft. and no Balance checks or Reflect: \$ Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. \$ Speed increases by 10 ft. and no Balance checks or Reflect: ### Hold the charge of one touch spell per arm; see text. ### Hold the charge of one touch spel	14 14 to the control of the contro	[harmless] ired to walk on snow. N/A None N/A ground. Will negates [harmless] Is 1 hp automatically pe None Portitude negates [harmless] Saving Throw None Will negates [harmless]	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of the control of t	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless] up. Spell Resistance DF Yes (harmless) uched DF Yes (harmless) uched DF Yes (harmless, object) or fifty projectiles [all of which ach other at the time of the content of th	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Greation) (Air) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196
Effect: 44 bonus on your next initiative check. 3 peed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. July Summon Monster I Effect: Calis extraplanar creature to fight for you. July Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back July Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spellifect: Grants a +1 morale bonus to a single saving throw (target Increases creatures swim speed by 30 ft. Name Name Aid Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] Align Weapon Effect: Weapon becomes good, evil, lawful, or chaotic.	14 14 14 14 15 16 17 18 18 18 18 18 18 18 18 18	[harmless] ired to walk on snow. N/A None N/A Aground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None Will negates (harmless, object) Will negates (harmless, object)	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of the content of the content of the content of the content of the casting) Target: Living creature touched Touch V,S,I Target: Creature touched Range Com Touch V,S, Target: Living creature touched Touch V,S, Target: Creature touched Range Com Touch V,S, Target: Living creature to Touch V,S, Target: Living creature touched Touch V,S, Target: Weapon touched must be in contact with e casting] Touch V,S, Target: Creature touched	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless] ip. Spell Resistance DF Yes (harmless) uched DF Yes (harmless) uched DF Yes (harmless, object or fifty projectiles [all of which ach other at the time of the content of the	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
Effect: 4d bonus on your next initiative check. Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. July Symmon Monster I Effect: Calls extraplanar creature to fight for you. July Updraft Effect: Gain 10 ft. per level of altitude, and then gently float back July Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spell common speed of the Sea Effect: Grants a +1 morale bonus to a single saving throw (target July) Wings of the Sea Effect: Increases creatures swim speed by 30 ft. Name July Aid Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] July Align Weapon Effect: Weapon becomes good, evil, lawful, or chaotic. July Animalistic Power Effect: Subject is imbued with +2 to Strength, Dexterity and Cons	14 14 14 14 15 16 17 18 18 18 18 18 18 18 18 18	[harmless] ired to walk on snow. N/A None N/A None N/A Ground. Will negates [harmless] Is 1 hp automatically pe None None Sepl. Fortitude negates [harmless] Saving Throw None will negates (harmless, object) Will negates (harmless, object)	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	1 round/level 1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of the control of t	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless] ip. Spell Resistance DF Yes (harmless) uched DF Yes (harmless) uched DF Yes (harmless, object or fifty projectiles [all of which ach other at the time of the content of the	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Gusterion) [Air] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197
Effect: 44 bonus on your next initiative check. Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Hold the charge of one touch spell per arm; see text. Summon Monster I Effect: Calls extraplanar creature to fight for you. Calls extraplanar creature for you. Calls extraplanar creature to fight for you. Calls extraplanar creature for you. Calls extraplanar for you.	14 14 14 14 15 16 17 18 18 18 18 18 18 18 18 18	[harmless] ired to walk on snow. N/A None N/A Aground. Will negates [harmless] Is 1 hp automatically pe None Del. Fortitude negates [harmless] Saving Throw None Will negates (harmless, object) Will negates (harmless, object)	action 1 standard action 1 round 1 swift action 1 standard action 1 standard action 1 standard action Time Standard Action Standard Action 1 standard action	1 round/level [D] Instantaneous 10 rounds + 1 round/level [max 15] 1 minute or until discharged 1 minute/level LEVEL 2 Duration 1 minute/level 1 minute/level	Touch V,S Target: Creature touched Personal V,S Target: You Close (45 ft.) V,S,I Target: One summoned of the content of the content of the content of the content of the casting) Target: Living creature touched Touch V,S,I Target: Creature touched Range Com Touch V,S, Target: Living creature touched Touch V,S, Target: Creature touched Range Com Touch V,S, Target: Living creature to Touch V,S, Target: Living creature touched Touch V,S, Target: Weapon touched must be in contact with e casting] Touch V,S, Target: Creature touched	N/A N/A F/DF No creature M N/A Yes [harmless] uched DF Yes Yes [harmless] ip. Spell Resistance DF Yes (harmless) uched DF Yes (harmless) uched DF Yes (harmless, object or fifty projectiles [all of which ach other at the time of the content of the	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Conjuration (Creation) [Air] Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 School Enchantment (Compulsion) [Mind-Affecting] (Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.198 PHB: p.285 SC: p.228 SC: p.229 SC: p.231 SC: p.240 Source PHB: p.196 PHB: p.197

				Cleric Spells					
□□□□□ Aura Against Flame	15	N/A	1 standard action	1 round/level	Personal \	/,S	N/A	Abjuration	SC: p.18
Effect:		_	action		Target: You			Caster Level: 9	
Protects against first 10 points of fire damage, it also extin	nguishe	es flames; see text. None	1	1 minute/level	20 ft. \	/	Yes [harmless]	Abjuration	SC: p.19
adda, word i farial Ellocio			immediate action				. ,	•	
Effect: Gain temporary respite from the natural effects of a specif	fic plan	0			Target: One creature/ centered on you	level in a	20-ft. radius burst	Caster Level: 9	
Balor Nimbus	15	N/A		1 round/level		,S,M/DF	N/A	Transmutation	SC: p.24
Effect:			action		Target: You			Caster Level: 9	
Any creature grappling you takes 6d6 points of fire damag	je. 15	Will negates	Standard	1 minute/level	-	/,S, DF	Yes	Transmutation	PHB: p.203
Bear's Endurance	10	(harmless)	Action	Timilacolovoi			103		1 11b. p.200
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touc	nea		Caster Level: 9	
Black Karma Curse	15	Will negates	1 standard action	Instantaneous	Close (45 ft.)	/,S	Yes	Enchantment (Compulsion)	PHB II: p.103
Effect:					Target: One creature			[Mind-Affecting] Caster Level: 9	
If the target fails it's save, it immediately takes damage as					-	/ C	V (hl)		DUD II 402
Blade Brothers	15	Will negates (harmless)	action	1 minute/level or until discharged	Touch \	/,S	Yes (harmless)	Abjuration	PHB II: p.103
Effect: Once during the spell, if a subject attempts a saving through	w, both	recipients can roll and	use the mo:	st favorable result. If both saves fail, bot	Target: Two willing cr h	eatures		Caster Level: 9	
are affected by the spell.	15	N/A	1 standard	1 minute/level	Personal \	/,S	N/A	Transmutation	SC: p.35
Body Blades	10	1071	action	Timilacolovoi		,0	14/7		GG. p.00
Effect: Sprouts dagger blades across your body able to inflict 1d6	6 +1/le	vel [max +5] piercing da	mage with a	melee attack; see text.	Target: You			Caster Level: 9	
Brambles		None	1 standard action	1 round/level	Touch \	/,S,M	No	Transmutation	SC: p.38
Effect:	n. aair	os a +1 to hit onhancom	ont and doa	ls +1/lovel [may +10] damage	Target: Wooden wear	on touche	ed	Caster Level: 9	
Small magical thorns/spikes protrude from wooden weapo	n; gair 15	Will negates	Standard	1 minute/level	Touch \	,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect:		(harmless)	Action		Target: Creature touc	hed		Caster Level: 9	
Subject gains +4 to Str for 1 minutes/level.	15	Will negates	Standard	Concentration, up to 1 round/level [D]		/,S, DF	Yes	Enchantment	PHB: p.207
Calm Emotions	,0	. A. Hogales	Action	2somation, up to 1 found level [D]		,0, 0,		(Compulsion) [Mind-Affecting]	p.201
Effect:					Target: Creatures in a	20-ftrac	lius spread	Caster Level: 9	
Calms creatures, negating emotion effects.	15	Will half [harmless];	1	Instantaneous	Close (45 ft.)	,	Yes [harmless]	Conjuration	SC: p.48
		see text	immediate action		, ,		. ,	(Healing)	•
Effect: Cure 1d4 +1/level [max +5].					Target: One creature			Caster Level: 9	
Clie 104 + 1/1ever (max + 5).				1 round/level	Personal \	/,S,M		Conjuration	PHB II: p.107
Effect:			action		Target: You			Caster Level: 9	
Each round as a free action you can release a knife at a Damage 1d6 +1/3 level [max +5] Crit 19-20.	any op	ponent you can see wi	thin 30 ft. A	ttack bonus = Caster level + Key Ability	<i>/</i> .				
Consecrate		None	Standard Action	2 hours/level	Close (45 ft.)	,S,M, DF	No	Evocation [Good]	PHB: p.212
Effect:			Action		Target: 20-ftradius e	manation		Caster Level: 9	
Fills area with positive energy, making undead weaker. Cure Moderate Wounds	15	Will half (harmless);	Standard	Instantaneous	Touch \	/,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:		see text	Action		Target: Creature touc	hed	text	(Healing) Caster Level: 9	
Cures 2d8 +1/level [max +10] damage.	45	MCII	A star last	A sets to the set	-		V.		20 - 52
Curse of III Fortune	15	Will negates	action	1 minute/level	Medium (190 ft.) V	,S,DF	Yes	Necromancy	SC: p.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability che	ecks ar	nd skill checks.			Target: One living cre	ature		Caster Level: 9	
			Standard	10 minutes/level [D]	Touch \	, M/DF	No	Evocation [Darkness]	PHB: p.216
□□□□□ Darkness		None		7.7					
Effect:		None	Action		Target: Object touche	d		Caster Level: 9	
Effect: 20-ft. radius of supernatural shadow.		None	Action 1 standard	1 round/level	Target: Object touche	d /,S,DF	Yes	Illusion (Shadow)	SC: p.58
Effect: 20-ft. radius of supernatural shadow.			Action	1 round/level	Target: Object touche Close (45 ft.)	,S,DF		Illusion (Shadow)	SC: p.58
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge.	45	None	Action 1 standard action		Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long	/,S,DF force 5 ft.	wide, 1 in. thick, and	Illusion (Shadow) Caster Level: 9	
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deffic Vegeance	15		Action 1 standard action	1 round/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.)	,S,DF		Illusion (Shadow) Caster Level: 9 Conjuration (Summoning)	SC: p.58
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge.		None Will half	Action 1 standard action 1 standard		Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long	/,S,DF force 5 ft.	wide, 1 in. thick, and	Illusion (Shadow) Caster Level: 9 Conjuration	
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Delfic Vegeance		None Will half	Action 1 standard action 1 standard action Standard		Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature	/,S,DF force 5 ft.	wide, 1 in. thick, and	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration	
Effect: 20-ft. radius of supernatural shadow. Create a ribbonlike, weightless, unbreakable bridge.	if unde	None Will half ad [max 10d6].	Action 1 standard action 1 standard action	Instantaneous	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature	/,S,DF force 5 ft. /,S,DF	wide, 1 in. thick, and Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9	SC: p.62
Effect: 20-ft. radius of supernatural shadow.	if unde	None Will half ad [max 10d6]. Will half Fortitude negates	Action 1 standard action 1 standard action Standard Action Standard	Instantaneous	Target: Object toucher Close (45 ft.) Target: One bridge to up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature	/,S,DF force 5 ft. /,S,DF	wide, 1 in. thick, and Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration	SC: p.62
Effect: 20-ft. radius of supernatural shadow.	if unde 15	None Will half ad [max 10d6]. Will half	Action 1 standard action 1 standard action Standard Action	Instantaneous	Target: Object toucher Close (45 ft.) Target: One bridge to up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature	/,S,DF force 5 ft. /,S,DF /,S,DF	wide, 1 in. thick, and Yes Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9	SC: p.62 cmpdiv: null
Effect: 20-ft. radius of supernatural shadow.	if unde 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless)	Action 1 standard action 1 standard action Standard Action Standard Action	Instantaneous Instantaneous 1 hour/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch	/,S,DF force 5 ft. /,S,DF /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless)	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217
Effect: 20-ft. radius of supernatural shadow.	if unde 15	None Will half ad [max 10d6]. Will half Fortitude negates	Action 1 standard action 1 standard action Standard Action Standard Action	Instantaneous	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long (Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal	/,S,DF force 5 ft. /,S,DF /,S,DF	wide, 1 in. thick, and Yes Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination	SC: p.62 cmpdiv: null
Effect: 20-ft. radius of supernatural shadow.	if unde 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the	1 standard action 1 standard action Standard Action Standard Action 1 standard Action spell.	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touce Personal Target: You	/,S,DF force 5 ft. /,S,DF /,S,DF /,S, DF hed	wide, 1 in. thick, and Yes Yes Yes (harmless)	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70
Effect: 20-ft. radius of supernatural shadow.	15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None	1 standard action 1 standard action Standard Action Standard Action 1 standard Action spell.	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long (Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal	/,S,DF force 5 ft. /,S,DF /,S,DF /,S, DF hed	wide, 1 in. thick, and Yes Yes Yes (harmless)	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217
Effect: 20-ft. radius of supernatural shadow.	if unde 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 2 spell. 1 standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long (Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: Touch	force 5 ft. (,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deiffic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level in the caster level in t	if unde 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D]	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in spa	force 5 ft. (,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70
Effect: 20-ft. radius of supernatural shadow.	15 15 15 heck d	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text	1 standard action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action spell. 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in spa	/,S,DF force 5 ft. /,S,DF /,S,DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting]	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: 20-ft. radius of supernatural shadow.	15 15 15 heck d	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in spa	/,S,DF force 5 ft. /,S,DF /,S,DF /,S,DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless]	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment Enchantment Compulsion)	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: 20-ft. radius of supernatural shadow.	15 15 15 heck d	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless]	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard action Standard action 1 standard action Standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft. I/level eng Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftfradius e object, or point in spa Medium (190 ft.) Target: Allies in a 20-	/,S,DF force 5 ft. /,S,DF /,S,DF /,S,DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless]	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting]	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Deiffic Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level in the caster level in t	15 15 15 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless]	1 standard action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 2 spell. 1 standard action 1 standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft. I/level eng Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftfradius e object, or point in spa Medium (190 ft.) Target: Allies in a 20-	force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF hed /,S,DF manation ce /,S,DF ftradius t	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless]	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless]	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Spell. 1 standard action Standard action Standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long (15 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius e object, or point in spandedium (190 ft.) Target: Allies in a 20-Touch	force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF hed /,S,DF manation ce /,S,DF ftradius t	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless]	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Spell. 1 standard action Standard action Standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius e object, or point in spandedium (190 ft.) Target: Allies in a 20-Touch Target: Creature touch	/,S,DF force 5 ft. /,S,DF /,S,DF /,S,DF hed /,S,DF / manation ce /,S,DF ftradius b	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) Cincer Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text]	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Spell. 1 standard action 2 spell. 1 standard action 2 spell. 1 standard action 2 spell. 2 spell. 3 standard action 2 spell. 3 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradiuse Object, or point in span Medium (190 ft.) Target: Allies in a 20- Touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Touch	/,S,DF force 5 ft. /,S,DF /,S,DF /,S,DF hed /,S,DF /,S,DF /,S,DF /,S,DF /,S,M/DF hed /,S,M/DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] Durst Yes No	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration (Seter Level: 9 Abjuration (Seter Level: 9 Caster Level: 9 Transmutation (Seter Level: 9 Abjuration (Seter Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Spell. 1 standard action 2 spell. 1 standard action 2 spell. 1 standard action 2 spell. 2 spell. 3 standard action 2 spell. 3 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in spa Medium (190 ft.) Target: Creature touch Target: Creature touch Target: Allies in a 20- Touch Target: Creature touch Target: Creature touch Target: Touch Medium (190 ft.) Medium (190 ft.)	/,S,DF force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,M/DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant	1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Spell. 1 standard action 2 spell. 1 standard action 2 spell. 1 standard action 2 spell. 2 spell. 3 standard action 2 spell. 3 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradiuse Object, or point in span Medium (190 ft.) Target: Allies in a 20- Touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Touch	/,S,DF force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,M/DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Divination Caster Level: 9 Divination Caster Level: 9 Abjuration Acaster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Abjuration (See text) Caster Level: 9 Abjuration (See text) Caster Level: 9 Enchantment	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant	1 standard action Standard Action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Spell. 1 standard action Standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradius object, or point in spa Medium (190 ft.) Target: Creature touch Target: Creature touch Target: Allies in a 20- Touch Target: Creature touch Target: Creature touch Target: Touch Medium (190 ft.) Medium (190 ft.)	force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,M/DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] ourst Yes No Yes	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant Will negates; see text	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Standard Action 1 standard action Standard Action 2 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 round/level 1 round/level 1 hour or less	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Close (45 ft.) Target: Holt-radius eobject, or point in spa Medium (190 ft.) Target: Creature touch Target: Creature touch Target: Allies in a 20- Touch Target: Creature touch Target: Creature touch Target: Allies in a 20-	force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,M/DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] purst Yes No Yes S	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment (Charm) Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless, unbreakable bridge. Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delific Vengeance Effect: Cause 5d6 or 9d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the company of the com	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None nic], you gan 5 resistant Will negates; see text	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 2e; see text 1 round Standard Standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 round/level 1 round/level 1 hour or less	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: 10-ftradius e object, or point in span Medium (190 ft.) Target: Creature touch Target: Allies in a 20- Touch Target: Touch Target: Touch Target: Touch Medium (190 ft.) Target: Any number of Personal Target: You	force 5 ft. /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,DF /,S,M/DF hed /,S,DF	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] purst Yes No Yes S	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Abjuration (Sement (Compulsion) (Mind-Affecting) Caster Level: 9 Transmutation (See text) Caster Level: 9 Enchantment (Charm) Caster Level: 9 Enchantment (Charm) Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227
Effect: 20-ft. radius of supernatural shadow.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None (object]; see text Will negates (harmless) None None will negates (harmless)	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long (10se (45 ft.)) Target: One creature Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: You Close (45 ft.) Target: 10-ftradiuse Object, or point in span Medium (190 ft.) Target: Creature touch Target: Creature touch Target: Creature touch Target: Allies in a 20- Touch Target: Creature touch Target: Touch Medium (190 ft.) Target: Any number of Personal Target: You Personal	force 5 ft. ftradius b ftradius b ftradius b ftradius b ftradius b ftradius b	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] purst Yes No Yes s N/A	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) (Inid-Affecting) Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Compulsion) Caster Level: 9 Transmutation Caster Level: 9 Enchantment (Charm) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86
Effect: 20-ft. radius of supernatural shadow. Dark Way Effect: Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless, unbreakable bridge. Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level Delific Vengeance Effect: Cause 5d6 or 9d6 if the target is undead. Delay Poison Effect: Stops poison from harming subject for 1 hour/level. Divine Insight Effect: Gain 5 + your caster level [max bonus of 15] to one skill of the company of the com	15 15 15 15 15 15 15 15 15 15 15 15 15 1	None Will half ad [max 10d6]. Will half Fortitude negates (harmless) N/A uring the duration of the Will negates or None (object]; see text Will negates (harmless) None None will negates (harmless)	Action 1 standard action 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 2e; see text 1 round Standard Standard	Instantaneous Instantaneous 1 hour/level 1 hour/level or until discharged [D] 1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less Instantaneous	Target: Object toucher Close (45 ft.) Target: One bridge of up to 20 ft./level long Close (45 ft.) Target: One creature Touch Target: Creature touch Personal Target: 10-ftradius e object, or point in span Medium (190 ft.) Target: Creature touch Target: Allies in a 20- Touch Target: Touch Target: Touch Target: Touch Medium (190 ft.) Target: Any number of Personal Target: You	force 5 ft. ftradius b ftradius b ftradius b ftradius b ftradius b ftradius b	wide, 1 in. thick, and Yes Yes Yes (harmless) N/A Yes or No [object]; see text centered on a creature Yes [harmless] purst Yes No Yes s N/A	Illusion (Shadow) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Summoning) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Divination Caster Level: 9 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment (Charm) Caster Level: 9 Transmutation [Caster Level: 9 Transmutation (Caster Level: 9 Transmutation (Caster Level: 9 Transmutation (Caster Level: 9 Transmutation (Caster Level: 9	SC: p.62 cmpdiv: null PHB: p.217 SC: p.70 SC: p.70 PHB: p.225 SC: p.79 PHB: p.227 SC: p.86

				Cleric Spells					
□□□□□ Frost Breath	15	Reflex half		Instantaneous	30 ft. V,	',S,M	Yes	Evocation [Cold]	SC: p.100
Effect:			action		Target: Cone-shaped t	burst		Caster Level: 9	
Breath a cone of cold that deal 1d4/2 caster levels [max :	5d4] and 15	d creatures are also daz Fortitude negates		iled the Reflex save. 10 minutes/level	Touch V,	',S '	Yes [harmless]	Transmutation	SC: p.100
	.0	[harmless]	action	10 111114100/10101					CO. p. 100
Effect: Gain +4 Str for every set of limbs fused to the primary lim	nb.				Target: Creature with a touched	at least two	o arms or tentacies	Caster Level: 9	
□□□□□ Gentle Repose	15	Will negates (object)	Standard Action	1 day/level	Touch V,	,S,M/DF `	Yes (object)	Necromancy	PHB: p.235
Effect:					Target: Corpse touche	∌d		Caster Level: 9	
Preserves one corpse.	15	Will negates		1 minute/level	Touch V,	',S,M '	Yes [harmless]	Transmutation	SC: p.102
Effect:		[harmless]	action		Target: Armor of create	ture touche	ed.	Caster Level: 9	
Armor gains Ghost Touch property.		Ness	4	4 minute/level					00: - 400
□□□□□Hand of Divinity		None	1 minute	1 minute/level			No	Evocation [See text]	SC: p.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touch	ned		Caster Level: 9	
□□□□□ Healing Lorecall	15	N/A	1 standard action	10 minutes/level	Personal V,	,S,M I	N/A	Divination	SC: p.110
Effect:					Target: You			Caster Level: 9	
Allows caster with Heal ranks to remove other ailments v	vhen us 15			n also heal more; see text. 1 round/level [D]; see text	Medium (190 ft.) V,	,S,F/DF `	Yes	Enchantment	PHB: p.241
			Action					(Compulsion) [Mind-Affecting]	
Effect:					Target: One humanoid	d creature		Caster Level: 9	
Paralyzes one humanoid for 1 round/level.	15	Will half	Standard	Instantaneous	Touch V,	',S '	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature touch	ned		Caster Level: 9	
Touch attack, 2d8 +1/level [max +10] damage.		News	4 -1 - 1 - 1	40	<u> </u>		N .		00 - 400
Inky Cloud		None	1 standard action	10 minutes/level			No	Conjuration (Creation)	SC: p.123
Effect: Inky cloud that works under water.					Target: 30-ftradius sp	oread cent	tered on you	Caster Level: 9	
Insight of Good Fortune	15	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (45 ft.) V,	',S,M `	Yes (harmless)	Divination	PHB II: p.115
Effect:					Target: One creature			Caster Level: 9	
Reroll once after making an attack, skill check, saving the	row or a	bility check before resul None		nd take the better result. Instantaneous	Long (760 ft.) V,	',S,F '	Yes (harmless)	Abjuration	Race Des: p.166
<u> </u>			Action					•	
Effect: Spell alerts all wearers.					Target: All wearers of			Caster Level: 9	
□□□□ Iron Silence	15	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch V,	,S,DF `	Yes [harmless,object]	Transmutation	SC: p.125
Effect: Hide and Move Silent check ignore the Armor penalty du	ring the				Target: One suit of arm	nor touche	ed/3 levels	Caster Level: 9	
Light of Mercuria	illig tile	None None		10 minutes/level [D]	Medium (190 ft.) V,	,s `	Yes; see text	Evocation [Good,	SC: p.132
Effect:			action		Target: You and up to	two rays;	see text	Light] Caster Level: 9	
Same as light of Lunia except damage is 2d6 or 4d6 vs.	undead 15	or outsiders. Fortitude negates	1 standard	1 minute/level			Yes [harmless]	Necromancy	SC: p.134
Living Undeath	13	[harmless]	action	i illilidie/level			res [riarriless]	•	30. p. 134
Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha	a score.				Target: Creature touch	ned		Caster Level: 9	
□□□□ Make Whole	15	Will negates (harmless, object)	Standard Action	Instantaneous	Close (45 ft.) V,	',S '	Yes (harmless, object)	Transmutation	PHB: p.252
Effect:		(101111000, 00)000	71011011		Target: One object of u	up to 10 cı	u. ft./level	Caster Level: 9	
Repairs an object.	15	Will negates	1 standard	1 round/level	Medium (190 ft.) V,	,S,DF `	Yes	Necromancy	PHB II: p.119
a or odagomore			action		Target: One creature/3	3 levels no	n two of which are	Caster Level: 9	
Effect:					rarget. One oreatarere		o two or willon are	Oddior Ecvol. 5	
Effect: Whenever a creature succeeds on a melee or ranged att					more than 30 ft. apart				
	ack ags 15	sinst the marked creature Will negates	e, that attack 1 standard action				Yes	Necromancy	SC: p.138
Whenever a creature succeeds on a melee or ranged att			1 standard				Yes	Necromancy Caster Level: 9	SC: p.138
Whenever a creature succeeds on a melee or ranged att		Will negates Will negates	1 standard action		Close (45 ft.) V,	,S,DF	Yes (harmless)	•	SC: p.138 PHB II: p.119
Whenever a creature succeeds on a melee or ranged att Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text.	15	Will negates	1 standard action	Permanent	Close (45 ft.) V, Target: One creature	,S,DF		Caster Level: 9	·
Whenever a creature succeeds on a melee or ranged att Greates an indelible mark on the subjects face; see text. Greates an indelible mark on the subjects face; see text. Greates an indelible mark on the subjects face; see text.	15	Will negates Will negates	1 standard action 1 immediate	Permanent	Close (45 ft.) V, Target: One creature	,S,DF		Caster Level: 9	·
Whenever a creature succeeds on a melee or ranged att	15	Will negates Will negates (harmless)	1 standard action 1 immediate action Standard	Permanent	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature	,S,DF	Yes (harmless)	Caster Level: 9 Divination	·
Whenever a creature succeeds on a melee or ranged att	15	Will negates Will negates (harmless)	1 standard action 1 immediate action	Permanent	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature	,,s,DF \ ,,s,M/DF \	Yes (harmless)	Caster Level: 9 Divination Caster Level: 9	РНВ II: p.119
Whenever a creature succeeds on a melee or ranged att Grant Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Grant Master's Touch (Skillful) Effect: Subject gains +4 insight bonus to one skill check. Grant Master's Touch (Skillful) Effect: Subject gains +4 to Wis for 1 minutes/level.	15 15	Will negates Will negates (harmless) Will negates (harmless)	1 standard action 1 immediate action Standard Action	Permanent Instantaneous 1 minute/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch	(,S,DF \) (,S,M/DF \) hed	Yes (harmless) Yes	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.119 PHB: p.259
Whenever a creature succeeds on a melee or ranged att	15 15	Will negates Will negates (harmless)	1 standard action 1 immediate action Standard Action	Permanent	Close (45 ft.) V, **Target: One creature** Close (45 ft.) V **Target: One creature** Touch V, **Target: Creature touch** Touch V,	(,S,DF) (,S,M/DF) hed (,S)	Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration	РНВ II: p.119
Whenever a creature succeeds on a melee or ranged att Grant Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Grant Master's Touch (Skillful) Effect: Subject gains +4 insight bonus to one skill check. Grant Master's Touch (Skillful) Effect: Subject gains +4 to Wis for 1 minutes/level.	15 15 15	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck.	1 standard action 1 immediate action Standard Action 1 standard action	Permanent Instantaneous 1 minute/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch	(,S,DF)	Yes (harmless) Yes Yes [harmless]	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 rgy atta	Will negates (harmless) Will negates (harmless) Will negates [harmless]	1 standard action 1 immediate action Standard Action 1 standard action	Permanent Instantaneous 1 minute/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch	(,S,DF)	Yes (harmless) Yes	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration	PHB II: p.119 PHB: p.259
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 rgy attar	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless]	1 standard action Standard Action 1 standard Action 1 standard action 1 standard action	Permanent Instantaneous 1 minute/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch	(,S,DF) (,S,M/DF) hed (,S)	Yes (harmless) Yes Yes [harmless]	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 rgy attar	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] kt. Will negates [harmless]	1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch	S,S,DF	Yes (harmless) Yes Yes [harmless]	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration	PHB II: p.119 PHB: p.259 SC: p.163
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 gy attac	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless]	standard action immediate action Standard Action standard action standard action standard action standard action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V,	S,S,DF S	Yes (harmless) Yes Yes [harmless] Yes [harmless]	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless]	standard action immediate action Standard action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch	S,S,DF S	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 gy attac	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] kt. Will negates [harmless]	standard action immediate action Standard action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V,	(,S,DF) (,S,M/DF) (,S,M/DF	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing)	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] kk. Will negates [harmless] kk. Will negates [harmless]	1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Standard action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Close (45 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creature touch	,,s,DF ,,s,M/DF ,hed ,s,S ,hed ,s,DF ,hed ,s,DF	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Fortitude negates	1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creature touch Target: Up to four creature touch	S,S,DF S,S,M/DF Shed S,S Shed S,S,DF S,S,DF S,S,DF S,S,DF S,S,DF S,S S,S,DF S,S S,S,DF S,S S,S S,S S,S S,S S,S S,S S,S S,S S,	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing)	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15	Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Fortitude negates (harmless)	standard action immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard action Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creature touch Target: Up to four creature touch	,,s,m/DF hed ,s,s hed ,s,DF hed ,s,D	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 16 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe.	standard action Standard Action Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch	y,s,DF y,s,M/DF y,s,DF	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15	Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Fortitude negates (harmless)	standard action Standard Action Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch	S,S,DF S,S,M/DF Sheed S,S S,DF S,S,DF S,DF	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration Cester Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] kt. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless)	standard action standard Action Standard Action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action 3 rounds	Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch V, Target: Creature touch V, Target: Creature touch	S,S,DF Shed	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless) Will negates (harmless)	standard action standard Action Standard Action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action 3 rounds	Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch V, Target: Creature touch V, Target: Creature touch	S,S,DF Shed	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration Cester Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Fortitude negates (harmless) Per Will negates (harmless) Will negates (harmless)	1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action 3 rounds 1 round	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch V, Target: Creature touch V, Target: Creature touch	(,S,DF) (,S,M/DF) hed (,S) hed (,S,DF) fit-radius bit (,S,DF) hed (,S,DF) hed (,S,DF)	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) pe. Will negates (harmless) Will negates (harmless) will negates (harmless) Will negates (harmless)	1 standard action Standard Action 1 standard Action 1 standard action 1 standard action 1 standard action Standard Action 3 standard Action 3 rounds 1 round 1 round	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Close (45 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch	,,S,DF ,, S,M/DF , hed ,,S,DF , hed ,,S,M , hed ,,	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates (harmless) Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless) will negates (harmless) Will negates (harmless)	1 standard action Standard Action 1 standard Action 1 standard action 1 standard action 1 standard action Standard Action 3 standard Action 3 rounds 1 round 1 round	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Close (45 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch	,,S,DF ,, S,M/DF , hed ,,S,DF , hed ,,S,M , hed ,,	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) pe. Will negates (harmless) Will negates (harmless) will negates (harmless) Will negates (harmless)	1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action 1 round 1 round 1 round	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch	s,S,DF s,S,M/DF hed s,S hed s,S,DF	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates (harmless) Fortitude negates (harmless) Per. Will negates (harmless) Will negates (harmless) pe. Will negates (harmless) Will negates (biget); Will negates (object);	1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action 1 standard action Standard Action Standard Action 3 rounds 1 round ink in the ski Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level II. Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Close (45 ft.) V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: Treature touch Touch V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: S-ftradius spr crystalline creature	s,S,DF hed s,S,M hed satures tour,S,M/DF hed s,S,M/DF hed hed s,S,M/DF hed	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic]	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB II: p.124 PHB: p.278
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) Per. Will negates (harmless) Will negates (harmless) will negates (charmless) as one has at least 1 re Will negates (object); Will negates (object) or Fortitude half; see text Will negates	1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action 1 standard action Standard Action Standard Action 3 rounds 1 round ink in the ski Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Close (45 ft.) V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: Treature touch Touch V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: S-ftradius spr crystalline creature	s,s,DF hed s,s,M/DF hed seatures tour s,s,M/DF hed s,s,M/DF he	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB II: p.124
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) Pe. Will negates (harmless) Will negates (harmless) ye. Will negates (harmless) Will negates (biject); Will negates (object); Will negates (object); Will negates (object); Or Fortitude half; see text	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 3 rounds 1 round I round Standard Action Standard Action Standard Action Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level II. Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Up to four creamore than 30 ft. apart Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Close (45 ft.) V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: Treature touch Touch V, Target: Creature touch Touch V, Target: Treature touch Touch V, Target: S-ftradius spr crystalline creature	s,S,DF hed s,S,M hed satures tour,S,M/DF hed s,S,M/DF hed hed s,S,M/DF hed	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) uched Yes (object)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic]	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB II: p.124 PHB: p.278
Whenever a creature succeeds on a melee or ranged att	15 15 15 15 15 15 15 15 15 15 15 15 15 1	Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) Per. Will negates (harmless) Will negates (harmless) will negates (charmless) as one has at least 1 re Will negates (object); Will negates (object) or Fortitude half; see text Will negates	1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 3 rounds 1 round I round Standard Action Standard Action Standard Action Standard Action	Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level II. Instantaneous	Close (45 ft.) V, Target: One creature Close (45 ft.) V Target: One creature Touch V, Target: Creature touch Touch V, Target: Creature touch Touch V, Target: Creature touch Medium (190 ft.) V, Target: Allies in a 20-ft Close (45 ft.) V, Target: Creature touch V, Target: Creature touch	s,S,DF hed s,S,M hed satures tour,S,M/DF hed s,S,M/DF hed hed s,S,M/DF hed	Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] urst Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) uched Yes (object)	Caster Level: 9 Divination Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Sonic]	PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB II: p.124 PHB: p.278

Shroud of Undeath	15	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
Effect: Shroud yourself in invisbile negative energy so noninte	lligent	undead percieve you a		undead. Cure and inflict spells have the	Target: You e			Caster Level: 9	
opposite effect on you as if you were undead.	15	Will negates; see text		1 minute/level [D]	Long (760 ft.)	V,S	Yes; see text or no	Illusion (Glamer)	PHB: p.279
Effect: Negates sound in 15-ft. radius.		or none (object)	Action		Target: 20 ft. radius object, or point in sp	emanation	(object) centered on a creature	, Caster Level: 9	
Sound Burst	15	Fortitude partial	Standard Action	Instantaneous	Close (45 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
Effect: Deals 1d8 sonic damage to subjects; may stun them.			Action		Target: 10-ftradius	spread		Caster Level: 9	
□□□□□ Spawn Screen	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
Effect: Subject will not rise as spawn if killed by an undead capal					Target: One creatur			Caster Level: 9	
Spell Immunity, Lesser	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
Protects one creature from a single 1st- or 2nd-level spell	; see te	ext. None	Standard	1 round/lovel [D]	Target: Creature too Medium (190 ft.)		Yes	Caster Level: 9 Evocation [Force]	DUD: n 202
□□□□□Spiritual Weapon Effect:		None	Action	1 round/level [D]	Target: Magic weap	V,S, DF		Caster Level: 9	FIID. p.203
Magical weapon attacks on its own.	15	Will negates	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration	SC: p.204
Effect:		[harmless]; see text	action		Target: 50-ftradius			(Healing) Caster Level: 9	
Spell designed for battle fields, heals all creatures for 1 h	to sta 15	Will negates	Standard	damage [Will negates]. 1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
Effect:		(harmless)	Action		Target: One/per 3 le	evels living	creatures touched	Caster Level: 9	
Monitors condition, position of allies. Graph Stay the Hand	15	Will negates	1	Instantaneous	Medium (190 ft.)	V	Yes	Enchantment	PHB II: p.126
Effect:			immediate action		Target: One human	oid		(Charm) [Mind-Affecting] Caster Level: 9	
Target refrains from attacking you or targetting you with s	pells fo	r the remainder of the c Will negates		I. 10 minutes/level	Target: One human	V,S,F	Yes [harmless]	Transmutation	SC: p.208
□□□□□ Stone Bones Effect:	,5	[harmless]	action		Target: Corporeal u			Caster Level: 9	
Target gains natural armor AC bonus of +3.		None	Standard	9 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
Effect:			Action		Target: You	•		Caster Level: 9	•
Acts as if armed and your hands become hard inflicting de Carlotte Stretch Weapon	amage 15	Will negates	1 swift	One attack	0 ft.	٧	Yes (harmless, object)	Transmutation	PHB II: p.126
Effect:		(harmless, object)	action		Target: Melee weap	oon wielded		Caster Level: 9	
Adds 5 feet of reach for one attack. Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.214
Fffect:					Target: One summo	oned Elvsia	n thrush	[Good] Caster Level: 9	
Summons a Elysian thrush [Planar Handbook 118]; see to	ext	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF		Conjuration	PHB: p.286
Effect:							ed creatures, no two of	(Summoning) Caster Level: 9	1 22
Calls extraplanar creature to fight for you. Undetectable Alignment	15	Will negates (object)	Standard	24 hours	which can be more Close (45 ft.)	than 30 ft. a V,S	apart Yes (object)	Abjuration	PHB: p.297
Effect:			Action		Target: One creatur	re or object		Caster Level: 9	
Conceals alignment for 24 hours. UUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
Effect: Grants you a 20% miss chance from concealment.			action		Target: You			Caster Level: 9	
Zone of Truth	15	Will negates	Standard Action	1 minute/level	Close (45 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.303
Effect:					Target: 20-ftradius	emanation	1	[Mind-Affecting] Caster Level: 9	
Subjects within range cannot lie.				15/510					
Name	DC	Saving Throw	Time	LEVEL 3	Range	Comp.	Spell Resistance	School	Source
Aid, Mass	ЪС	None		1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion)	SC: p.8
Effect:			dollori		Target: One or more	e creatures.	, no two of which are	[Mind-Affecting] Caster Level: 9	
+1 on attack rolls, +1 against fear, all creatures gain 1d8	+1/cast 16	er level [max 15] tempo Will negates		2 hours/level; see text	more than 30 ft. apa Touch		Yes [harmless]	Transmutation	SC: p.8
Effect:		[harmless]	action		Target: Living creat	ures touche	ed	Caster Level: 9	
Grants creatures the ability to breath air. Grants creatures the ability to breath air. Grants creatures the ability to breath air.	16	Will negates		1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless, object]		SC: p.9
Effect: Functions like align weapon, except it effects multiple weapon.	anone r	[harmless, object]	action ce.		Target: One weapon	n/level, no t	two of which are more	[See text] Caster Level: 9	
Alter Fortune	C	None	1 immediate	Instantaneous	Close (45 ft.)	V,X	No	Divination	PHB II: p.101
Effect:			action		Target: One creatur	re		Caster Level: 9	
Target must reroll any die roll it just made taking the seco	nd roll.	None		1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration	SC: p.11
			action		T 6			(Creation) [Chaotic, Water]	
Effect: Storm imposes penalties and damages lawful creatures.	40	Will possess	1 01 1	1 minute/lovel	Target: Cylinder [20			Caster Level: 9	SC: n 14
□□□□ Antidragon Aura Effect:	16	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.) Target: One creatur		Yes [harmless]	Abjuration Caster Level: 9	SC: p.14
All subjects granted +2 luck bonus to AC, saves against a	nything	g dragon, bonus increas	se +1 per fou 1 standard		more than 30 ft. apa Touch			Transmutation	SC: p.17
☐☐☐☐☐Attune Form Effect:			action		Target: One creatur			Caster Level: 9	eer kiiii
Attunes the affected creatures to the plane you are currer	ntly on, 16	negating harmful effects Will negates		Instantaneous	Touch	V,S,DF	Yes	Enchantment	SC: p.21
, maken on		•	action					(Compulsion) [Fear, Good,	
								Mind-Affecting]	
Effect: Subject immediately takes 1d6/caster level (may 10d6	l noi-r	of nonlethal	and is at	and for 1 round If outlinet in limit	Target: One evil cre	eature with I	Intelligence 3+	Caster Level: 9	
Subject immediately takes 1d6/caster level [max 10d6 unconscious it takes 1d6 Wis damage.] points	-		· · · · · · · · · · · · · · · · · · ·	d				SC: n 22
Subject immediately takes 1d6/caster level [max 10d6] points	s of nonlethal damage		nned for 1 round. If subject is knocker 1 round/level		eature with I		Caster Level: 9 Conjuration (Creation) [Lawful, Water]	SC: p.22
Subject immediately takes 1d6/caster level [max 10d6 unconscious it takes 1d6 Wis damage. Axiomatic Storm Effect: Rain falls around you4 to Listen, Spot, Search and		None	1 standard action	1 round/level	d 20 ft. Target: Cylinder [20	V,S,M,DF	No	Conjuration (Creation) [Lawful,	SC: p.22
Subject immediately takes 1d6/caster level [max 10d6 unconscious it takes 1d6 Wis damage. Axiomatic Storm Effect:		None	1 standard action	1 round/level	d 20 ft. Target: Cylinder [20	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: p.22

				Cleric Spells					
□□□□□ Bestow Curse	16	Will negates	Standard Action	Permanent	Touch \	V,S	Yes	Necromancy	PHB: p.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks	s: or 50	% chance of losing each			Target: Creature touc	ched		Caster Level: 9	
Blade of Pain and Fear	16	Will partial		1 minute/level [D]	0 ft. \	/,S,DF	Yes	Evocation	SC: p.30
Effect:					Target: Swordlike col	umn of gn	ashing teeth	Caster Level: 9	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	16	Fortitude negates	Standard	Permanent [D]	Medium (190 ft.)	/	Yes	Necromancy	PHB: p.206
Effect:			Action		Target: One living cre	eature		Caster Level: 9	
Makes subject blinded or deafened. Blindsight	16	Will negates	1 standard	1 minute/level	Touch \	/,S	Yes [harmless]	Transmutation	SC: p.32
Effect:		[harmless]	action		Target: Creature touc	ched		Caster Level: 9	
Grant blindsight to 30 ft.	16	Will negates	1 standard	1 hour/level	-	/,S	Yes	Divination	SC: p.45
Chain of Eyes	10	will riegates	action	1 Hour/level					3C. p.45
Scrying sensor passed along by touch.			_		Target: Living creatur			Caster Level: 9	
Channeled Divine Shield			See text	1 round/level	Personal \ Target: You	V,S		Abjuration Caster Level: 9	PHB II: p.106
Gain DR based upon casting time; See text.		None	1 standard	1 round/level [D]	-	/,S,DF	No	Evocation [Lawful]	1 CC: p 46
Checkmate's Light		None	action	i Tourid/lever [D]				- '	J 30. p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	c +5 at	15th level] and is Lawfu	l aligned. A	lies gain +1 morale bonus vs. fear in 20 f	Target: Melee weapo t	n touched		Caster Level: 9	
radius of red light.	16	N/A	1 minute	Instantaneous	Personal \	/,S	N/A	Divination	SC: p.46
Effect: Get direction and general status of a known target.					Target: You			Caster Level: 9	
Cloak of Bravery	16	Will negates		10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration	SC: p.47
Effect:		[harmless]	action	401	Target: 60-ftradius e	emanation	centered on you	[Mind-Affecting] Caster Level: 9	
You and your allies gain a morale bonus on saves against	t fear e	Will negates	1 standard	x +10]. 1 hour/level [D]	Close (45 ft.)	V,S	No	Illusion (Glamer)	SC: p.48
Effect:		[harmless,object]	action		Target: One color poo	ol		[Mind-Affecting] Caster Level: 9	
Causes a color pool on the Astral Plane to seemingly cease	se to e	kist. None		Permanent	Touch \	V,S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touche			Caster Level: 9	
Makes a permanent, heatless torch.	16	Will negates	1 standard	10 minutes/level		/,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:	10	[harmless]	action	To minutes/rever	Target: Allies in a 20-			Caster Level: 9	00. p.02
Same as conviction, except it affects multiple allies at a di					-				
Corona of Cold	16	Fortitude negates	1 standard action	1 round/level [D]		V,S,DF	Yes	Evocation [Cold]	SC: p.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in you	our area	a of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed fo	Target: 20-ftradius s	spread		Caster Level: 9	
as ong as they remain in the area. Create Food and Water		None	10 minutes	24 hours; see text	Close (45 ft.)	/,S	No	Conjuration	PHB: p.214
Effect:					Target: Food and wat	ter to susta	ain 3 humans/level or	(Creation) Caster Level: 9	
Feeds 3 humans or 1 horses/level. Crown of Grave	16	Will negates	1 standard	1 hour/level [D] or until discharged	one horse/level for 24 Touch	1 hours V,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
- Clowii oi Clave									
		(harmless)	action	Thouston (B) of aritin alcohologed			res (namiess)		гпв II. р. 100
Effect: Wearer can compel undead with a one-word command or		(harmless) minute. See text.	action		Target: Creature touc	ched		Caster Level: 9	
Effect: Wearer can compel undead with a one-word command or Crown of Might	nce per 16	(harmless)	action	1 hour/level [D] or until discharged	Target: Creature touc	ched V,S,F	Yes (harmless)	Caster Level: 9 Transmutation	PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for	16 r one ro	(harmless) minute. See text. Will negates (harmless) bund.	action 1 standard action	1 hour/level [D] or until discharged	Target: Creature touc Touch Target: Creature touc	ched V,S,F ched	Yes (harmless)	Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection	16	(harmless) minute. See text. Will negates (harmless)	action 1 standard action		Target: Creature touch Touch Target: Creature touch Touch	ched V,S,F ched V,S,F		Caster Level: 9 Transmutation Caster Level: 9 Transmutation	
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all	16 r one ro	(harmless) minute. See text. Will negates (harmless) build. Will negates (harmless)	action 1 standard action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch	ched /,S,F ched /,S,F ched	Yes (harmless) Yes (harmless)	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all	16 r one ro 16	(harmless) minute. See text. Will negates (harmless) bund. Will negates	action 1 standard action 1 standard action	1 hour/level [D] or until discharged	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch	ched V,S,F ched V,S,F ched V,S,F	Yes (harmless)	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation	PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Crown of Smitting	r one ro 16 saves. 16	(harmless) minute. See text. Will negates (harmless) uund. Will negates (harmless) Will negates (harmless)	1 standard action 1 standard action 1 standard action	hour/level [D] or until discharged hour/level [D] or until discharged hour/level [D] or until discharged	Target: Creature touch Touch Target: Creature touch Target: Creature touch Touch Target: Creature touch Target: Creature touch	ched V,S,F ched V,S,F ched V,S,F	Yes (harmless) Yes (harmless)	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for	r one ro 16 saves. 16	(harmless) minute. See text. Will negates (harmless) bund. will negates (harmless) Will negates (harmless) title, gain +2 divine bonuonus.	1 standard action 1 standard action 1 standard action 1 standard action s on damage	hour/level [D] or until discharged hour/level [D] or until discharged hour/level [D] or until discharged	Target: Creature touch Touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch	ched V,S,F ched V,S,F ched V,S,F	Yes (harmless) Yes (harmless)	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation	PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Crown of Smitting	r one ro 16 saves. 16 er minur a +8 b	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tite, gain +2 divine bonuonus.	1 standard action 1 standard action 1 standard action 1 standard action s on damage	hour/level [D] or until discharged hour/level [D] or until discharged hour/level [D] or until discharged rolls no next melee or ranged attack in	Target: Creature touch Touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch	ched V,S,F ched V,S,F ched V,S,F ched V,S,F	Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength on Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once per the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage.	16 r one ro 16 saves. 16 er minur a +8 b 16	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. will half (harmless); see text	1 standard action 1 standard action 1 standard action s on damae Standard Action	hour/level [D] or until discharged hour/level [D] or until discharged hour/level [D] or until discharged ge rolls no next melee or ranged attack i	Target: Creature touc Touch Target: Creature touc	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Crown of Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction	r one ro 16 saves. 16 er minur a +8 b	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless);	1 standard action 1 standard action 1 standard action s on damae Standard Action	hour/level [D] or until discharged hour/level [D] or until discharged hour/level [D] or until discharged rolls no next melee or ranged attack in	Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Medium (190 ft.)	ched v/s,F ched v/s,F ched v/s,F ched v/s,F ched v/s,F ched v/s,F	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation	PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including	16 r one ro 16 saves. 16 er minur a +8 b 16	(harmless) minute. See text. Will negates (harmless) wund. Will negates (harmless) Will negates (harmless) Will half (harmless) Will half (harmless); see text Will negates	action 1 standard action 1 standard action 1 standard action so on dama: Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack instantaneous 1 round/level	Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Medium (190 ft.) Target: One creature	ched v/s,F ched v/s,F ched v/s,F ched v/s,F ched v/s,F ched v/s,F	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction	16 r one ro 16 saves. 16 er minur a +8 b 16	(harmless) minute. See text. Will negates (harmless) wund. Will negates (harmless) Will negates (harmless) Will half (harmless) Will half (harmless); see text Will negates	action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical	Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Medium (190 ft.) Target: One creature	ched v/s,F ched v/s,F ched v/s,F ched v/s,F ched v/s,F ched v/s,F	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation	PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown Crown Crown Crown Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures ada +1/level [max +15] damage. Cures are automatically confirmed. Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	16 r one ro 16 saves. 16 er minu r a +8 t 16 16 project	(harmless) minute. See text. Will negates (harmless) wund. Will negates (harmless) Will negates (harmless) Will half (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates	1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack in linstantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D]	Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Medium (190 ft.) Target: One creature	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,F	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once put the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	16 r one ro 16 saves. 16 er minu r a +8 t 16 16 project	(harmless) minute. See text. Will negates (harmless) wund. Will negates (harmless) Will negates (harmless) Will half (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 2 standard action 3 standard action 4 standard action 5 standard	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack in linstantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D]	Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc f Touch Target: Creature touc f Touch Target: Creature touc Medium (190 ft.) Target: One creature 0 ft. Target: Flame in your	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,F	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.108
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once per the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or rang Daylight Effect:	16 r one ro 16 saves. 16 er minu r a +8 t 16 16 project	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 3 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6].	Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc Touch Target: Creature touc f Touch Target: Creature touc f Touch Target: Creature touc Medium (190 ft.) Target: One creature 0 ft. Target: Flame in your	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S ched V,S ched V,S ched V,S,M	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or rang Daylight Effect: 60-ft. radius of bright light.	16 r one ro 16 saves. 16 er minu r a +8 t 16 16 project	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates	1 standard action 2 standard Action 1 standard action 2 standard action 3 standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 3 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6].	Target: Creature touch Touch Target: Creature touch Medium (190 ft.) Target: One creature Touch Target: Flame in your Touch Target: Object touche	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S ched V,S ched V,S ched V,S,M	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once per the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or rang Daylight Effect:	16 r one ro 16 saves. 16 er minu r a +8 t 16 16 project	(harmless) minute. See text. Will negates (harmless) uund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None ck [120 ft. no penalty] d None	1 standard action 2 standard Action 1 standard action 2 standard action 3 standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Target: Creature touch Touch Target: Creature touch Medium (190 ft.) Target: One creature Touch Target: Flame in your Touch Target: Object touche	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,M V,S r palm V,S ad	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cures alignment [Effect: Cures 3d8 +1/level [max +15] damage. Cures 2d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] d	16 r one rc 16 saves. 16 er minut 16 16 for one rc 16 project	(harmless) minute. See text. Will negates (harmless) pund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates tile weapons, thrown we have None ck [120 ft. no penalty] d None	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action Standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is 1 instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D]	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Medium (190 ft.) Target: One creature I Touch Target: Creature touch Target: Object touche Touch Target: Object touche	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S ched Ched V,S ched Ch	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.216
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cures Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cures alignment can be used for touch attack or ranged Daylight Effect: 60-ft. radius of bright light. Chieflect: Object sheds supernatural shadow in 60-ft. radius. Chieflect: Object sheds supernatural shadow in 60-ft. radius.	16 r one ro 16 saves. 16 er minu r a +8 t 16 16 project	(harmless) minute. See text. Will negates (harmless) uund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None ck [120 ft. no penalty] d None	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action Standard Action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack is Instantaneous 1 round/level d ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature touch Target: One creature Touch Target: Flame in your Touch Target: Object touche	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,S ched V,S c	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge Effect: Deals 2d6 damage to any creature with both Chaotic and	16 r one rr 16 saves. 16 er minu 16 16 for one rr 16 saves. 16 for one rr 17 for one r	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates tile weapons, thrown we None ck [120 ft. no penalty] d None None None	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Coreature is	1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 1 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Fanarri it is also stunned unless it saves.	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Medium (190 ft.) Target: One creature Touch Target: Flame in your Touch Target: Object touche Touch Target: Object touche Touch Target: Object touche Touch Target: Living creature	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,S ched V,S,M V,S r palm V,S d V,N,S r palm V,S ched V,S,DF ched	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.216 PHB: p.217 SC: p.63
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for Cures and Strength of Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or rang Daylight Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge Effect: Deals 2d6 damage to any creature with both Chaotic and	16 r one rr 16 saves. 16 saves. 16 16 16 project	(harmless) minute. See text. Will negates (harmless) und. Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates lile weapons, thrown we have been been been been been been been be	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action Coreature is	1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 3 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D]	Target: Creature touch Touch Target: Creature touch Target: One creature Oft. Target: Flame in your Touch Target: Object touche Touch Target: Object touche Close (45 ft.) Target: Living creatur	ched V,S,F ched V,S,F ched V,S,F ched V,S,M V,S r palm V,S,DF re V,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.216
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge Effect: Deals 2d6 damage to any creature with both Chaotic and	16 r one rc 16 saves. 16 er minu r a +8 b 16 16 project 16 Evil su 16	(harmless) minute. See text. Will negates (harmless) will negates (harmless) Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates Will negates Will negates Will negates Will negates Will negates If the weapons, thrown we have None None or Fortitude partial; see text B. Baatezu must save o	action 1 standard action 2 standard Action Standard Action Standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text 1 fanar'ri it is also stunned unless it saves. 1d6 rounds d.	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature touch Target: One creature Oft. Target: Flame in your Touch Target: Object touche Touch Target: Object touche Close (45 ft.) Target: Living creatur Touch Target: Living creatur Target: Living creatur	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,M V,S r palm V,S,DF re V,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cures and Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or rang Daylight Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [name thage] Dispel Magic	16 r one rc 16 saves. 16 er minu r a +8 b 16 16 project 16 Evil su 16	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None Kill 120 ft. no penalty] d None None None None None None	action 1 standard action 2 standard Action Standard Action Standard Action 1 standard action	1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanarri it is also stunned unless it saves. 1d6 rounds	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature touch Medium (190 ft.) Target: One creature O ft. Target: Flame in your Touch Target: Object touche Touch Target: Object touche Touch Target: Living creatur Close (45 ft.) Target: Living creatur Medium (190 ft.)	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,S r palm V,S ed V,S,DF re V,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: -1 Crown of Smitting Effect: -1 Cures Serious Wounds Effect: -1 Cures Serious Wounds Effect: -1 Cures of Arrow Attraction Effect: -1 Subjects AC against any ranged attack is -5, including threats are automatically confirmed1 Darkfire Effect: -1 Darkfire Effect: -1 Cures allame that can be used for touch attack or rang -1 Daylight Effect: -1 Deeper Darkness Effect: -1 Deeper Da	16 r one rc 16 saves. 16 er minu r a +8 b 16 16 project 16 Evil su 16	(harmless) minute. See text. Will negates (harmless) will negates (harmless) Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates Will negates Will negates Will negates Will negates Will negates If the weapons, thrown we have None None or Fortitude partial; see text B. Baatezu must save o	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action 1 standard action 2 standard action 3 standard action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text 1 fanar'ri it is also stunned unless it saves. 1d6 rounds d.	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Target: Creature touch Target: One creature Oft. Target: Flame in your Touch Target: Object touche Touch Target: Object touche Close (45 ft.) Target: Living creatur Touch Target: Living creatur Target: Living creatur	ched V,S,F ched V,S,F ched V,S,F ched V,S,F ched V,S,S r palm V,S ed V,S,DF re V,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or Discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cures and Strength or Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Curse of Arrow Attraction Effect: Produce a flame that can be used for touch attack or ranged Daylight Effect: Object sheds supernatural shadow in 60-ft. radius. Curse of Arrow Dirge Effect: Object sheds supernatural shadow in 60-ft. radius. Curse of Coreature with both Chaotic and Curse of Creatures of Evil and Lawful subtypes take 2d6 damage [in Coreatures of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes take 2d6 damage [in Curse of Evil and Lawful subtypes [in Curse	16 r one rc 16 saves. 16 er minu r a +8 b 16 16 project 16 Evil su 16	(harmless) minute. See text. Will negates (harmless) will negates (harmless) Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates Will negates Will negates Will negates Will negates Will negates If the weapons, thrown we have None None or Fortitude partial; see text B. Baatezu must save o	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard action 2 standard action Standard Action Standard Action 1 standard action 2 standard action 3 standard action 1 standard action	1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Imarin it is also stunned unless it saves. 1d6 rounds d., Instantaneous	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Medium (190 ft.) Target: One creature I O ft. Target: Plame in your Touch Target: Object touche Touch Target: Living creatur Medium (190 ft.) Target: Living creatur Medium (190 ft.) Target: One spellcast 20-ftradius burst	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,S ched V,S,S ched V,S,D ched V,S,DF ce v,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Chose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Produce a flame that can be used for touch attack or rang Daylight Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [refect: Creatures of Evil and Lawful subtypes take 2d6 damage [refect: Cancels magical spells and effects. Divine Retaliation Effect: Cancels magical spells and effects.	16 saves. 16 saves. 16 r one rr 16 saves. 16 r a +8 b 16 16 project 16 Evil su 16 no save	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates Will negates Will negates None ck [120 ft. no penalty] d None None None None None if the None or Fortitude partial; see text a]. Baatezu must save o None	action 1 standard action 2 standard Action 1 standard action 1 standard action 2 standard Action 1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text 1anar'n it is also stunned unless it saves. 1d6 rounds d. Instantaneous	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Cone creature Off. Target: Deject touche Touch Target: Object touche Touch Target: Living creatur Medium (190 ft.) Target: Living creatur Medium (190 ft.) Target: Living creatur Target: One spellcast 20-ftradius burst Off. Target: Magic weapo	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,S ched V,S,S ched V,S,D ce V,S,DF ce V,S,DF ce V,S,DF ce V,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No Yes Yes No re, or object; or	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.109 SC: p.59 PHB: p.216 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cures and Cure Serious Wounds Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Cures alignment can be used for touch attack or rang Darkfire Effect: 60-ft. radius of bright light. Deeper Darkness Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge Effect: Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage for Daylinght Effect: Create divine weapon that mimics delity's favored weapon same as base weapon + 1-1/2 Str or Wis modifier [your choise.]	16 r one rc 16 saves. 16 er minu r a +8 b 16 16 project 16 Evil su 16 no save	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates Will negates Will negates Will negates Will half (harmless); see text Will negates None None is caster teve weapon strikes for like we weapon strikes for like we weapon strikes for like we weapon strikes for like	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard Action 1 standard action 2 standard Action 1 standard action Standard Action 1 swift action 2 standard Action	1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text 1 ranar'ri it is also stunned unless it saves. 1d6 rounds d Instantaneous 1 round Vis modifier [your choice]. Damage is the painst any creature that attacks you.	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Medium (190 ft.) Target: One creature O ft. Target: Flame in your Touch Target: Object touche Touch Target: Living creatur Medium (190 ft.) Target: Living creatur Medium (190 ft.) Target: One spellcast 20-ftradius burst O ft. Target: Magic weapon	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,M V,S del V,S,M V,S,DF re V,S,DF re V,S,DF re V,S,DF re re V,S,DF re re re re re re re re re r	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes No	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Transmutation Caster Level: 9 Evocation [Force] Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223 PHB II: p.110
Effect: Wearer can compel undead with a one-word command or Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for +2 Strength enhancement or discharge for +8 Strength for Crown of Protection Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cures and Cures Produce of Arrow Attraction Effect: Cures 3d8 +1/level [max +15] damage. Cures of Arrow Attraction Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed. Darkfire Effect: Froduce a flame that can be used for touch attack or rang Daylight Effect: Object sheds supernatural shadow in 60-ft. radius. Deeper Darkness Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Createres of Evil and Lawful subtypes take 2d6 damage [can be continued to the c	16 r one rc 16 saves. 16 er minu r a +8 b 16 16 project 16 Evil su 16 no save	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates tile weapons, thrown we None None None None None None None No	action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 1 standard action 1 standard action 2 standard Action 1 standard action 2 standard Action 1 standard action Standard Action 1 swift action 2 standard Action	1 hour/level [D] or until discharged 2 rolls no next melee or ranged attack is Instantaneous 1 round/level 2 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text 1 ranar'ri it is also stunned unless it saves. 1d6 rounds d Instantaneous 1 round Vis modifier [your choice]. Damage is the painst any creature that attacks you.	Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Touch Target: Creature touch Target: Creature touch Target: Creature touch Medium (190 ft.) Target: Plame in your Touch Target: Object touche Touch Target: Object touche Touch Target: Living creatur Medium (190 ft.) Target: Magic weapon	ched V,S,F ched V,S,F ched V,S,F ched V,S,S ched V,S,S ched V,S,D ched V,S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes No Yes Ves Ves Ves No Yes	Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation (Healing) Caster Level: 9 Transmutation Caster Level: 9 Evocation [Fire] Caster Level: 9 Evocation [Light] Caster Level: 9 Evocation [Darkness] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation [Force] Caster Level: 9 Evocation [Force] Caster Level: 9	PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB II: p.108 PHB: p.216 PHB II: p.109 SC: p.59 PHB: p.217 SC: p.63 SC: p.64 PHB: p.223
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				Cleric Spells					
Effect:		None	1 standard action	1 round/level	Touch Target: Touch	V,S,DF	No	Abjuration [See text] Caster Level: 9	SC: p.79
As lesser energized shield, except energy resistance is 1	10 and o	Will negates	1	1 round	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
Effect:		(harmless)	immediate action		Target: One creatu	re		Caster Level: 9	
Gain resistance 20 against one energy type for one attaction in the control of th	16	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
Effect: Choose a energy type and it causes 1d8 +1/caster level	l [max +	-20]. You may double th	e damage i	f you forgoe a save and take the damag	Target: All creature pecentered on you	s within a 2	0-ftradius burst	Caster Level: 9	
as well. DDDDEnergy Vulnerability	16	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
Effect: You can affect a number of creatures with total hit dice energy type and that creature takes an additional 50% dam	equal to	twice your caster level.	You select	which creatures are affected. Choose a		e creatures	within a 10-ftradius	Caster Level: 9	
□□□□□ Favorable Sacrifice	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
Effect: Gain benefit from deity; see text. Pell the Greatest Foe	16	Fortitude negates	1 standard	1 round/level	Target: Creature to	v,S,M	Yes [harmless]	Caster Level: 9 Transmutation	SC: p.90
Effect:		[harmless]	action		Target: Creature to		,	Caster Level: 9	
Deal 1d6 damage per size category difference. ☐☐☐☐☐☐☐Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
Effect: Normal or masterwork weapon becomes temporary +1 fl	aming b	ourst weapon.	401011		Target: Nonmagica	l weapon to	uched	Caster Level: 9	
Ghost Touch Weapon	16	Will negates [harmless,object]	1 standard action	1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]		SC: p.102
Effect: Hit incorporeal normally. Girallon's Blessing	16	Fortitude negates	1 standard	10 minutes/level	time of casting] Touch	v,S,M	yectiles [all in contact at Yes [harmless]	Transmutation	SC: p.106
Effect:		[harmless]	action		Target: Creature to			Caster Level: 9	
Gain an additional pair of arms; see text	16	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: p.236
Effect: Inscription harms those who pass it.					Target: Object touc		5 sq. ft/level	Caster Level: 9	
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft.	16 -20 per	N/A nalty to Hide checks.	1 swift action	1 round/level	Personal Target: You	V	N/A	Transmutation [Good] Caster Level: 9	SC: p.107
□□□□□ Hamatula Barbs	16	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage. DDDDDHelping Hand		None	Standard	1 hour/level	Target: Creature to 5 miles	v,S, DF	No	Caster Level: 9 Evocation	PHB: p.239
Effect:		110110	Action		Target: Ghostly har			Caster Level: 9	. 11B. p.200
Ghostly hand leads subject to you. Hesitate	16	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.114
Effect: Creature can only take move action on it's turn; retry sav	e each				Target: One living of			Caster Level: 9	
Holy Storm		None	1 standard action	1 round/level [D]	20 ft. Target: Cylinder [20]	V,S,M,DF		Conjuration (Creation) [Good, Water] Caster Level: 9	SC: p.115
-4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks	s. Evil creatures take 2d6 None	1 standard	ach round [double if outsiders]. 1 round/level [D]	0 ft.	V,S,M	Yes		SC: p.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	10]		action		Target: Battleaxe-s	haped wear	oon of swirling ice	Caster Level: 9	
Inflict Serious Wounds	16	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature to			Caster Level: 9	
□□□□ Insignia of Blessing Effect:		None	Standard Action	9 minutes	Long (760 ft.)	V,S,F	Yes (harmless) nsignia within range	Enchantment (Comulsion) [Mind-Affecting] Caster Level: 9	Race Des: p.166
+1 morale bonus on attack rolls and on saving throws ag	ainst fe 16	ar effects. Will half (Harmless)		Instantaneous	Long (760 ft.)	V,S,F	Yes (harmless);see	Conjuration	Race Des: p.166
Effect: Heals 1d8+9 to all wearers.			Action		Target: All wearers	of special in	text nsignia within range	(Healing) Caster Level: 9	
□□□□□ Insignia of Warding	16	Will negates (Harmless)	Standard Action	9 minutes	Long (760 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
Effect: +1 divine bonus to AC and on Fort saves.	16	Will negates	1 standard	24 hours/level	Target: All wearers One creature	of special in	rsignia within range Yes [harmless]	Caster Level: 9 Evocation	SC: p.124
Effect: Send 25 words or less to the targeted creature; see text.		[harmless]	action	2.4 HOULSHOVEL	Target: One creatu		res [natthess]	[Language-Depen Caster Level: 9	
Send 25 words or less to the targeted creature, see text.	16	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch Target: Creature to	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB II: p.115
Living creature healed 3d4 +1 per two caster levels [m failed save undead take an extra 3 points of damage from a	ax +6] a	and gains DR:1/evil for on that overcomes DR/go	1 minute, u	indead damaged by likewise amount. O				Caster Level: 9	
□□□□ Invisibility Purge Effect:		None		1 minute/level [D]	Personal Target: You	V,S	No	Evocation Caster Level: 9	PHB: p.245
Dispels invisibility within 5 ft./level Knight's Move Effect:	16	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 9	SC: p.129
Teleport and end up flanking an opponent. Comparison of the compa	16	Will negates	1 standard action	Instantaneous	Close (45 ft.) Target: One creatu	S,DF	Yes	Divination Caster Level: 9	SC: p.129
Learn strengths or weaknesses of opponent; see text.	16	Will negates		Instantaneous	Close (45 ft.)	V,S	Yes	Divination	SC: p.129
Effect:		•	action		Target: One creatu			Caster Level: 9	
Learn any vulnerabilities and resistances the target has. Light of Venya Effect:		None	1 standard action	10 minutes/level [D]	Medium (190 ft.) Target: You and up	V,S to two rays	Yes; see text	Evocation [Good, Light] Caster Level: 9	SC: p.132
Same as light of Lunia except damage is 3d6 or 6d6 vs.	undead	or outsiders; see text		* =Domain/Speciality Spell	up				

Locate Object				Cieric Spells					
		None		1 minute/level	Long (760 ft.)	V,S,F/DF	No	Divination	PHB: p.249
Effect:			Action		Target: Circle, cente	red on you	, with a radius of 400 +	Caster Level: 9	
Senses direction toward object [specific or type]. Magic Circle against Chaos	16	Will negates	Standard	10 minutes/level	40 ft. per level Touch	V.S.M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
		(harmless)	Action	10 11111100/10101					, 1 115. p.2 10
Effect: +2 to AC and saves, counter mind control, hedge out elem	nentals	and outsiders in 10-ft.	adius and 1	0 minutes/level.	Target: 10-ftradius	emanation	from touched creature	Caster Level: 9	
□□□□ Magic Circle against Evil	16	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
Effect:		, ,			Target: 10-ftradius	emanation	from touched creature	Caster Level: 9	
+2 to AC and saves, counter mind control, hedge out elem Magic Circle against Law	nentals 16	and outsiders in 10-ft. I Will negates		0 minutes/level. 10 minutes/level	Touch	V.S.M/DF	No; see text	Abjuration	PHB: p.250
		(harmless)	Action					[Chaotic]	
Effect: +2 to AC and saves, counter mind control, hedge out elem	nentals	and outsiders in 10-ft.	adius and 1	0 minutes/level.	Target: 10-ftradius	emanation	from touched creature	Caster Level: 9	
□□□□□ Magic Vestment	16	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect:		(narriicss, object)	Action		Target: Armor or shi	eld touched	i	Caster Level: 9	
Armor or shield gains +1/4 levels [max +5] enhancement	16	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos]	SC: p.137
			action			.,-,			, ,
Effect: Gain SR 12 + your caster level against spells with the lawl	ful desc	criptor.			Target: You			Caster Level: 9	
□□□□ Mantle of Law	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: p.138
Effect:			dollori		Target: You			Caster Level: 9	
Gain SR 12 + your caster level against spells with the cha	os des	None	1 standard	1 round/level	Medium (190 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
Effect:			action		Target: One creature			Caster Level: 9	·
Subject marked takes 1d6 damage any time it continues fi	ighting;	see text.			•				
□□□□ Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
Effect:					Target: You			Caster Level: 9	
You and your gear merge with stone. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None		Instantaneous	Touch	V,S, DF	No	Conjuration	PGtF: p.106
Effect:			Action					(Creation)	
NATURE GRANTED:Create 5-foot-diameter patch of brow					Target: Patch of bro			Caster Level: 9	
□□□□□ Nauseating Breath	16	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation)	SC: p.146
Effect:					Target: Cone-shape	d burst		Caster Level: 9	
Creatures in area must save or be nauseated for 1d6 rour Obscure Object	nds. 16	Will negates (object)	Standard	8 hours [D]	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: p.258
Effect:			Action					Caster Level: 9	·
Masks object against scrying.					Target: One object to				
□□□□□ Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.264
E#					T All - III		40.6	[Mind-Affecting]	
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					centered on you	I foes within	a 40-ftradius burst	Caster Level: 9	
□□□□□ Protection from Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect:			Action		Target: Creature tou	ched		Caster Level: 9	
Absorb 12 points of damage/level [max 120] from one kind Remove Blindness/Deafness	d of ene	ergy. Fortitude negates	Standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.270
		(harmless)	Action				, , , , , , , , , , , , , , , , , , , ,	(Healing)	
Effect: Cures normal or magical conditions.					Target: Creature tou	cnea		Caster Level: 9	
Remove Curse	16	Will negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
Effect:		(namiooo)	7.00.011		Target: Creature or i	tem touche	ed	Caster Level: 9	
Frees object or person from curse.	40	Eartitude pagetos	Standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.271
DDDDD Remove Disease	16					.,-	((Healing)	
Remove Disease	16	Fortitude negates (harmless)	Action		T	-11		Contact such C	
Effect: Cures all diseases affecting subject.	16				Target: Creature tou	ched		Caster Level: 9	
Effect:	16	(harmless) Fortitude negates	Action 1 standard	10 minutes/level		v,s,DF	Yes [harmless]	Caster Level: 9 Abjuration	SC: p.174
Effect: Cures all diseases affecting subject.	16	(harmless)	Action	10 minutes/level	Close (45 ft.) Target: One creature	V,S,DF	•		SC: p.174
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. As resist energy, except that it affects all targeted creature	16 es.	(harmless) Fortitude negates [harmless]	Action 1 standard action	10 minutes/level	Close (45 ft.) Target: One creature more than 30 ft. apa	V,S,DF e/level, no t	wo of which can be	Abjuration Caster Level: 9	
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Resist Energy, Mass Effect: As resist energy, except that it affects all targeted creature Resurgence, Mass	16	(harmless) Fortitude negates	Action 1 standard action		Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.)	V,S,DF e/level, no t rt V,S,DF	wo of which can be Yes [harmless]	Abjuration Caster Level: 9 Abjuration	SC: p.174 SC: p.175
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Resist Energy, Mass Effect: As resist energy, except that it affects all targeted creature Curriculum Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets.	16 es. 16	Fortitude negates [harmless] Will negates [harmless]	Action 1 standard action 1 standard action	Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa	V,S,DF e/level, no t rt V,S,DF e/level, no t	wo of which can be Yes [harmless]	Abjuration Caster Level: 9	
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting, Mass Effect: Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability.	16 es. 16	Fortitude negates [harmless] Will negates [harmless]	1 standard action 1 standard action save again	Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa	V,S,DF e/level, no t rt V,S,DF e/level, no t rt	wo of which can be Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Abjuration Caster Level: 9	SC: p.175
Effect: Cures all diseases affecting subject. As resist energy, except that it affects all targeted creature. Cure Agreement Agreeme	16 es. 16 Allows	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed	1 standard action 1 standard action save again	Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal	V,S,DF e/level, no t rt V,S,DF e/level, no t	wo of which can be Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation)	
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting, Mass Effect: Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability.	16 es. 16 Allows 16 to all a	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A adjacent squares. DR de	1 standard action 1 standard action save again 1 standard action save again 2 standard action save apply to	Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You	V,S,DF e/level, no t rt V,S,DF e/level, no t rt V,S,M	wo of which can be Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9	SC: p.175
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Resist Energy, Mass Effect: Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Ring of Blades Effect:	16 es. 16 Allows	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR d None or Will negates	Action 1 standard action 1 standard action save again 1 standard action es apply to 1 standard	Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You	V,S,DF e/level, no t rt V,S,DF e/level, no t rt	wo of which can be Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation)	SC: p.175
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Resist Energy, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Circle Ring of Blades Effect: Deals 1d6+1 per caster level [max+10] points of damage	16 25. 26 26 27 26 27 27 28 28 28 28 28 28 28 28 28 28 28 28 28	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR di None or Will negates [harmless]	1 standard action 1 standard action save again 1 standard action save again 2 standard action save apply to	Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You	V,S,DF e/level, no	wo of which can be Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9	SC: p.175
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Resist Energy, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Currich Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage Currich Safety Effect: Safety Effect: Safety Effect: Subject can find the shortest, most direct route to safety; s	16 25. 16 Allows 16 16 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR di None or Will negates [harmless]	Action 1 standard action 1 standard action save again 1 standard action bes apply to 1 standard action	Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage.	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature remove than 30 ft. apa Personal Target: You Touch Target: Creature tou	V,S,DF e/level, no	wo of which can be Yes [harmless] wo of which can be	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration	SC: p.175 SC: p.177 SC: p.179
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all targets Energy, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Curry Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage Curry Safety Effect: Subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest.	16 25. 16 Allows 16 16 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A N/A N/A None or Will negates [harmless]	Action 1 standard action 1 standard action save again 1 standard action bes apply to 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature remove than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.)	V,S,DF e/level, no int V,S,DF e/level, no int V,S,M V,S,M	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation	SC: p.175
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Resist Energy, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Current Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage Current Safety Effect: Subject can find the shortest, most direct route to safety; s Current Safety Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level	16 Allows 16 to all a 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR de None or Will negates [harmless] It. None	Action 1 standard action 1 standard action save again 1 standard action be apply to 1 standard action Standard Action Standard Action	Instantaneous ist an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature remore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray	V,S,DF e/level, no int V,S,DF e/level, no int V,S,M V,S,M	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) (Creation) Caster Level: 9 Abjuration Caster Level: 9	SC: p.175 SC: p.177 SC: p.179
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Curry Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage Curry Safety Effect: Curry Safety Eff	16 Allows 16 to all a 16 [max	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A None or Will negates [harmless] None 10d6] against undead;	1 standard action 1 standard action 1 standard action save agair 1 standard action ses apply to 1 standard action Standard Action 9 to undea	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct o	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray	V,S,DF e/level, no tr t V,S,DF e/level, no tr V,S,M V,S,M V,S ched	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9	SC: p.175 SC: p.177 SC: p.179 PHB: p.275
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Curry Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage Curry Safety Effect: Subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest find the shortes	16 Allows 16 to all a 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR de None or Will negates [harmless] It. None	1 standard action 1 standard action 1 standard action save agair 1 standard action ses apply to 1 standard action Standard Action 9 to undea	Instantaneous ist an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature remore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r	V,S,DF Alevel, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration	SC: p.175 SC: p.177 SC: p.179
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Curry Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage Curry Safety Effect: Curry Safety Eff	16 Allows 16 a to all a 16 [max 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A adjacent squares. DR de None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless]	Action 1 standard action 1 standard action save again 1 standard action es apply to 1 standard action Standard Action 9 to undea 1 standard	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct o	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray	V,S,DF Alevel, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9	SC: p.175 SC: p.177 SC: p.179 PHB: p.275
Effect: Cures all diseases affecting subject. Resist energy, except that it affects all targeted creature. Cures are seurgence, except it affects multiple targets. Same as resurgence, except it affects multiple targets. Supernatural ability. Cure Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage. Cure Subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest find the short	16 Allows 16 a to all a 16 [max 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A None or Will negates [harmless] None None of Will negates [harmless] Tortitude negates [harmless] or drain.	Action 1 standard action 1 standard action save agair 1 standard action sea apply to 1 standard action Standard Action 9 to undea 1 standard action 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct o	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature	V,S,DF Alevel, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
Effect: Cures all diseases affecting subject. Cures all targeted creature. Cures are sist energy, except that it affects all targeted creature. Cures are resurgence, except it affects multiple targets. Cures affects Cures all diseases affecting subject and it affects all targets. Cures all diseases affecting subject and targets. Cures affects all targets all targets and targets. Cures affects and targets are resurgence. Cures affects and targets are resurgence. Cures affects and targets are resurgence. Cures affects and targets and targets are resurgence. Cures affects and targets are resurgence. Cures affects and targets and targets and targets are resurgence. Cures affects and targets are resurgence. Cures affects and targets	16 Allows 16 Allows 16 to all a 16 [max 16 damage 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A None or Will negates [harmless] None Tod6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless]	Action 1 standard action 1 standard action 1 standard action save agair 1 standard action Standard action Standard Action 9 to undea 1 standard action 1 standard action 1 standard action	Instantaneous st an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray r Touch Target: Living creature	V,S,DF aflevel, no to tt V,S,DF eflevel, no to tt V,S,M V,S,M V,S tched V,S V,S,DF ure touched V,S	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
Effect: Cures all diseases affecting subject. Cures are subjected, except that it affects all targeted creature. Cures are resurgence, except it affects multiple targets. Cures are are surgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are resurgence, except it affects multiple targets. Cures are resurgence, except it affects route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety.	16 Allows 16 Allows 16 to all a 16 [max 16 damage 16 s, +1 pe	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [mar	Action 1 standard action 1 standard action 1 standard action save agair 1 standard action 2 sapply to 1 standard action Standard Action 9 to under 1 standard action 1 standard action 1 standard action 1 standard action (+5].	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Close (45 ft.) Target: One creaturer more than 30 ft. apa Close (45 ft.) Target: You Touch Target: Creature tou Medium (190 ft.) Target: Ray Touch Target: Living creature touch Target: One shield of	V,S,DF e/level, no to rt V,S,DF e/level, no to rt V,S,M V,S,M V,S ched V,S V,S,DF are touched V,S or buckler to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
Effect: Cures all diseases affecting subject. Cures are subject to the subject and s	16 Allows 16 Allows 16 to all a 16 [max 16 damage 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A None or Will negates [harmless] None Tod6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless]	Action 1 standard action 1 standard action 1 standard action save agair 1 standard action Standard action Standard Action 9 to undea 1 standard action 1 standard action 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature tour control of the control of th	V,S,DF a/level, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No puched Yes	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
Effect: Cures all diseases affecting subject. Cures are subjected that it affects all targeted creature. Cures are seurgence, except it affects multiple targets. Cures are are seurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are are resurgence, except it affects multiple targets. Cures are resurgence, except it affects multiple targets. Cures are resurgence, except it affects route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety.	16 Allows 16 Allows 16 to all a 16 [max 16 damage 16 s, +1 pe	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [mar	Action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action Standard Action 9 to under action 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature tour control of the control of th	V,S,DF a/level, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188
Effect: Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting subject. Cures all diseases affecting, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Current Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest, most direct route to safety; s Current Subject can find the shortest find find find find find find find find	16 Allows 16 Allows 16 to all a 16 [max 16 damage 16 s, +1 pe	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [mar	Action 1 standard action 1 standard action 1 standard action save agair 1 standard action 2 sapply to 1 standard action Standard Action 9 to under 1 standard action 1 standard action 1 standard action (+5]. 1 standard action 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Living creature touch Target: Cone creature touch Target: One creature touch Target: One creature than 30 ft. apart	V,S,DF a/level, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No puched Yes	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188
Effect: Cures all diseases affecting subject. Cures are subjected that it affects all targeted creature. Cures are serving ence, except it affects multiple targets. Cures are as resurgence, except it affects multiple targets. Cures are as resurgence, except it affects multiple targets. Cures are as resurgence, except it affects multiple targets. Cures are as resurgence, except it affects multiple targets. Cures are as resurgence, except it affects multiple targets. Cures are as resurgence, except it affects multiple targets. Cures are as resurgence, except it affects route to safety. Cures are as resurgence, except it affect route to safety. Cures are as resurgence, except it affect route to safety. Cures affect: Cures all diseases affecting subject and targets. Cures affect: Cures all diseases affecting subject and targets. Cures affect resurgence, except it affects all targets and targets. Cures affecting affecting subject and targets. Cures all diseases affecting subject and targets. Cures affecting affecting affecting subject and targets. Cures affecting affect	16 Allows 16 to all a 16 [max 16 damage 16 s, +1 per 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A None or Will negates [harmless] None Tod6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [max Will negates	Action 1 standard action Standard action Standard action 9 to undea 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, of 1 minute/level adamage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Living creature touch Target: Cone creature touch Target: One creature touch Target: One creature than 30 ft. apart	V,S,DF aflevel, no int V,S,DF aflevel, no int V,S,M V,S,M V,S,SF are touched V,S br buckler to V,S,DF aflevel, no int V,S,F	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No ouched Yes wo of which are more	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.188
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Effect: Cures all diseases affecting subject. Cures all targeted creature. Care Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Cure Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage. Cure Safety Company Safety Effect: Subject can find the shortest, most direct route to safety; so Cure Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 4d6 damage. Cure Subject gains immunity to fatigue, exhaustion, and ability subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety. Effect: Subject gains immunity to fatigue, exhaustion, and ability of Safety.	16 Allows 16 to all a 16 [max 16 damage 16 s, +1 per 16	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A None or Will negates [harmless] None Tod6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [max Will negates	Action 1 standard action Standard action 9 to undea 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, of 1 minute/level adamage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Living creature touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch	V,S,DF aflevel, no int V,S,DF aflevel, no int V,S,M V,S,M V,S,SF are touched V,S br buckler to V,S,DF aflevel, no int V,S,F	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No ouched Yes wo of which are more	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Negromancy Caster Level: 9 Necromancy Caster Level: 9 Evocation	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.188
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Effect: Cures all diseases affecting subject. Cures all targeted creature. Care Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Cure Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage. Cure Care Caster	16 Allows 16 Allows 16 to all a 16 to all a 16 see text	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Adiacent squares. DR de None or Will negates [harmless] None Toddi against undead; Fortitude negates [harmless] or drain. Will negates [object, harmless] will negates [object, harmless] or five caster levels [maximit negates] See text None	Action 1 standard action Standard Action 9 to undea 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level 1 round Permanent Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Living creature touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S,DF a/level, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No ouched Yes wo of which are more No Yes	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Evocation Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Necromancy Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Transmutation	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191
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Effect: Cures all diseases affecting subject. Cures all targeted creature. Cure Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. Supernatural ability. Cure Ring of Blades Effect: Deals 1d6 +1 per caster level [max +10] points of damage. Cure Cure Cure Cure Cure Cure Cure Cure	16 Allows 16 Allows 16 to all a 16 to all a 16 see text	(harmless) Fortitude negates [harmless] Will negates [harmless] one retry on a failed N/A Indiacent squares. DR di None or Will negates [harmless] None or Will negates [harmless] None 10d6] against undead; Fortitude negates [harmless] or or drain. Will negates [object,harmless] or five caster levels [maxwill negates] See text None Will negates Will negates Will negates Will negates Will negates	Action 1 standard action Standard Action 9 to undea 1 standard action	Instantaneous ast an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level 1 round Permanent Instantaneous	Close (45 ft.) Target: One creature more than 30 ft. apa Close (45 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (190 ft.) Target: Living creature touch Target: One shield of Close (45 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.) Target: Ray Close (45 ft.) Target: Ray Close (45 ft.) Target: One humanic Medium (190 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (190 ft.)	V,S,DF a/level, no to	wo of which can be Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless] No outched Yes wo of which are more No Yes Yes [harmless]	Abjuration Caster Level: 9 Abjuration Caster Level: 9 Conjuration (Creation) Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Evocation Caster Level: 9 Transmutation Caster Level: 9 Evocation Caster Level: 9 Evocation [Sonic]	SC: p.175 SC: p.177 SC: p.179 PHB: p.275 SC: p.188 SC: p.188 SC: p.190 SC: p.191 SC: p.191
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□□□□□ Spark of Life	16	Will negates	1 standard	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
Effect: Undead touched temporarily acts as if it were alive and	/ulnerat	ole as if it weren't undea	d.		Target: Undead cre	eature touch	ed	Caster Level: 9	
□□□□□ Speak with Dead	16	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Depen	PHB: p.281 dent]
Effect: Corpse answers one question/2 levels.					Target: One dead	creature		Caster Level: 9	
□□□□ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
Effect: As brambles, except affected weapon gains +2 enhance	ment b	onus and threat range de	oubled.		Target: Wooden w	eapon touch	ed	Caster Level: 9	
□□□□□ Stone Shape		None	Standard Action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
Effect: Sculpts stone into any shape.					Target: Stone or st +1 cu. ft./level	one object to	ouched, up to 10 cu. ft.	Caster Level: 9	
□□□□ Summon Monster III		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more			Caster Level: 9	
□□□□ Suppress Glyph	16	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a	glyph o	warding; see text.			Target: 100-ftradi	us emanatio	on centered on you	Caster Level: 9	
□□□□ Tremor	16	See text	1 standard action	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.					Target: 40-ftradiu	s spread		Caster Level: 9	
□□□□□ Vigor	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing	ability f	or the duration of the sp	ell at 2 hp au	itomatically healed per round.	Target: Living crea	ture touched	i	Caster Level: 9	
□□□□□ Vigor, Mass Lesser	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast hea	ling abi	ity for the duration of the	spell at 1 h	p automatically healed per round.	Target: One creatu more than 30 ft. ap		no two of which can be	Caster Level: 9	
□□□□□ Visage of the Deity, Lesser	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 9	
□□□□ Wall of Light		None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled	. You ca	an see through the wall;	see text.		Target: A straight v square/level or her		rea is up to one 10-ft. ft./2 levels	Caster Level: 9	
□□□□ Water Breathing	16	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.					Target: Living crea	tures touche	ed	Caster Level: 9	
□□□□ Water Walk	16	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
Effect: Subject treads on water as if solid.					Target: One touche	ed creature/l	evel	Caster Level: 9	
□□□□□ Weapon of Energy	16	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
Effect: Adds additional damage; see text.					Target: One weapo	on		Caster Level: 9	
□□□□ Weapon of Impact	16	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Double threat range of weapon.					Target: One bludge projectiles [all of wl			Caster Level: 9	
□□□□□ Weapon of the Deity	16	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Imbue a weapon favored by your deity with special enha	ıncemei	nts and abilities. See tex	t		Target: Weapon to	uched		Caster Level: 9	
□□□□ Wind Wall	16	None; see text		1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to	10 ft./level lo	ong and 5 ft./level high	Caster Level: 9	

^{* =}Domain/Speciality Spell

Wizard 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	4	3	2	0	0	0	0	0	0	0

LEVEL 0

				LEVELU				
Name	DC	Saving Throw	Time	Duration	•	mp. Spell Resistance	School	Source
Effect:		None	Standard Action	Instantaneous	Close (35 ft.) V,S Target: One missile of a		Conjuration (Creation) [Acid] Caster Level: 4	PHB: p.196
Orb deals 1d3 acid damage.	40	MEH	4 - 1 - 1 - 1	40 1 10 1	-			00 . 0
Amanuesis	13	Will negates [object]	action	10 minute/level	Close (35 ft.) V,S	S Yes [object]	Transmutation	SC: p.9
Effect: Copies 250 words per minute.					Target: Object or object	s with writing	Caster Level: 4	
□□□□□ Arcane Mark		None	Standard	Permanent	0 ft. V,S	S No	Universal	PHB: p.201
Effect:			Action			ine or mark, all of which must	Caster Level: 4	
Inscribes a personal rune [visible or invisible].		None	1 standard	1 round/level	fit within 1 sq. ft. Close (35 ft.) V,S	S No	Conjuration	SC: p.42
□□□□□ Caltrops		None	action	1 Tourid/level		3 140	(Creation)	30. p.42
Effect: Caltrops cover one 5-foot-by-5-foot square, attack roll +	0 for all	creatures moving in th	e square [C	reatures AC is Base + Dex + [Foot Wea	Target: See text		Caster Level: 4	
+2] for purpose of the caltrop attack] dealing 1 pt of damag	e and la	nd speed reduced by ha None		1 minute/level [D]	Medium (140 ft.) V,S	S No	Evocation [Light]	PHB: p.216
Dancing Lights		None	Action	i minute/level [D]				FПБ. p.210
Effect: Creates torches or other lights.					Target: Up to four lights	, all within a 10- ftradius area	Caster Level: 4	
Daze	13	Will negates	Standard Action	1 round	Close (35 ft.) V,S	S,M Yes	Enchantment (Compulsion)	PHB: p.217
			Action				[Mind-Affecting]	
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid	creature of 4 HD or less	Caster Level: 4	
Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft. V,S	S No	Divination	PHB: p.219
Effect:			Action		Target: Cone-shaped er	manation	Caster Level: 4	
Detects spells and magic items within 60 ft.		None	Standard	Instantaneous	Close (35 ft.) V,S	S No	Divination	PHB: p.219
Detect Poison			Action					
Effect: Detects poison in one creature or small object.					rarget: One creature, o	ne object, or a 5-ft. cube	Caster Level: 4	
Disrupt Undead		None	Standard Action	Instantaneous	Close (35 ft.) V,S	S Yes	Necromancy	PHB: p.223
Effect:			AUGUII		Target: Ray		Caster Level: 4	
Deals 1d6 damage to one undead.		None	1 standard	Instantaneous	Close (35 ft.) V,S	S Yes	Evocation	SC: p.78
			action				[Electricity]	
Effect: Ranged touch attack delivers 1d3 electric damage.					Target: Ray		Caster Level: 4	
□□□□□ Flare	13	Fortitude negates	Standard Action	Instantaneous	Close (35 ft.) V	Yes	Evocation [Light]	PHB: p.232
Effect:					Target: Burst of light		Caster Level: 4	
Dazzles one creature [-1 on attack rolls].	13	Will disbelief (if	Standard	1 round/level [D]	Close (35 ft.) V,S	S,M No	Illusion (Figment)	PHB: p.235
Effect:		interacted with)	Action	.,	Target: Illusory sounds		Caster Level: 4	
Figment sounds.								
□□□□□Launch Bolt		None	1 standard action	Instantaneous	Touch V,S	S,M No	Transmutation	SC: p.130
Effect: Treat bolt as if fired from a light crossbow, including any	honuoo	facts or anabantment			Target: One crossbow b	oolt in your possession	Caster Level: 4	
Launch Item	Donuses	None	1 standard	Instantaneous	Touch S	No	Transmutation	SC: p.130
Effect:			action		Target: One Fine item in	n your possession, weighing u	n Caster I evel: 4	
Launch an item safely to the target you specify where it	will act n				to 10lbs			
□□□□□ Light		None	Standard Action	10 minutes/level [D]	Touch V, I	M/DF No	Evocation [Light]	PHB: p.248
Effect: Object shines like a torch.					Target: Object touched		Caster Level: 4	
Mage Hand		None		Concentration	Close (35 ft.) V,S	S No	Transmutation	PHB: p.249
Effect:			Action		Target: One nonmagica	I, unattended object weighing	Caster Level: 4	
5-pound telekinesis.	13	Will pageton	Standard	Instantaneous	up to 5 lb. 10 ft. V,S			DUD: p 252
Mending Mending	13	Will negates (harmless, object)	Action	Instantaneous	10 II. V,3	res (namiess, objec		PHB: p.253
Effect: Makes minor repairs on an object.					Target: One object of up	o to 1 lb.	Caster Level: 4	
Message		None		10 minutes/level	Medium (140 ft.) V,S	S,F No	Transmutation	PHB: p.253
Effect:			Action				[Language-Depen Caster Level: 4	uentj
Whispered conversation at distance.					Target: 1 creature/level			
DDDDD0nor/0!	12	Will negator (chicat)	Standard	Instantaneous	_	F Ves (chicot)		PHR: n 259
Open/Close	13	Will negates (object)	Standard Action	Instantaneous	Close (35 ft.) V,S		Transmutation	PHB: p.258
Open/Close Effect: Opens or closes small or light things.	13	Will negates (object)		Instantaneous	Close (35 ft.) V,S	S,F Yes (object) up to 30 lb. or portal that can	Transmutation	PHB: p.258
Effect:	13	Will negates (object) See text	Action Standard		Close (35 ft.) V,S	up to 30 lb. or portal that can	Transmutation	PHB: p.258
Effect: Opens or closes small or light things. Prestidigitation Effect:			Action		Close (35 ft.) V,S Target: Object weighing be opened or closed	up to 30 lb. or portal that can	Transmutation Caster Level: 4	
Effect: Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks.		See text	Action Standard Action	1 hour	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text	up to 30 lb. or portal that can	Transmutation Caster Level: 4 Universal Caster Level: 4	PHB: p.264
Effect: Opens or closes small or light things. Opens or closes small or light things. Effect: Performs minor tricks. Ray of Frost			Action Standard Action		Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S	up to 30 lb. or portal that can	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold]	
Effect: Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks.		See text	Action Standard Action Standard	1 hour	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text	up to 30 lb. or portal that can	Transmutation Caster Level: 4 Universal Caster Level: 4	PHB: p.264
Effect: Opens or closes small or light things. Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. Ray of Frost Effect:		See text	Action Standard Action Standard Action Standard	1 hour	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S	up to 30 lb. or portal that can No Yes	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold]	PHB: p.264
Effect: Opens or closes small or light things. Graph Prestidigitation Effect: Performs minor tricks. Graph Ray of Frost Effect: Ray deals 1d3 cold damage. Ray deals 1d3 cold damage. Graph Read Magic Effect:		See text None	Action Standard Action Standard Action	1 hour Instantaneous	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray	up to 30 lb. or portal that can No Yes	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4	PHB: p.264 PHB: p.269
Effect: Opens or closes small or light things. Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. Opens or closes small or light things. Perfect: Ray deals 1d3 cold damage. Read Magic Effect: Read scrolls and spellbooks.		See text None	Action Standard Action Standard Action Standard Action	1 hour Instantaneous 10 minutes/level	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You	up to 30 lb. or portal that can No Yes	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4	PHB: p.264 PHB: p.269 PHB: p.269
Effect: Opens or closes small or light things. Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. Opens or closes small or light things. Performs minor tricks. Performs minor trick		See text None	Action Standard Action Standard Action Standard Action	1 hour Instantaneous	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S	up to 30 lb. or portal that can No Yes No No No No No No	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation	PHB: p.264 PHB: p.269
Effect: Opens or closes small or light things. Opens or closes small or light things. Performs minor tricks. Perforts may deal 1d3 cold damage. Perfort: Ray deals 1d3 cold damage. Perfort: Read scrolls and spellbooks. Perfort: Repair Minor Damage		See text None	Action Standard Action Standard Action Standard Action 1 standard	1 hour Instantaneous 10 minutes/level	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You	up to 30 lb. or portal that can No Yes No No No No No No	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4	PHB: p.264 PHB: p.269 PHB: p.269
Effect: Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. Performs deals 1d3 cold damage. Read deals 1d3 cold damage. Read scrolls and spellbooks.		See text None None Will negates	Action Standard Action Standard Action Standard Action 1 standard action Standard Action	1 hour Instantaneous 10 minutes/level Instantaneous	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch	up to 30 lb. or portal that can No Yes No No No No No No	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation	PHB: p.264 PHB: p.269 PHB: p.269
Effect: Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. Performs minor tricks. Ray deals 1d3 cold damage. Read Magic Effect: Read scrolls and spellbooks. Read scrolls and spellbooks. Repair a construct 1 point of damage. Resistance Effect:	13	See text None None	Action Standard Action Standard Action Standard Action 1 standard action	1 hour Instantaneous 10 minutes/level Instantaneous	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch	up to 30 lb. or portal that can No Yes S,F No No No S No S No Red S,M/DF Yes (harmless)	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4	PHB: p.269 PHB: p.269 SC: p.173
Effect: Opens or closes small or light things. Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. One has been been been been been been been bee	13	None None Will negates (harmless)	Action Standard Action Standard Action Standard Action 1 standard action Standard Action	1 hour Instantaneous 10 minutes/level Instantaneous 1 minute	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touches	up to 30 lb. or portal that can No No Yes S,F No N	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4 Abjuration Caster Level: 4	PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272
Effect: Opens or closes small or light things. Image: Prestidigitation Effect: Performs minor tricks. Image: Performs min	13	See text None None Will negates	Action Standard Action Standard Action Standard Action 1 standard action Standard Action	1 hour Instantaneous 10 minutes/level Instantaneous	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touche Close (35 ft.) S	up to 30 lb. or portal that can No Yes S,F No No No S No S No Red S,M/DF Yes (harmless)	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4 Abjuration Caster Level: 4 Illusion (Glamer)	PHB: p.269 PHB: p.269 SC: p.173
Effect: Opens or closes small or light things. Opens or closes small or light things. Effect: Performs minor tricks. Opens or closes small or light things. Effect: Ray deals 1d3 cold damage. Effect: Read scrolls and spellbooks. Opens of Frost Effect: Read scrolls and spellbooks. Opens of Frost Effect: Repair a construct 1 point of damage. Opens of Effect: Repair a construct 1 point of damage. Effect: Subject gains +1 on saving throws.	13	None None Will negates (harmless) Will negates [object]	Action Standard Action Standard Action Standard Action 1 standard action Standard Action 1 standard Action 1 standard Action	1 hour Instantaneous 10 minutes/level Instantaneous 1 minute	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touches	up to 30 lb. or portal that can No No Yes S,F No N	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4 Abjuration Caster Level: 4	PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272
Effect: Opens or closes small or light things. Prestidigitation Effect: Performs minor tricks. Effect: Ray deals 1d3 cold damage. Read Magic Effect: Read scrolls and spellbooks. Perform minor Damage Effect: Repair a construct 1 point of damage. Perform Resistance Effect: Subject gains +1 on saving throws.	13	None None Will negates (harmless) Will negates [object]	Action Standard Action Standard Action Standard Action 1 standard Action Standard Action 1 standard Action 1 standard Action 1 standard Action	1 hour Instantaneous 10 minutes/level Instantaneous 1 minute	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touche Close (35 ft.) S	y up to 30 lb. or portal that can No No Yes S,F No No No No Horizontal that can No Yes S,F No Yes No Yes S,M/DF Yes (harmless) No Yes [object]	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4 Abjuration Caster Level: 4 Illusion (Glamer)	PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190
Effect: Opens or closes small or light things. Opens or closes small or light things. Effect: Performs minor tricks. Effect: Ray deals 1d3 cold damage. Read damage. Perfect: Read scrolls and spellbooks. Perfect: Repair a construct 1 point of damage. Effect: Subject gains +1 on saving throws. Subject gains +1 on saving throws. Perfect: Negates the sound of opening/closing any portal [door, we consider the considered the co	13 13 13 13	See text None None Will negates (harmless) Will negates [object] tc.]. Will partial	Action Standard Action Standard Action Standard Action 1 standard action Standard Action 1 standard Action 1 standard Action	1 hour Instantaneous 10 minutes/level Instantaneous 1 minute 1 minute/level [D]	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touche Close (35 ft.) S Target: One portal	up to 30 lb. or portal that can No Yes From No No No No No No No No Yes No Yes (harmless) Subd Yes [object]	Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4 Abjuration Caster Level: 4 Illusion (Glamer) Caster Level: 4	PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190
Effect: Opens or closes small or light things. Opens or closes small or light things. Effect: Performs minor tricks. Effect: Ray deals 1d3 cold damage. Opens of Frost Effect: Ray deals 1d3 cold damage. Opens of Frost Effect: Read scrolls and spellbooks. Opens of Frost Effect: Repair a construct 1 point of damage. Effect: Subject gains +1 on saving throws. Opens of Frost Effect: Subject gains +1 on saving throws. Opens of Frost Effect: Subject gains +1 on saving throws. Opens of Frost Effect: Subject gains +1 on saving throws. Opens of Frost Effect: Subject gains +1 on saving throws.	13 13 13 13	See text None None Will negates (harmless) Will negates [object] tc.]. Will partial	Action Standard Action Standard Action Standard Action 1 standard Action Standard Action 1 standard Action 1 standard Action 1 standard Action	1 hour Instantaneous 10 minutes/level Instantaneous 1 minute 1 minute/level [D]	Close (35 ft.) V,S Target: Object weighing be opened or closed 10 ft. V,S Target: See text Close (35 ft.) V,S Target: Ray Personal V,S Target: You Touch V,S Target: Construct touch Touch V,S Target: Creature touche Close (35 ft.) S Target: One portal Close (35 ft.) V,S	up to 30 lb. or portal that can No Yes From No No No No No No No No Yes No Yes (harmless) Subd Yes [object]	Transmutation Caster Level: 4 Universal Caster Level: 4 Evocation [Cold] Caster Level: 4 Divination Caster Level: 4 Transmutation Caster Level: 4 Abjuration Caster Level: 4 Illiusion (Glamer) Caster Level: 4 Evocation [Sonic]	PHB: p.264 PHB: p.269 PHB: p.269 SC: p.173 PHB: p.272 SC: p.190

Wizard Spells

	13 Will negates [obj	ectl 1 standard Instantaneous	Touch	V.S.M	Yes [object]	Transmutation	SC: p.206
Stick	10 Will Hegates [obj	action	roddii	v,O,IVI	res (object)	Transmittation	00. p.200
Effect: Sticks one object to another; see text.			Target: Nonma 5lbs	gical, unatten	ded object weighing u	ip to Caster Level: 4	
□□□□□Touch of Fatigue	13 Fortitude negate	Standard 1 round/level Action	Touch	V,S,M	Yes	Necromancy	PHB: p.294
Effect: Touch attack fatigues target.			Target: Creatur	e touched		Caster Level: 4	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Alarm		None	Standard Action	2 hours/level [D]	Close (35 ft.)	V,S,F/DF	No	Abjuration	PHB: p.197
Effect: Wards an area for 2 hours/level.					Target: 20-ftradius space	emanation	centered on a point in	Caster Level: 4	
Color Spray	14	Will negates	Standard Action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: p.210
Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak crea	tures.				Target: Cone-shape	ed burst		Caster Level: 4	
□□□□ Expeditious Retreat		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: p.228
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 4	
□□□□□ Feather Fall	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (35 ft.)	V	Yes (object)	Transmutation	PHB: p.229
Effect: Objects or creatures fall slowly.							r freefalling object or may be more than 20 f	Caster Level: 4	
□□□□ Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
Effect: Determines properties of magic item.					Target: One touche	d object		Caster Level: 4	
□□□□ Mage Armor	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
Effect: Gives subject +4 armor bonus.					Target: Creature to	uched		Caster Level: 4	
□□□□ Magic Missile		None	Standard Action	Instantaneous	Medium (140 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.					Target: Up to five comore than 15 ft. apa		two of which can be	Caster Level: 4	

^{* =}Domain/Speciality Spell

Iridius the Red Human RACE 20 AGE Male GENDER Darkvision (60 ft.), Low-light VISION Neutral Good Right DOMINANT HAND 5' 9" HEIGHT 174 lbs. WEIGHT Blue EYE COLOUR SKIN COLOUR Light Brown; Small Beard, Straight PHOBIAS PERSONALITY TRAITS INTERESTS SPOKEN STYLE RESIDENCE LOCATION

None REGION

Description:Light Brown; Straight; Small Beard dressed in faded red robes

Biography:

Notes:	
Character Sheet Notes:	