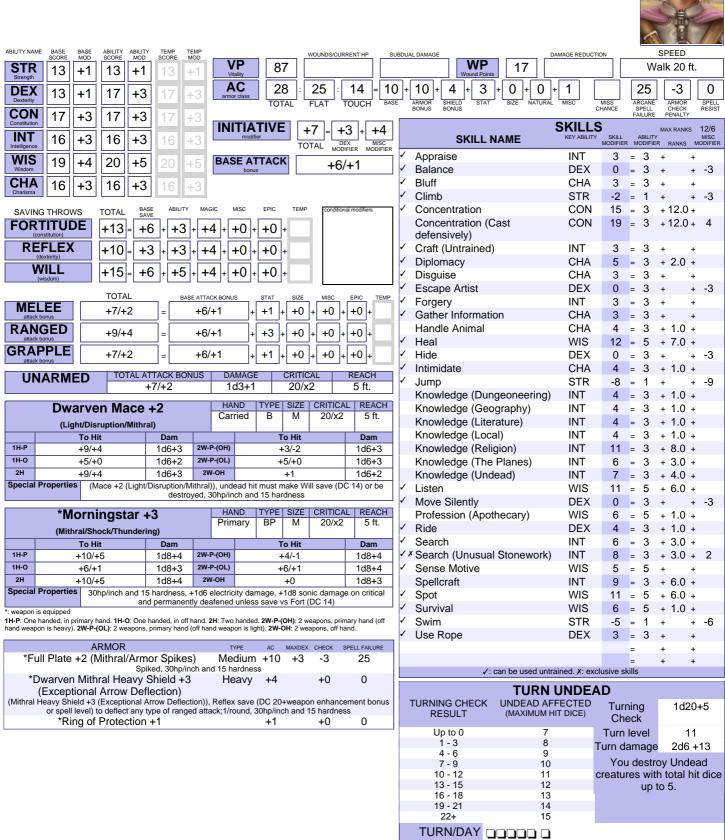
Fiona Battle	ebrace	Andrew		Moradin		Lawful Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
Clr9	36000	Dwarf	Medium	4' 2"	155 lbs.	Darkvision (60')
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
9	45000	64	Female	Brown	Black, Short	-1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS





	TUDAL AID		
	TURN AIR		
TURNING CHECK RESULT	AIR AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	7	Turn level	11
1 - 3	8	Turn damage	2d6 +13
4 - 6	9	J	
7 - 9	10	You destroy	
10 - 12	11	with total hit	dice up to 5.
13 - 15	12		
16 - 18	13		
19 - 21	14		
22+	15		
TURN/DAY 🔲			

	REBUKE EAF	RTH	
TURNING CHEC RESULT	CK EARTH AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0 1 - 3	7 8	Turn level Turn damage	11 2d6 +13
4 - 6 7 - 9	9 10	You comm	and Earth
10 - 12 13 - 15	11 12	creatures with to	•
16 - 18 19 - 21 22+	13 14 15		
REBUKE/DAY			

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Backpack 13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 lnk (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle	Equipped	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Candle □	Backpack	1	0.0	0.01
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Dwarven Mace +2 (Light/Disruption/Mithral) (Mace +2 (Light/Disruption/Mithral)), undead hit must make Will	Carried	1	2.0	34005.0
(Make +2 (Light of Shiph), indeat nil flost rinds will save (DC 14) or be destroyed, 30hp/inch and 15 hardness  Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection) (Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), Reflex save (DC 20+weapon enhancement bonus or spell level) to	Equipped	1	7.5	122020.
deflect any type of ranged attack;1/round, 30hp/inch and 15 hardness				
Ephod of Authority [Set]	Equipped	1	0.0	0.0
Flask (Empty)  0 lbs.	Backpack	1	1.5	0.03
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Healer's Kit aaaaa aaaaa	Backpack	1	1.0	50.0
Helmet (WIS +1) Enhancement bonus to ability WIS +1	Equipped	1	0.0	1000.0
Holy Symbol (Silver)	Equipped	1	1.0	25.0
Holy Water (Flask) □□□	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Moradin's Faithful (Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2	Equipped	1	0.0	152500.
Morningstar +3 (Mithral/Shock/Thundering) 30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic	Equipped	1	3.0	53008.0
damage on critical and permanently deafened unless save vs Fort (DC 14)  Paper (Sheet)	Backpack	3	0.0	0.4 (1.2)
Pouch (Belt)	Equipped	1	(0.0) 0.5	1.0
3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)  Rations (Trail/Per Day)	Backpack	2	1.0	0.5 (1.0)
TOTAL WEIGHT CARRIED/VA	ALUE		(2.0) 68.5 lbs.	400748.9
	500 01		ino.	gp

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Ring of Protection +1	Equipped	1	0.0	2000.0
Sewing Needle	Backpack	1	0.0	0.5
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0
Waterskin (Filled)	Backpack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VA	LUE		68.5 lbs.	400748.95 gp

	\	<b>NEIGHT ALLO</b>	WANCE	<u> </u>	
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against spells and spell-like effects. +4 Dodge bonus to Armor Class against monsters of the giant type.

+2 racial bonus on saving throws against poison.

Aura of Good (Ex): Strong Aura of Law (Ex): Strong

•	read & write in any language he can speak. n level 11) (turn damage 2d6+13)
, , , ,	pontaneously cast Cure spells
· -	checks made to resist being bull rushed or tripped when
Stonecunning: +2 racial bonudwarf merely passing within 1	us on Search checks to notice unusual stonework. A 10' of unusual stonework can make a Search as if an also search for Stone Traps as a rogue can. Intuit depth.
Turn Air (Su) 6/day (turn leve	el 11) (turn damage 2d6+13)
Turn Undead (Su) 6/day (turn	n level 11) (turn damage 2d6+13)
	FEATS
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Divine Spell Power	Spend turn/rebuke attempts to increase your caster level
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Turning	You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Modify Spell	Laden spell has additional power
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
	DOMAINS
Earth	Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.
Good	You cast good spells at +1 caster level.

### **PROFICIENCIES**

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

#### LANGUAGES

Celestial, Common, Dwarven, Giant, Terran

### **TEMPLATES**

Truename

# Cleric Spells

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

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Amanuesis  Effect:	16	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)  Target: Object or of	V,S	Yes [object]	Transmutation  Caster Level: 9	SC: Pg.9
Copies 250 words per minute.	40	Nana	4 -4	Lindantana	,	•	•		DUD: 245
Create Water	16	None	action	Instantaneous	Close (45 ft.)  Target: Up to 2 gal	V,S lons/level of	No water	Conjuration (Creation) [Water] Caster Level: 9	PHB: pg.215
Creates 2 gallons/level of pure water.  Cure Minor Wounds	16	Will half (harmless);	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.216
Effect:		see text	action		Target: Creature to		text	(Healing) Caster Level: 9	
Cures 1 point of damage.  Detect Magic	16	None	1 standard	Concentration, up to 1 minutes/level [D]	] 60 ft.	V,S	No	Divination	PHB: pg.219
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shap	ed emanation	on	Caster Level: 9	
□□□□□ Detect Poison	16	None	1 standard	Instantaneous	Close (45 ft.)	V,S	No	Divination	PHB: pg.219
Effect: Detects poison in one creature or small object.			dollori		Target: One creatu	ire, one obje	ct, or a 5-ft. cube	Caster Level: 9	
□□□□ Guidance	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature to	ouched		Caster Level: 9	
□□□□□ Inflict Minor Wounds	16	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect: Touch attack, 1 point of damage.					Target: Creature to			Caster Level: 9	
Light	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Effect: Object shines like a torch.					Target: Object touc			Caster Level: 9	
Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)		PHB: pg.253
Effect: Makes minor repairs on an object.					Target: One object			Caster Level: 9	
Purify Food and Drink	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
Effect: Purifies 1 cu. ft./level of food or water.					ŭ		ninated food and water		
Read Magic	16	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 9	
Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws.					Target: Creature to	ouched		Caster Level: 9	
UUUU Virtue	16	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Effect: Subject gains 1 temporary hp.					Target: Creature to	ouched		Caster Level: 9	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Water	17	Will negates [object]	1 minute	Instantaneous	Touch  Target: Flask of wa	V,S,M ater touched	Yes [object]	Transmutation [Lawful] Caster Level: 9	SC: Pg.22
Water damages chaotic outsiders for 2d4 points of dam	age. 17	Will negates	1 standard	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment	PHB: pg.203
		3	action			,-,		(Compulsion) [Fear,	15
Effect:					Target: All enemies	s within 50 ft	<u>.</u>	Mind-Affecting] Caster Level: 9	
Enemies take -1 on attack rolls and saves against fear.  Blade of Blood	17	None	1 swift	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: pg.103
Effect:			action		Target: Weapon to			Caster Level: 9	13
Weapon deals an additional 1d6 damage, if you take 5	ots of da	mage the weapon deals None		d6 extra damage. I 1 minute/level	50 ft.		Yes (harmless)	Enchantment	PHB: pg.205
GGGGGGGGG			action			.,-,		(Compulsion) [Mind-Affecting]	
Effect: Allies gain +1 on attack rolls and +1 on saves against fe	ar.				Target: The caster centered on the ca		s within a 50-ft. burst,	Caster Level: 9	
Blessed Aim	17	Will negates [harmless]	1 standard	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within	the spr		- '		Target: 50 ft. sprea	d, centered	on you	Caster Level: 9	
DDDD Bless Water	17	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
Effect: Makes holy water.					Target: Flask of wa	ater touched		Caster Level: 10	
Blood Wind	17	Will negates [harmless]	1 swift action	1 round	Close (45 ft.)	V,S	Yes [harmless]	Evocation	SC: Pg.33
Effect: Full attack action allows creature to use natural or unarr	ned atto			text	Target: A single cr	eature with I	ntelligence 4 or higher	Caster Level: 9	
unarratack action allows creature to use natural or unarratack	ned atta 17	CK With a 20 ft range inc Will partial	1 standard	1d4 rounds or 1 round; see text	Close (45 ft.)	V,S	Yes	Necromancy [Fea Mind-Affecting]	r,PHB: pg.208
Effect: One creature of 5 HD or less flees for 1d4 rounds.			action		Target: One living	creature with	5 or fewer HD	Mind-Affecting] Caster Level: 9	
One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire	17			1 minute/level [fire source] or	Close (45 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: Pg.50
Effect:		half	action	Instantaneous [creature]		urce [up to a	a 20-ft. cube] or one	[Cold] Caster Level: 9	
Flames deal cold damage; see text  Command	17	Will negates	1 standard	1 round	creature; see text Close (45 ft.)	V	Yes	Enchantment	PHB: pg.211
			action					(Compulsion) [Language-Depen	dent,
Effect:					Target: One living	creature		Mind-Affecting] Caster Level: 9	
One subject obeys selected command for 1 round.  Comprehend Languages	17	None		10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect:			action		Target: You			Caster Level: 9	
You understand all spoken and written languages.  Conviction	17	Will negates		10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
Effect:		[harmless]	action		Target: Creature to		•	Caster Level: 9	
+2 morale bonus to saves, +1 for every six levels [max	+5 at 18t	h level]; see text.		* =Domain/Speciality Spell					

				Cleric Spells	;					
Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous		Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
Effect: Cures 1d8 +1/level [max +5] damage.						Target: Creature touc			Caster Level: 9	
Delay Disease  Effect:	17	Will negates [harmless]	1 standard action	24 hours		Touch  Target: Creature touch	V,S,DF ched	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: Pg.63
Halts any nonmagical disease for the duration of the spell  Detect Chaos	17	None	1 standard action	Concentration, up to 10 minutes/le				No	Divination	PHB: pg.218
Effect: Reveals creatures, spells, or objects of selected alignmen	t. 17	None	1 standard	Concentration, up to 10 minutes/le		Target: Cone-shaped	v,S, DF		Caster Level: 9  Divination	PHB: pg.218
Detect Evil  Effect:		None	action	Concentration, up to 10 minutes/ic		Target: Cone-shaped			Caster Level: 0	111b. pg.210
Reveals creatures, spells, or objects of selected alignmen  Detect Good	t. 17	None	1 standard	Concentration, up to 10 minutes/le	evel [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignmen	t.					Target: Cone-shaped	d emanatio	n	Caster Level: 9	
Detect Law  Effect:	17	None	1 standard action	Concentration, up to 10 minutes/le		60 ft.  Target: Cone-shaped		No n	Divination  Caster Level: 9	PHB: pg.219
Reveals creatures, spells, or objects of selected alignmen  Detect Undead	t. 17	None		Concentration, up to 1 minutes/lev	vel [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
Effect: Reveals undead within 60 ft.			action			Target: Cone-shaped	d emanatio	n	Caster Level: 9	
Dispel Ward	17	None	1 standard action	Instantaneous		Medium (190 ft.)  Target: One warded		No	Abjuration  Caster Level: 9	SC: Pg.67
Functions like dispel magic; see text	17	None	1 standard	1 minute		-	-	No	Evocation	PHB: pg.224
Effect: You gain +1 on attack and damage rolls. [Every three cas			action			Target: You			Caster Level: 9	
Effect:	17	Will negates	1 standard action	1 minute/level		Medium (190 ft.)  Target: One living cre	V,S, DF	Yes	Necromancy [Fear Mind-Affecting] Caster Level: 9	r,PHB: pg.225
One subject takes -2 on attack rolls, damage rolls, saves,	and ch	necks. None		10 minutes/level			V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
Effect: See normally in darkness both magical and natural.			action			Target: Creature touc		•	Caster Level: 9	
See normally in darkness both magical and natural.  DDDDDEndure Elements	17	Will negates (harmless)	1 standard action	24 hours		Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
Effect: Exist comfortably in hot or cold environments.						Target: Creature touc			Caster Level: 9	
□□□□□ Entropic Shield	17	None	1 standard action	1 minute/level [D]			V,S	No	Abjuration	PHB: pg.227
Effect: Ranged attacks against you have 20% miss chance.	17	Will negates	1 standard	Instantaneous		Target: You Touch	V,S	Yes [harmless]	Caster Level: 9 Conjuration	SC: Pg.87
□□□□□ Faith Healing  Effect: Heal 8 + caster level [max +5] hit points.	17	[harmless]	action	mstantaneous		Target: Living creatur			(Healing) Caster Level: 9	3C. Fg.67
□□□□□ Foundation of Stone  Effect:	17	None	1 standard action	1 round/level		, ,	V,M /level. no t	Yes [harmless] wo of which are more	Transmutation [Earth] Caster Level: 9	SC: Pg.99
As long as subjects don't move they gain +2 AC and +4 to Grave Strike	Str aç	gainst bull rush. N/A		1 round		than 30 ft. apart	V,DF	N/A	Divination [Good]	SC: Pg.107
Effect: Allows you to make sneak attacks against undead if you h	ave th	o ability	action			Target: You			Caster Level: 10	
Guiding Light	17	None	1 standard action	1 minute/level [D]		Long (760 ft.)	V,S	Yes	Evocation	SC: Pg.108
Effect: +2 on ranged attacks						Target: Creatures in			Caster Level: 9	
Healthful Rest	17	Will negates [harmless]	10 minutes	24 hours		Target: One creature		Yes [harmless] wo of which can be	Conjuration (Healing) Caster Level: 9	SC: Pg.111
Doubles the natural healing rate.  Dubles the natural healing rate.	17	Will negates (harmless); see text	1 standard action	10 minutes/level [D]		more than 30 feet ap Touch		Yes	Abjuration	PHB: pg.241
Effect: Undead can't perceive 1 subject/level.		(Harriless), see text	action			Target: One touched	creature/le	evel	Caster Level: 9	
lce Gauntlet	17	N/A	1 standard action	1 minute/level [D]			V,DF	N/A	, ,	SC: Pg.119
Effect: Attack as if wearing a +1 spiked guantlet. Deals normal da	mage 17	for your size + 1d4 cold Will negates	1 swift	1 minute/level		Target: You Close (45 ft.)	V,S	Yes	Caster Level: 9 Enchantment	SC: Pg.121
Effect:			action			Target: Creatures in	a 10-ft. bu	rst	(Compulsion) [Mind-Affecting] Caster Level: 9	
Forces creature to act, it cannot delay or ready an action.  Inflict Light Wounds	17	Will half		Instantaneous			v,s	Yes	Necromancy	PHB: pg.244
Effect: Touch deals 1d8 +1/level [max +5] damage.			action			Target: Creature touc	ched		Caster Level: 9	
Inhibit	17	Will negates	1 standard action	Instantaneous		Medium (190 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.123
Effect: Subject is forced to delay; see text.						Target: One creature			Caster Level: 9	
□□□□□Invest Light Protection  Effect:	17	Will half (harmless); see text	action	Instantaneous; see text		Target: Creature tour	V,S ched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB II: pg.115
Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good.	+3] an	d gains DR:1/evil for 1 Will negates		ailed save undead take an extra 1  10 minutes/level			V,S,M	Yes	Abjuration	SC: Pg.126
Effect:		-	action			Target: Creature touch			Caster Level: 9	00.1 g.120
Target gains +5 alchemical bonus on Fort saves against a	ıll poisı 17	ons. None	1 standard action	10 minutes/level [D]		, ,	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
Effect: Light radiating 30-ft. and 20-ft further of dim light, next ro	und yo	ou can use the light as		dealing 1d6 [double against unde		Target: You and up to	o two rays	; see text	Caster Level: 10	
outsiders]; see text	17	Will negates (harmless, object)	1 standard action	30 minutes or until discharged		Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.			20001			Target: Up to three p			Caster Level: 9	
□□□□ Magic Stone  Effect:	17	Will negates (harmless, object)	1 standard action	30 minutes or until discharged		Touch  Target: Up to three p		Yes (harmless, object) ched	Transmutation  Caster Level: 9	PHB: pg.251
Three stones gain +1 on attack rolls, deal 1d6+1 damage.				* =Domain/Speciality Spell						

				Cleric Spells					
□□□□□ Magic Weapon  Effect:	17	Will negates (harmless, object)	1 standard action	1 minute/level	Touch  Target: Weapon tou	V,S, DF	Yes (harmless, object)	Transmutation  Caster Level: 9	PHB: pg.251
Weapon gains +1 bonus.	17	Will negates	1 standard	1 round/level	Medium (190 ft.)		Yes	Illsion (Pattern)	SC: Pg.143
□□□□ Moon Lust	17	[harmless]	action	i round/ievei	Target: Creature to		res	[Mind-Affecting] Caster Level: 9	30. Fg.143
Creature becomes fascinated for the duration of the spell.  Nightshield	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
ffect: +1 resistance on Saving throws, increases to +2 at caster	evel 6	th and +3 at caster leve	l 9th. Negat	es magic missiles.	Target: You			Caster Level: 9	
I Nimbus of Light	17	N/A		1 minute/level or until discharged [D]	Personal  Target: You	V,S,DF	N/A	Evocation [Light]  Caster Level: 9	SC: Pg.148
Creates light 30' Can use as ranged touch attack 30' for 1c	18 plus 17	1 point per round that's None	•	nce casting to max of [1d8 + caster leve 1 minute/level	7arget: 10d l]. 20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
ffect:			action			ads in 20-ft.	radius from you, 20 ft.	Caster Level: 9	
Fog surrounds you.  Portal Beacon	17	None	1 standard action	1 hour/level	high Close (45 ft.)	V,S	No	Transmutation	SC: Pg.161
ffect: Up to six creatures can be chosen to recieve mental beacc	n.				Target: One interpla	_		Caster Level: 9	
Protection from Chaos	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch  Target: Creature tou		No; see text	Abjuration [Lawful]  Caster Level: 9	PHB: pg.266
+2 to AC and saves, counter mind control, hedge out elem			1 standard	1 minute/level IDI	-		No: see toyt		PHR: pg 266
	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch  Target: Creature tou		No; see text	Abjuration [Good]  Caster Level: 10	г пв. ру.206
+2 to AC and saves, counter mind control, hedge out elem	entals 17	Will negates		1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out elem		(harmless)	action		Target: Creature to			Caster Level: 10	-
DDDD Purifying Flame		Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No .	Conjuration	FH.P: pg.37
Effect: Flames deal 1d4 points of damage to evil creatures; will no					Target: One object			Caster Level: 9	
Remove Fear	17	,	1 standard action	10 minutes; see text			Yes (harmless) no two of which can be	Abjuration  Caster Level: 9	PHB: pg.271
Suppresses fear or gives +4 on saves against fear for one		ct/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. apa	art	Yes [harmless]	Abjuration	SC: Pg.174
Resist Planar Alignment	17	[harmless]	action	r rodriu/ievei			res (namiess)	•	55. Fg. 174
Effect: Grants limited protection from a plane's alignment traits; se				La de la companya de	Target: Creature to		V B	Caster Level: 9	00 D :=:
□□□□□ Resurgence	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Allows one retry on a failed save against an ongoing spell,	spell-l	like ability, or supernatu	ral ability.		Target: Creature to	uched		Caster Level: 9	
□□□□□Sanctuary		Will negates		1 round/level	Touch  Target: Creature tou		No	Abjuration  Caster Level: 9	PHB: pg.274
Opponents can't attack you, and you can't attack.	17	None	1 standard	Concentration, up to 9 rounds	Personal		No	Divination	DoomDrea: Races
□□□□□Scholar's Touch	.,		action	22somanon, up to o rounus					Destiny Pg.167
Absorb the contents of an entire book as if you had read it					Target: One book/rd		Van (harrier)	Caster Level: 9	DI ID OTO
□□□□□Shield of Faith  'ffect:	17	Will negates (harmless)	1 standard action	1 minute/level	Touch  Target: Creature tou	V,S,M uched	Yes (harmless)	Abjuration  Caster Level: 9	PHB: pg.278
Aura grants +3 deflection bonus.	17	N/A	1 standard action	10 minutes/level or until discharged	Personal  Target: You	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.189
+4 bonus on your next initiative check.	17	Will negates	1 standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Snowshoes		[harmless]	action	i rioui/level [D]	Target: Creature to		res [narmiess]	Caster Level: 9	30. Fg. 194
Speed increases by 10 ft. and no Balance checks or Refle:		ired to walk on snow. N/A		1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
Effect: Hold the charge of one touch spell per arm; see text.			action		Target: You			Caster Level: 9	
Summon Monster I	17	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
iffect: Calls extraplanar creature to fight for you.					Target: One summo	oned creatur	re	Caster Level: 9	
Updraft	17	N/A	1 swift action	Instantaneous	Personal  Target: You	V,S,M	N/A	Conjuration (Creation) [Air] Caster Level: 9	SC: Pg.228
Gain 10 ft. per level of altitude, and then gently float back t			1-4	40		V.C	Van Ihamilana		CO. D. 200
□□□□□ Vigor, Lesser	17	Will negates [harmless]	action	10 rounds + 1 round/level [max 15]	Touch  Target: Living create	V,S ure touched	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: Pg.229
Grants target fast healing ability for the duration of the spe		Is 1 hp automatically pe None	1 standard	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
iffect:			action	-	Target: Creature to			Caster Level: 9	
Grants a +1 morale bonus to a single saving throw [target's	s choic 17	Fortitude negates		1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 9	
Increases creatures swim speed by 30 ft.									
				LEVEL 2					
Name	<b>DC</b> 18	None		<b>Duration</b> 1 minute/level	Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Enchantment (Compulsion) [Mind-Affecting]	Source PHB: pg.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]		rary hp. None	1 standard	1 minute/level	Target: Living create		Yes (harmless)	Caster Level: 9 Enchantment	PHB: pg.196
			action					(Compulsion) [Mind-Affecting]	pg. 100
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]			4	4 minute/level	Target: Living creat			Caster Level: 9	DUD
⊒□□□□Align Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	v,5, DF	Yes (harmless, object)		PHB: pg.197
Effect:  Weapon becomes good, evil, lawful, or chaotic.		, , , , , , , ,			Target: Weapon tou must be in contact v	iched or fifty	projectiles [all of which	Caster Level: 9	

				Cleric Spells					
□□□□ Animalistic Power	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Cons		i.		lastastas	Target: Creature to		Ma	Caster Level: 9	DUD: - COO
☐☐☐☐☐ Augury  Effect:  Learns whether an action will be good or bad.	18	None	1 minute	Instantaneous	Personal Target: You	V,S,M,F	No	Divination  Caster Level: 9	PHB: pg.202
□□□□□ Aura Against Flame	18	N/A	1 standard action	1 round/level	Personal  Target: You	V,S	N/A	Abjuration  Caster Level: 9	SC: Pg.18
Protects against first 10 points of fire damage, it also extin	guishe 18	es flames; see text. None	1	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
iffect:			immediate action		Target: One creatur			Caster Level: 9	<b>3</b>
Gain temporary respite from the natural effects of a specif	ic plan 18	e. N/A		1 round/level	centered on you Personal	V,S,M/DF		Transmutation	SC: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damag	ıe.		action		Target: You			Caster Level: 9	
]□□□□ Bear's Endurance	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
ffect: Subject gains +4 to Con for 1 minutes/level. □□□□□□Black Karma Curse	18	Will negates		Instantaneous	Target: Creature to Close (45 ft.)	V,S	Yes	Caster Level: 9 Enchantment	PHB II: pg.103
Effect:	:6		action		Target: One creatur	re		(Compulsion) [Mind-Affecting] Caster Level: 9	
If the target fails it's save, it immediately takes damage as Blade Brothers	18	Will negates (harmless)		1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
Effect: Once during the spell, if a subject attempts a saving throw	w, both	,		st favorable result. If both saves fail, bo	Target: Two willing oth	creatures		Caster Level: 9	
re affected by the spell.  DDDDDBody Blades	18	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
iffect: Sprouts dagger blades across your body able to inflict 1d6	6 +1/le	vel [max +5] piercing da		melee attack; see text. 1 round/level	Target: You	V,S,M	No	Caster Level: 9 Trasmutation	SC: Da 20
□□□□□ Brambles  :ffect:	10	None	action	i round/level	Touch  Target: Wooden we			Caster Level: 9	SC: Pg.38
Small magical thorns/spikes protrude from wooden weapo	n; gair 18	Will negates	1 standard	ls +1/level [max +10] damage. 1 minute/level	Touch		Yes (harmless)	Transmutation	PHB: pg.207
		(harmless)	action		Target: Creature to	uched		Caster Level: 9	
Subject gains +4 to Str for 1 minutes/level.	18	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (190 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
ffect: Calms creatures, negating emotion effects.					Target: Creatures in		·	Caster Level: 9	
Close Wounds	18	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (45 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
ffect: Cure 1d4 +1/level [max +5].	18		1 atondord	1 round/lovel	Target: One creatur			Caster Level: 9	DUR III ng 107
Cloud of Knives	10		action	1 round/level	Personal  Target: You	V,S,M		Conjuration  Caster Level: 9	PHB II: pg.107
Each round as a free action you can release a knife at a lamage 1d6 +1/3 level [max +5] Crit 19-20.	any op	ponent you can see wi			ty.			040107 20707. 0	
Consecrate	18	None	1 standard action	2 hours/level	Close (50 ft.)  Target: 20-ftradius	V,S,M, DF emanation		Evocation [Good]  Caster Level: 10	PHB: pg.212
Fills area with positive energy, making undead weaker.  Cure Moderate Wounds	18	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage.				1 minute/level	Target: Creature to		.,	Caster Level: 9	
Curse of III Fortune	18	Will negates	action	1 minute/level	Medium (190 ft.)  Target: One living of		Yes	Necromancy  Caster Level: 9	SC: Pg.56
Cause -3 penalty on attack rolls, saving throws, ability che	cks ar 18	nd skill checks. None		10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
iffect: 20-ft. radius of supernatural shadow.			action		Target: Object touc	hed		Caster Level: 9	
Dark Way	18	None	1 standard action	1 round/level	Close (45 ft.)  Target: One bridge	V,S,DF of force 5 ft	Yes . wide, 1 in. thick, and	Illusion (Shadow)  Caster Level: 9	SC: Pg.58
Create a ribbonlike, weightless, unbreakable bridge.	18	Will half		Instantaneous	up to 20 ft./level lon Close (45 ft.)		Yes	Conjuration	SC: Pg.62
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level i	if unde	ad [max 10d6].	action		Target: One creatur	re		(Summoning) Caster Level: 9	
Delay Poison  Street:	18	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch  Target: Creature to	V,S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 9	PHB: pg.217
Stops poison from harming subject for 1 hour/level.	18	N/A		1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: Pg.70
Effect:		uring the duration of the	action spell.		Target: You			Caster Level: 9	
	neck d			1 round/lovel	01 (45.61)	V	Yes or No [object]; set	•	SC: Pg.70
Gain 5 + your caster level [max bonus of 15] to one skill cl	neck d 18	Will negates or None [object]; see text	1 standard action	i Tourid/level	Close (45 ft.)			0	
Gain 5 + your caster level [max bonus of 15] to one skill cl Divine Interdiction  Iffect:  Temp loss of turning power & domain powers.	18	Will negates or None [object]; see text	action		Target: 10-ftradius object, or point in sp	emanation pace	centered on a creature		SC: Pa 70
Gain 5 + your caster level [max bonus of 15] to one skill of production of turning power & domain powers.  Divine Protection		Will negates or None	action	1 minute/level	Target: 10-ftradius	emanation pace V,S,DF	centered on a creature Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.70
Gain 5 + your caster level [max bonus of 15] to one skill of control of the contr	18	Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard		Target: 10-ftradius object, or point in sp Medium (190 ft.)	emanation pace V,S,DF	centered on a creature Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70 PHB: pg.225
Gain 5 + your caster level [max bonus of 15] to one skill of control of the contr	18	Will negates or None [object]; see text Will negates [harmless]	action  1 standard action	1 minute/level	Target: 10-ftradius object, or point in sy Medium (190 ft.) Target: Allies in a 2	s emanation bace V,S,DF 0-ftradius V,S,M/DF	centered on a creature Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	-
Gain 5 + your caster level [max bonus of 15] to one skill of control of the contr	18	Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard action	1 minute/level	Target: 10-ftradius object, or point in sy Medium (190 ft.)  Target: Allies in a 2  Touch  Target: Creature to Touch	s emanation bace V,S,DF 0-ftradius V,S,M/DF	centered on a creature Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text]	-
Gain 5 + your caster level [max bonus of 15] to one skill of control of the contr	18 18 18 , or so	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  1 standard action  1 standard action  e; see text	1 minute/level 1 minute/level 1 round/level	Target: 10-ftradius object, or point in sy Medium (190 ft.)  Target: Allies in a 2  Touch  Target: Creature to touch  Target: Touch	s emanation bace V,S,DF 0-ftradius l V,S,M/DF uched V,S,DF	centered on a creature Yes [harmless] burst Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9	PHB: pg.225 SC: Pg.79
Gain 5 + your caster level [max bonus of 15] to one skill of control of the contr	18 18 18	Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action  1 standard action  1 standard action  1 standard action  e; see text	1 minute/level 1 minute/level 1 round/level	Target: 10-ftradius object, or point in sy Medium (190 ft.)  Target: Allies in a 2  Touch  Target: Creature to Touch	s emanation bace V,S,DF 0-ftradius V,S,M/DF uched V,S,DF	centered on a creature Yes [harmless] burst Yes No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text]	PHB: pg.225
Gain 5 + your caster level [max bonus of 15] to one skill of control of the contr	18 18 18 , or so 18	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  1 standard action  1 standard action  2 standard action  2 region see text  1 round	1 minute/level 1 minute/level 1 round/level	Target: 10-ftradius object, or point in sy Medium (190 ft.)  Target: Allies in a 2  Touch  Target: Creature to Touch  Target: Touch  Medium (190 ft.)	s emanation bace V,S,DF 0-ftradius V,S,M/DF uched V,S,DF	centered on a creature Yes [harmless] burst Yes No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment (Charm)	PHB: pg.225 SC: Pg.79
Gain 5 + your caster level [max bonus of 15] to one skill of provided in the p	18 18 18 , or so 18	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  1 standard action  2 see text 1 round  1 standard	1 minute/level 1 minute/level 1 round/level 1 hour or less	Target: 10-ftradius object, or point in sy Medium (190 ft.)  Target: Allies in a 2 Touch Target: Creature to Touch Target: Touch Medium (190 ft.) Target: Any number	s emanation bace V,S,DF O-ftradius I V,S,M/DF uched V,S,DF V,S	centered on a creature Yes [harmless] burst Yes No Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9 Transmutation Caster Level: 9 Abjuration [See text] Caster Level: 9 Enchantment (Charm) Caster Level: 9	PHB: pg.225 SC: Pg.79 PHB: pg.227

			Cleric Spel	ls				
□□□□□ Find Traps	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.230
Effect: Notice traps as a rogue does.			action	Target: You			Caster Level: 9	
Total Regard Cook	18	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5	d4] and	d creatures are also daz		Target: Cone-s	aped burst		Caster Level: 9	
□□□□□ Fuse Arms	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
Effect: Gain +4 Str for every set of limbs fused to the primary limb	<b>o</b> .			Target: Creatur touched	with at least t	wo arms or tentacles	Caster Level: 9	
□□□□□ Gentle Repose	18	Will negates (object)	1 standard 1 day/level action	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
Effect: Preserves one corpse.				Target: Corpse	touched		Caster Level: 9	
Ghost Touch Armor	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
Effect: Armor gains Ghost Touch property.				Target: Armor o	f creature touc	hed	Caster Level: 9	
□□□□□ Hand of Divinity	18	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.				Target: Creatur	e touched		Caster Level: 9	
□□□□□ Healing Lorecall	18	N/A	1 standard 10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: Pg.110
Effect: Allows caster with Heal ranks to remove other ailments when the second	nen usi	ng Conjuration [Healing	] spells. Can also heal more; see text.	Target: You			Caster Level: 9	
□□□□□ Hold Person	18	Will negates; see text	1 standard 1 round/level [D]; see text action	Medium (190 ft	) V,S,F/DF	Yes	Enchantment (Compulsion)	PHB: pg.241
Effect:				Target: One hu	nanoid creatur	е	[Mind-Affecting] Caster Level: 9	
Paralyzes one humanoid for 1 round/level.  Inflict Moderate Wounds	18	Will half	1 standard Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect:			action	Target: Creatur	e touched		Caster Level: 9	
Touch attack, 2d8 +1/level [max +10] damage.	18	None	1 standard 10 minutes/level	30 ft.	V,S,M	No	Conjuration	SC: Pg.123
Effect:			action	Target: 30-ftra	dius spread ce	ntered on you	(Creation) Caster Level: 9	
Inky cloud that works under water.  Insight of Good Fortune	18	Will negates	1 standard 1 minute/level or until discharge	ed Close (45 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
Effect:	W 07	(harmless)	action	Target: One cre	ature		Caster Level: 9	
Reroll once after making an attack, skill check, saving thro	ow or a	Will negates [harmless,object]	t is known and take the better result.  1 standard 1 hour/level [D] action	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
Effect: Hide and Move Silent check ignore the Armor penalty duri	ing the		action	Target: One su	of armor touc	ned/3 levels	Caster Level: 9	
Light of Mercuria	18	None	1 standard 10 minutes/level [D] action	Medium (200 ft	) V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. u	ndoad	or outsidors	action	Target: You and	up to two rays	s; see text	Caster Level: 10	
Living Undeath	18	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha	score	[Harriness]	dollon	Target: Creatur	e touched		Caster Level: 9	
Make Whole	18	Will negates (harmless, object)	1 standard Instantaneous action	Close (45 ft.)	V,S	Yes (harmless, object	) Transmutation	PHB: pg.252
Effect: Repairs an object.		(narmoss, object)	asion	Target: One ob	ect of up to 10	cu. ft./level	Caster Level: 9	
□□□□□ Mark of Judgement	18	Will negates	1 standard 1 round/level action	Medium (190 ft	) V,S,DF	Yes	Necromancy	PHB II: pg.119
Effect: Whenever a creature succeeds on a melee or ranged atta	ick ags	inst the marked creature		Target: One cre more than 30 ft		no two of which are	Caster Level: 9	
Mark of the Outcast	18	Will negates	1 standard Permanent action	Close (45 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.				Target: One cre	ature		Caster Level: 9	
□□□□ Master's Touch	18	Will negates (harmless)	1 Instantaneous immediate	Close (45 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
Effect:			action	Target: One cre	ature		Caster Level: 9	
Subject gains +4 insight bonus to one skill check.	18	Will negates	1 standard 1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect:		(harmless)	action	Target: Creatur			Caster Level: 9	. 5
Subject gains +4 to Wis for 1 minutes/level.  DDDDDProtection from Negative Energy	18	Will negates	1 standard 10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
Elicigy		[harmless]	action				Caster Level: 9	=
				Target: Creatur	e touched			
Subtract 10 hp worth of damage from each negative energ		ck. Will negates	1 standard 10 minutes/level	Target: Creatur	e touched V,S	Yes [harmless]	Abjuration	SC: Pg.163
Subtract 10 hp worth of damage from each negative energy  Protection from Positive Energy  Effect:	18	ck. Will negates [harmless]	1 standard 10 minutes/level action	-	V,S	Yes [harmless]		SC: Pg.163
Subtract 10 hp worth of damage from each negative energ  Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energ	18	ck. Will negates [harmless] k. Will negates	action 1 standard 1 round	Touch	V,S e touched	Yes [harmless]	Abjuration	SC: Pg.163 SC: Pg.164
Subtract 10 hp worth of damage from each negative energy  Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Quick March  Effect:	18 y attac	ck. Will negates [harmless]	action	Touch  Target: Creatur	V,S e touched ) V,S,DF	Yes [harmless]	Abjuration  Caster Level: 9	-
Subtract 10 hp worth of damage from each negative energy   Effect: Subtract 10 hp worth of damage from each positive energy   Effect: Subtract 10 hp worth of damage from each positive energ   Quick March  Effect: Subjects base land speed increased by 30 feet.	18 y attac	ck. Will negates [harmless] k. Will negates [harmless]	action  1 standard 1 round action  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft	V,S e touched ) V,S,DF	Yes [harmless]	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration	
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subtract 10 hp worth of damage from each positive energy  Guick March  Effect: Subjects base land speed increased by 30 feet.  Company Remove Paralysis  Effect:	18 y attac 18	ck. Will negates [harmless] k. Will negates [harmless]	action  1 standard 1 round action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n	Yes [harmless] burst	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9	SC: Pg.164
Subtract 10 hp worth of damage from each negative energy   Effect: Subtract 10 hp worth of damage from each positive energy   Compared to the	18 y attac 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level	Touch Target: Creatur Medium (190 ft Target: Allies ir Close (45 ft.)	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart	Yes [harmless] burst Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)	SC: Pg.164
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Resist Energy  Effect:	18 y attac 18 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless)	action  1 standard 1 round action  1 standard Instantaneous action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF	Yes [harmless] burst Yes (harmless) o two of which can be	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9	SC: Pg.164 PHB: pg.271
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy	18 y attac 18 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless)  Fortitude negates (harmless) pe. Will negates	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fo more than 30 ft  Touch	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF	Yes [harmless] burst Yes (harmless) o two of which can be	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration	SC: Pg.164 PHB: pg.271
Subtract 10 hp worth of damage from each negative energy Protection from Positive Energy Effect: Subtract 10 hp worth of damage from each positive energy Quick March Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis Effect: Frees one or more creatures from paralysis or slow effect.  Refect: Ignores first 20 points of damage/attack from specified energing Restoration, Lesser	18 y attac 18 18 18 ergy ty 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe.	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fe more than 30 ft  Touch  Target: Creatur	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S,DF e touched V,S	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272
Subtract 10 hp worth of damage from each negative energy Protection from Positive Energy Effect: Subtract 10 hp worth of damage from each positive energy Cultic Subtract 10 hp worth of damage from each positive energy Quick March  Effect: Subjects base land speed increased by 30 feet.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy Restoration, Lesser  Effect: Dispels magical ability penalty or repairs 1d4 ability damage.	18 y attac 18 18 18 ergy ty 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless)	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S,DF e touched V,S	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)	SC: Pg.164  PHB: pg.271  PHB: pg.272
Subtract 10 hp worth of damage from each negative energy Protection from Positive Energy  Effect: Subtract 10 hp worth of damage from each positive energy  Guick March  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Guident Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.  Guident Remove Paralysis  Effect: Subjects base land speed increased by 30 feet.	18  y attac 18  18  18  18  18  ge. 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless)	1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.	18  y attac 18  18  18  18  18  ge. 18	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) Power of the service of the servi	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch  Target: Creatur  Touch	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures to	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
Subtract 10 hp worth of damage from each negative energy  Effect: Subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Comparison of the subtract 10 hp worth of damage from each positive energy  Effect: Subjects base land speed increased by 30 feet.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.  Comparison of the subtractive from paralysis or slow effect.	18  18  18  18  18  18  18  18  sis long	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) Pe. Will negates (harmless) Will negates (harmless) as one has at least 1 ra Will negates (object); Will negates (object) or Fortitude half; see	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fe more than 30 ft Touch  Target: Creatur  Touch  Target: Creatur  Touch  Target: Two wil	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures to	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
Subtract 10 hp worth of damage from each negative energ	18  18  18  18  18  18  18  18  sis long	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) will negates (harmless) as one has at least 1 ra Will negates (object); Will negates (object)	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch  Target: Two will  Close (45 ft.)  Target: 5-ftrac	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures t V,S,M/DF	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
### Protection from Positive Energy  ###################################	18  18  18  18  18  18  18  18  sis long	ck. Will negates [harmless] k. Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) will negates (harmless) as one has at least 1 ra Will negates (object); will negates (object) or Fortitude half; see text Will negates	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level unk in the skill.  1 standard Instantaneous action  1 standard 1 hour/level [D]	Touch  Target: Creatur  Medium (190 ft  Target: Allies in  Close (45 ft.)  Target: Up to fc more than 30 ft  Touch  Target: Creatur  Touch  Target: Creatur  Touch  Target: Touch  Target: Touch  Target: Creatur  Touch  T	V,S e touched  ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures t V,S,M/DF	Yes [harmless] burst  Yes (harmless) of two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  uched  Yes (object)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Sonic]	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124
Subtract 10 hp worth of damage from each negative energy  Effect: Subjects base land speed increased by 30 feet.  Great Remove Paralysis  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Creatures get a +2 bonus on any skill checks they make a great a specified energy  Effect: Sonic vibration damages objects or crystalline creatures.	18  y attacc 18  18  18  18  18  18  18  18  18  1	ck. Will negates [harmless] k. Will negates [harmless] k. Will negates (harmless) Fortitude negates (harmless) Pe. Will negates (harmless) Will negates (harmless) as one has at least 1 re Will negates (object); Will negates (object); Will negates (object) Fortitude half; see text	action  1 standard 1 round action  1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level and in the skill.  1 standard Instantaneous action	Touch Target: Creatur Medium (190 ft Target: Allies in Close (45 ft.) Target: Up to fc more than 30 ft Touch Target: Creatur Touch Target: Creatur Touch Target: Two wil Close (45 ft.) Target: 5-ftrac crystalline crea	V,S e touched ) V,S,DF a 20-ftradius V,S ur creatures, n apart V,S, DF e touched V,S,M ing creatures to V,S,M/DF itus spread; or oure V,S,F	Yes [harmless] burst  Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  uched Yes (object)	Abjuration  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Abjuration  Caster Level: 9  Conjuration (Healing)  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Sonic]	SC: Pg.164  PHB: pg.271  PHB: pg.272  PHB: pg.272  PHB II: pg.124  PHB: pg.278

				Cleric Spells					
Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal  Target: You	V,S,M	N/A	Necromancy  Caster Level: 9	SC: Pg.189
nect:  Shroud yourself in invisbile negative energy so noninte sposite effect on you as if you were undead.	telligent	undead percieve you a	as a fellow u	undead. Cure and inflict spells have the				Caster Level: 9	
Company Silence	18	Will negates; see text or none (object)	1 standard action	1 minute/level [D]			Yes; see text or no (object) centered on a creature		PHB: pg.279
Negates sound in 15-ft. radius.	18	None	1 standard action	Instantaneous	object, or point in sp Close (45 ft.) Target: 10 ft./level s	V,S, DF	No	Transmutation [Earth] Caster Level: 9	PHB: pg.280
Turns stone to clay or dirt to sand or mud.	18	Fortitude partial	1 standard	Instantaneous	Close (45 ft.)	V,S,F/DF		Evocation [Sonic]	PHB: pg.281
fect: Deals 1d8 sonic damage to subjects; may stun them.			action		Target: 10-ftradius			Caster Level: 9	
l□□□□Spawn Screen ffect:	18	Will negates [harmless]	1 standard action	1 hour/level	Touch  Target: One creatur	V,S,DF re/level	Yes [harmless]	Necromancy  Caster Level: 9	SC: Pg.197
Subject will not rise as spawn if killed by an undead capa DDDDDDSpell Immunity, Lesser	able of c	reating spawn. Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
ffect: Protects one creature from a single 1st- or 2nd-level spel					Target: Creature tou			Caster Level: 9	
I□□□□Spiritual Weapon	18	None	1 standard action	1 round/level [D]	Medium (190 ft.)  Target: Magic weap	V,S, DF	Yes	Evocation [Force]  Caster Level: 9	PHB: pg.283
Magical weapon attacks on its own.  Stabilize	18	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
ffect: Spell designed for battle fields, heals all creatures for 1 h					Target: 50-ftradius		•	Caster Level: 9	DUD OOA
I□□□□ Status	18	Will negates (harmless)	action	1 hour/level	Touch  Target: One/per 3 le	V,S evels living o	Yes (harmless) creatures touched	Divination  Caster Level: 9	PHB: pg.284
Monitors condition, position of allies. □□□□□ Stay the Hand	18	Will negates	1 immediate action	Instantaneous	,	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB II: pg.126
flect: Target refrains from attacking you or targetting you with s Target refrains from Bones	spells fo	or the remainder of the c		10 minutes/level	Target: One human	oid V,S,F	Yes [harmless]	Caster Level: 9 Transmutation	SC: Pg.208
IJJJJ Stone Bones  ffect: Target gains natural armor AC bonus of +3.	10	[harmless]	action		Target: Corporeal u			Caster Level: 9	00. i g.200
Stretch Weapon	18	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: pg.126
ffect: Adds 5 feet of reach for one attack.	40		10	0 haves	Target: Melee weap		Ne	Caster Level: 9	00. D. 01.
l□□□□ Summon Elysian Thrush	18	None	10 minutes	8 hours	Close (50 ft.)  Target: One summo		No n thrush	Conjuration (Summoning) [Good] Caster Level: 10	SC: Pg.214
Summons a Elysian thrush [Planar Handbook 118]; see the Summon Monster II	text 18	None	1 round	1 round/level [D]	Close (45 ft.)  Target: One or more	V,S,F/DF e summone	No d creatures, no two of	Conjuration (Summoning) Caster Level: 9	PHB: pg.286
Calls extraplanar creature to fight for you.  Undetectable Alignment	18	Will negates (object)	1 standard action	24 hours	which can be more Close (45 ft.)	than 30 ft. a V,S	yes (object)	Abjuration	PHB: pg.297
ffect: Conceals alignment for 24 hours.					Target: One creatur	•		Caster Level: 9	
l□□□□ Unstoppable fect:	18	None	action	10 minutes/level	Personal or touch  Target: You or creat		No d	Abjuration  Caster Level: 9	CoD.P: pg.58
When your movement is negated by magic such as holke a partial action each round.    \		n, or web or by effects		alysis, you are not immobolized but ma  1 minute/level	Personal	V,S	N/A	Evocation	SC: Pg.228
ffect: Grants you a 20% miss chance from concealment.			action		Target: You	,-		[Darkness] Caster Level: 9	<b>3</b>
☐☐☐Zone of Truth	18	Will negates	1 standard action	1 minute/level	Close (45 ft.)		Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
ffect: Subjects within range cannot lie.					Target: 20-ftradius	emanation		Caster Level: 9	
Name	DC	Saving Throw	Time	LEVEL 3	Range	Comp.	Spell Resistance	School	Source
D□□□□ Aid, Mass	19	None		1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 □□□□□Air Breathing	8 +1/cast	ter level [max 15] tempo Will negates		2 hours/level; see text	more than 30 ft. apa	art	no two of which are Yes [harmless]	Caster Level: 9 Transmutation	SC: Pg.8
fect:  Grants creatures the ability to breath air.	19	[harmless]	action	2 Hours/level, see text	Target: Living create			Caster Level: 9	30. r g.o
Ì□□□□ Align Weapon, Mass	19	Will negates [harmless, object]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless, object]	[See text]	SC: Pg.9
ffect: Functions like align weapon, except it effects multiple we IIII IIII Alter Fortune	eapons o	or projectiles at a distand None		Instantaneous	than 30 ft. apart Close (45 ft.)	V,X	wo of which are more	Caster Level: 9 Divination	PHB II: pg.101
ffect:			action		Target: One creatur	·e		Caster Level: 9	
Target must reroll any die roll it just made taking the seconomical Antidragon Aura	cond roll. 19	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SC: Pg.14
ffect: All subjects granted +2 luck bonus to AC, saves against					Target: One creatur more than 30 ft. apa Touch			Caster Level: 9 Transmutation	SC: Pg.17
	19		action	27 HOUIS	Target: One creatur		IVA	Caster Level: 9	56. r g.17
☐☐☐Attune Form			S.		Touch	V,S,DF	Yes	Enchantment	SC: Pg.21
ffect: Attunes the affected creatures to the plane you are curre I□□□□□ Awaken Sin		negating harmful effect Will negates	1 standard action	Instantaneous				(Compulsion) [Fear, Good, Mind-Affecting]	
ffect: Attunes the affected creatures to the plane you are curre I Awaken Sin  ffect: Subject immediately takes 1d6/caster level [max 10d6	19	Will negates	action		Target: One evil cre	eature with I	ntelligence 3+	[Fear, Good,	
ffect: Attunes the affected creatures to the plane you are curre	19	Will negates	action		Target: One evil cre	eature with I	_	[Fear, Good, Mind-Affecting]	SC: Pg.22

			Cleric Spells	3				
□□□□□ Bestow Curse	19	Will negates	1 standard Permanent action	Touch	V,S	Yes	Necromancy	PHB: pg.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks;	or 50	% chance of losing eac		Target: Creature to	uched		Caster Level: 9	
□□□□□ Blade of Pain and Fear		Will partial	1 standard 1 minute/level [D] action	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	or her	come frightened for 1d4		Target: Swordlike c	olumn of gr	ashing teeth	Caster Level: 9	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19	Fortitude negates	1 standard Permanent [D] action	Medium (190 ft.)	V	Yes	Necromancy	PHB: pg.206
Effect:			action	Target: One living of	reature		Caster Level: 9	
Makes subject blinded or deafened.  Chain of Eyes	19	Will negates	1 standard 1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
Effect:			action	Target: Living creat	ure touched		Caster Level: 9	
Scrying sensor passed along by touch.  Channeled Divine Shield	19		See text 1 round/level	Personal	V,S		Abjuration	PHB II: pg.106
Effect: Gain DR based upon casting time; See text.				Target: You			Caster Level: 9	
Checkmate's Light	19	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	+5 at	15th levell and is Lawfu		Target: Melee weap	oon touched		Caster Level: 9	
radius of red light.	19	N/A	1 minute Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
Effect:			Thinds industrial dead	Target: You	1,0		Caster Level: 9	56.1 g.16
Get direction and general status of a known target.  Cloak of Bravery	19	Will negates	1 standard 10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration	SC: Pg.47
Effect:		[harmless]	action	Target: 60-ftradius	emanation	centered on you	[Mind-Affecting] Caster Level: 9	
You and your allies gain a morale bonus on saves against Cloak Pool	fear et	Will negates	ter level [Max +10]. 1 standard 1 hour/level [D]	Close (45 ft.)	V,S	No		SC: Pg.48
Effect:		[harmless,object]	action	Target: One color p	ool		[Mind-Affecting] Caster Level: 9	
Causes a color pool on the Astral Plane to seemingly ceas	se to ex	xist. None	1 standard Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
Effect:			action	Target: Object touch			Caster Level: 9	
Makes a permanent, heatless torch.	19	Will negates	1 standard 10 minutes/level	Medium (190 ft.)	_	Yes [harmless]	Abjuration	SC: Pg.52
Effect:		[harmless]	action	Target: Allies in a 2			Caster Level: 9	-
Same as conviction, except it affects multiple allies at a dis	stance. 19	. Fortitude negates	1 standard 1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
Effect:		<u></u>	action	Target: 20-ftradius			Caster Level: 9	-
Gain fire resistance 10, and deal 1d12 damage to all in you as ong as they remain in the area.	ur area	a of effect. Creatures so	affected have -2 to Str & Dex, move at half s		.,			
□□□□□Create Food and Water	19	None	10 minutes 24 hours; see text	Close (45 ft.)	V,S	No	Conjuration (Creation)	PHB: pg.214
Effect: Feeds 3 humans or 1 horses/level.				Target: Food and wone horse/level for:	ater to sust 24 hours	ain 3 humans/level or	Caster Level: 9	
□□□□□ Crown of Grave	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharge action	ed Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
Effect: Wearer can compel undead with a one-word command on	ice per			Target: Creature to	uched		Caster Level: 9	
Crown of Might	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharge action	d Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
Effect: +2 Strength enhancement or discharge for +8 Strength for	one ro	,		Target: Creature to	uched		Caster Level: 9	
Crown of Protection	19	Will negates (harmless)	1 standard 1 hour/level [D] or until discharge action	d Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
		(namiooo)	dollori	T	uched		Caster Level: 9	
	saves.			Target: Creature to				
+1 deflection bonus to AC and +1 resistance bonus on all	saves. 19	Will negates	1 standard 1 hour/level [D] or until discharge	<u> </u>	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
+1 deflection bonus to AC and +1 resistance bonus on all supplied in Crown of Smiting  Effect:	19	Will negates (harmless)	action	d Touch  Target: Creature to	V,S,F	Yes (harmless)	Evocation  Caster Level: 9	PHB II: pg.108
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for	19 er minu a +8 b	Will negates (harmless) ute, gain +2 divine bonu oonus.	action us on damage rolls no next melee or ranged	d Touch  Target: Creature to attack if	V,S,F uched		Caster Level: 9	. 0
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown Crown Course Serious Wounds	19 er minu	Will negates (harmless) Ite, gain +2 divine bonu	action	Target: Creature too attack if	V,S,F uched V,S	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing)	PHB II: pg.108  PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pet the opponent has the designated alignment or Discharge for Cours Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage.	19 er minu a +8 b	Will negates (harmless) ute, gain +2 divine bonus conus. Will half (harmless); see text	action us on damage rolls no next melee or ranged 1 standard Instantaneous	rd Touch  Target: Creature to attack if  Touch  Target: Creature to	V,S,F uched V,S	Yes (harmless); see	Caster Level: 9 Conjuration	PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown Crown Course Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage.	19 er minu a +8 b 19	Will negates (harmless) ute, gain +2 divine bonus bonus. Will half (harmless);	action as on damage rolls no next melee or ranged 1 standard Instantaneous action	rd Touch  Target: Creature to attack if  Touch  Target: Creature to	V,S,F uched V,S uched V,S,M	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing)  Caster Level: 9	. 0
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction  Effect: Cures 3d8 +1/level [max +15] damage.	19 er minu a +8 b 19	Will negates (harmless)  ute, gain +2 divine bonu- sonus. Will half (harmless); see text  Will negates	action us on damage rolls no next melee or ranged 1 standard Instantaneous action 1 standard 1 round/level action	Target: Creature too attack if Touch Target: Creature too Medium (190 ft.)	V,S,F uched V,S uched V,S,M	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation	PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all signal of the control of	19 er minu a +8 b 19	Will negates (harmless)  ute, gain +2 divine bonu- sonus. Will half (harmless); see text  Will negates	action us on damage rolls no next melee or ranged 1 standard Instantaneous action 1 standard 1 round/level action	Target: Creature too attack if Touch Target: Creature too Medium (190 ft.)	V,S,F uched V,S uched V,S,M	Yes (harmless); see text	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation	PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cures Gerious Wounds  Effect: Cures 3d8 +1/level [max +15] damage. Cures daB +1/level [max +15] da	er minur a +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown we	action as on damage rolls no next melee or ranged standard Instantaneous action  1 standard 1 round/level action appons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to Medium (190 ft.)  Target: One creature y critical	V,S,F uched V,S uched V,S,M	Yes (harmless); see text Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9	PHB: pg.216 PHB II: pg.109
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  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 4d Ac against any ranged attack is -5, including performance of the current of the curren	er minur a +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown we	action as on damage rolls no next melee or ranged standard Instantaneous action  1 standard 1 round/level action appons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action	Touch Target: Creature to attack if Touch Target: Creature to Medium (190 ft.) Target: One creatury critical 0 ft.	V,S,F uched V,S uched V,S,M	Yes (harmless); see text Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire]	PHB: pg.216  PHB II: pg.109  SC: Pg.59
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures 4d8 +1/level [max	er minura +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ile weapons, thrown we None	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action appons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action ealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D]	Target: Creature too attack if  Touch  Target: Creature too  Medium (190 ft.)  Target: One creature  of tt.  Target: Flame in yo	V,S,F uched V,S uched V,S,M re V,S,S ur palm V,S	Yes (harmless); see text  Yes  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for cure Serious Wounds  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures of Arrow Attraction  Effect:  Subjects AC against any ranged attack is -5, including petheetas are automatically confirmed.  Cures of Arrow Attraction  Effect:  Produce a flame that can be used for touch attack or range cure flect:  But a cure of the cur	er minura +8 b 19 19 projecti	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ile weapons, thrown we None	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action appons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action ealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D]	Touch Target: Creature to attack if Touch Target: Creature to Medium (190 ft.) Target: One creature to the creature to the control of the the cont	V,S,F uched V,S uched V,S,M re V,S,S ur palm V,S	Yes (harmless); see text  Yes  Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light]	PHB: pg.216  PHB II: pg.109  SC: Pg.59
+1 deflection bonus to AC and +1 resistance bonus on all similar Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cures and 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 phreats are automatically confirmed.  Cures of Arrow Dattraction  Effect:  Produce a flame that can be used for touch attack or range Cures of Arrow Data Cures of Cures Cure	19 er minut a +8 b 19 19 19 projecti 19 ed atta 19	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None ck [120 ft. no penalty] d	action  s on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  action  action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D]	Target: Creature to attack if  Touch Target: Creature to attack if  Touch Target: Creature to Medium (190 ft.) Target: One creature y critical  0 ft. Target: Flame in younger. Touch Target: Object touch	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed	Yes (harmless); see text Yes Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component has the designated alignment or Discharge for component of the	19 er minut a +8 b 19 19 19 projecti 19 ed atta 19	Will negates (harmless) itte, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None ck [120 ft. no penalty] d	action  s on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  action  action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D]	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature to attack if  Oft.  Target: Flame in younger in the attack if  Touch  Touch  Touch	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed	Yes (harmless); see text Yes Yes	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness]	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component of the com	19 19 19 19 19 19 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonuonus. Will half (harmless); see text Will negates tile weapons, thrown wone None None None None None	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action aspons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action ealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to Medium (190 ft.)  Target: One creature y critical  0 ft.  Target: Flame in younged: Touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V, M/DF hed V,S,DF	Yes (harmless); see text  Yes  Yes  No	Caster Level: 9  Conjuration (Healing) Caster Level: 9  Transmutation Caster Level: 9  Evocation [Fire] Caster Level: 9  Evocation [Light] Caster Level: 9  Evocation [Darkness] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component of the component (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for component has the designated alignment or Discharge for cures ad the component has the designated alignment or Discharge for cures and the cures of Arrow Attraction (cures and the cure of Arrow Attraction (cures and the cure of Arrow Attraction (cures and the cure of t	19 19 19 19 19 19 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonuonus. Will half (harmless); see text  Will negates  Will negates  Whone  None  None  None  None  None  None	action as on damage rolls no next melee or ranged 1 standard Instantaneous action  1 standard 1 round/level action aspons, and ranged attacks. In addition, an 1 standard 1 round/level [D] action ealing 1d6/2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to Medium (190 ft.)  Target: One creature y critical  0 ft.  Target: Flame in younged: Touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V, M/DF hed V,S,DF	Yes (harmless); see text  Yes  Yes  No	Caster Level: 9  Conjuration (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: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component 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 phreats are automatically confirmed.  Darkfire  Effect:  60-ft. radius of bright light.  Deeper Darkness  Effect:  Object sheds supernatural shadow in 60-ft. radius.  Deals 2d6 damage to any creature with both Chaotic and Effect:  Deals 2d6 damage to any creature with both Chaotic and Effect:  Effect:  Effect:	19 er minu a +8 b 19 19 19 19 19 ed atta 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonutonus. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1 d6 rounds; see text action  creature is Tanar'ri it is also stunned unless it 1 standard 1 d6 rounds action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to the second of the	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  No  No  Yes	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	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component 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 damage of the cure of the component of the cure of the component of the cure of the	19 er minu a +8 b 19 19 19 19 19 ed atta 19 19 19 19 19	Will negates (harmless) tite, gain +2 divine bonutonus. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  1 standard 1 round/level action  1 standard 1 round/level [D] action  1 standard 1 round/level [D] action  2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  creature is Tanarri it is also stunned unless it 1 standard 1d6 rounds action  or be Stunned.  1 standard Instantaneous	Touch Target: Creature tou attack if Touch Target: Creature tou Medium (190 ft.) Target: One creatur y critical 0 ft. Target: Flame in yo Touch Target: Object touc Touch Target: Object touc Close (45 ft.) Target: Living creat saves. Close (45 ft.)	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  No  No  Yes	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	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component has the designated alignment or Discharge for component has the designated alignment or Discharge for component has the designated alignment or Discharge for component of the compo	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) ite, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None None None None None It [120 ft. no penalty] d None None None None By [140 ft. no penalty] d None None None None None None By [140 ft. no penalty] d None None None None None None None None	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 d6 rounds; see text action  1 standard 1 d6 rounds action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature to attack if  Oft.  Target: One creature in your critical  Oft.  Target: Plame in your creature in your critical  Touch  Target: Object touch  Target: Object touch  Close (45 ft.)  Target: Living creat saves.  Close (45 ft.)  Target: Living creat  Medium (190 ft.)  Target: One spellca	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes	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	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64
## deflection bonus to AC and +1 resistance bonus on all similar common	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) ite, gain +2 divine bonuonus. Will half (harmless); see text Will negates ille weapons, thrown wone None None None None None It [120 ft. no penalty] d None None None None By [140 ft. no penalty] d None None None None None None By [140 ft. no penalty] d None None None None None None None None	action  so on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  1 standard 1d6 rounds action  or be Stunned  1 standard Instantaneous action  1 swift 1 round	Target: Creature to attack if  Touch Target: Creature to attack if  Touch Target: Creature to attack if  Touch Target: One creature y critical  0 ft. Target: Flame in you Touch Target: Object touch Close (45 ft.) Target: Living creat saves. Close (45 ft.) Target: Living creat Medium (190 ft.)	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF ure  V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes	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  Abjuration	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223
+1 deflection bonus to AC and +1 resistance bonus on all signal contents of the contents of th	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) tite, gain +2 divine bont oncours. Will half (harmless); see text Will negates tile weapons, thrown we have the weapons, thrown we have the weapons, thrown we have the weapons where the weapons will negate the weapons where the weapons were well as	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  asling 1d6/2 levels [Max 5d6].  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  creature is Tanar'ri it is also stunned unless it 1 standard 1d6 rounds action  or be Stunned.  1 standard Instantaneous action  1 swift 1 round action	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature y critical  0 ft.  Target: Flame in younger: Touch  Target: Object touch  Close (45 ft.)  Target: Living creat saves.  Close (45 ft.)  Target: Living creat Medium (190 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V,M/DF hed V,S,DF ure V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes  No re, or object; or	Caster Level: 9  Conjuration (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  Abjuration Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223
+1 deflection bonus to AC and +1 resistance bonus on all signal content of the co	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) itte, gain +2 divine bont oncours. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  action  action  1 standard 1 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1 d6 rounds; see text action  creature is Tanar'ri it is also stunned unless it 1 standard 1 d6 rounds action  or be Stunned 1 standard Instantaneous action  1 swift 1 round action  el + Str or Wis modifier [your choice]. Damae e amount against any creature that attacks ye	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature y critical  0 ft.  Target: Flame in younger: Flame in younger: Touch  Target: Object touch  Touch  Target: Object touch  Close (45 ft.)  Target: Living creat  Medium (190 ft.)  Target: Living creat  Medium (190 ft.)  Target: One spellca 20-ftradius burst oft.  Target: Magic wearger is the	V,S,F uched  V,S uched  V,S,M re  V,S ur palm  V,S hed  V,M/DF hed  V,S,DF ure  V,S,DF ure  V,S,DF ure  V,S,DF on of force	Yes (harmless); see text  Yes  Yes  No  No  Yes  Yes  No  No  No  No  No  No  No  No  No  N	Caster Level: 9  Conjuration (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  Evocation [Caster Level: 9  Transmutation Caster Level: 9  Evocation [Force] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223  PHB II: pg.110
## deflection bonus to AC and +1 resistance bonus on all signal comment of the properties of the proposed and provided and	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) itte, gain +2 divine bont oncours. Will half (harmless); see text Will negates Will negates Will negates Whone None None None None None None None N	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  1 standard 1 round/level action  1 standard 1 round/level [D] action  2 levels [Max 5d6]. 1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 day/level [D] action  1 standard 1 df rounds; see text action  1 standard 1 df rounds action  1 standard 1 frounds action  1 standard Instantaneous action  1 standard Instantaneous action  1 swift 1 round action  1 swift 1 round action  1 swift 1 round action  1 standard Instantaneous action	Touch Target: Creature to attack if  Touch Target: Creature to Medium (190 ft.) Target: One creature of the Target: One creature of the Target: Plame in your touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creat Medium (190 ft.) Target: Living creat Medium (190 ft.) Target: One spellica 20-ftradius burst 0 ft. Target: Magic wear ge is the Long (760 ft.)	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V,M/DF hed V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  No  Tes, or object; or  No  Yes	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  Evocation [Force] Caster Level: 9  Evocation [Force] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223
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. Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including patheasts are automatically confirmed. Darkfire  Effect: Produce a flame that can be used for touch attack or range. Daylight  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Object sheds supernatural shadow in 60-ft. radius. Demon Dirge  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [n	19 19 19 19 19 19 19 19 19 19 19 19 19 1	Will negates (harmless) tite, gain +2 divine bont oncours. Will half (harmless); see text Will negates tile weapons, thrown we have been been been been been been been be	action  Is on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  appons, and ranged attacks. In addition, and 1 standard 1 round/level [D] action  action  action  1 standard 1 round/level [D] action  1 standard 10 minutes/level [D] action  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1d6 rounds; see text action  action  To be Stunned  1 standard Instantaneous action  1 swift 1 round action  a mount against any creature that attacks ye 1 standard Instantaneous action  action  1 standard Instantaneous action  1 swift 1 round action  all + Str or Wis modifier [your choice]. Damae a mount against any creature that attacks ye 1 standard Instantaneous action  inth the ground [1d6 per 10 ft.].	Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: Creature to attack if  Touch  Target: One creature y critical  Oft.  Target: Flame in younger to touch  Touch  Target: Object touch  Close (45 ft.)  Target: Living creat saves.  Close (45 ft.)  Target: Living creat Medium (190 ft.)  Target: One spellca 20-ftradius burst oft.  Target: Magic wearge is the vul.  Long (760 ft.)  Target: Cylinder [20]	V,S,F uched  V,S uched  V,S,M re  V,S ur palm V,S hed V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  No  re, or object; or  No  Yes  100 ft. high]	Caster Level: 9  Conjuration (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  Abjuration Caster Level: 9  Evocation [Force] Caster Level: 9  Evocation [Force] Caster Level: 9  Evocation [Air] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223  PHB II: pg.110  SC: Pg.72
+1 deflection bonus to AC and +1 resistance bonus on all signal of the component (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for Choose alignment (chaotic, evil, good or lawful). Once pethe opponent has the designated alignment or Discharge for Choose alignment or Discharge for Choose alignment (curse of Arrow Attraction Effect:  Subjects AC against any ranged attack is -5, including pethreats are automatically confirmed.  Care and Darkfire  Effect:  Produce a flame that can be used for touch attack or range Chort.  Cholect sheds supermatural shadow in 60-ft. radius.  Creatures of Evil and Lawful subtypes take 2d6 damage [n]  Devil Blight  Effect:  Creater divine weapon that mimics deity's favored weapon same as base weapon +1-1/2 Str or Wis modifier [your choid contents of the	19 19 19 19 19 ed atta 19 19 19 19 19 19 19 19 19 19 19 19 10 10 10 10 11 11 11 11 11 11 11 11 11	Will negates (harmless) tree, gain +2 divine bonutonus. Will half (harmless); see text Will negates lile weapons, thrown we have the weapons, thrown we have the weapons when the weapons will half be weapons. None None None None or Fortitude partial; see text all. Baatezu must save of hone None None None Reflex partial; see text weapon strikes for like Reflex partial; see text	action  as on damage rolls no next melee or ranged  1 standard Instantaneous action  1 standard 1 round/level action  aspons, and ranged attacks. In addition, an  1 standard 1 round/level [D] action  asling 1d6/2 levels [Max 5d6].  1 standard 10 minutes/level [D] action  1 standard 1 day/level [D] action  1 standard 1 df rounds; see text action  oreature is Tanar'ri it is also stunned unless it 1 standard 1d6 rounds action  or be Stunned.  1 standard Instantaneous action  1 swift 1 round action  1 swift 1 round action  el + Str or Wis modifier [your choice]. Damae e a mount against any creature that attacks you 1 standard Instantaneous action	Touch Target: Creature to attack if  Touch Target: Creature to Medium (190 ft.) Target: One creature of the Target: One creature of the Target: Plame in your touch Target: Object touch Touch Target: Object touch Close (45 ft.) Target: Living creat Medium (190 ft.) Target: Living creat Medium (190 ft.) Target: One spellica 20-ftradius burst 0 ft. Target: Magic wear ge is the Long (760 ft.)	V,S,F uched V,S uched V,S,M re V,S ur palm V,S hed V,M/DF hed V,S,DF ure V,S,DF	Yes (harmless); see text  Yes  Yes  No  No  Yes  No  Tes, or object; or  No  Yes	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  Evocation [Force] Caster Level: 9  Evocation [Force] Caster Level: 9	PHB: pg.216  PHB II: pg.109  SC: Pg.59  PHB: pg.216  PHB: pg.217  SC: Pg.63  SC: Pg.64  PHB: pg.223  PHB II: pg.110

				Cleric Spells					
□□□□□ Energy Aegis	19	Will negates (harmless)	1 immediate	1 round	Close (45 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
ffect: Gain resistance 20 against one energy type for one attack	L.		action		Target: One creatur	e		Caster Level: 9	
□□□□ Energy Vortex	19	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
ffect: Choose a energy type and it causes 1d8 +1/caster level s well.	[max +	20]. You may double th	e damage it	you forgoe a save and take the damage	Target: All creatures ecentered on you	s within a 20	)-ftradius burst	Caster Level: 9	
□□□□ Energy Vulnerability	19	Will negates	1 standard action	1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
ffect: You can affect a number of creatures with total hit dice e			You select	which creatures are affected. Choose are		e creatures	within a 10-ftradius	Caster Level: 9	
nergy type and that creature takes an additional 50% dama  DDDDD Favorable Sacrifice	age fro 19	m tnat type. Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.89
iffect: Gain benefit from deity; see text.					Target: Creature tou	ıched		Caster Level: 9	
☐☐☐☐Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]		SC: Pg.90
ffect: Deal 1d6 damage per size category difference. Deal 1d6 damage per size category difference.	19	None	1 standard	1 round/level	Target: Creature tou	V,S,M	No	Caster Level: 9 Evocation	SC: Pg.95
ffect:			action		Target: Nonmagical			Caster Level: 9	2211 9122
Normal or masterwork weapon becomes temporary +1 fla  Ghost Touch Weapon	ming b	Will negates		1 minute/level	Close (45 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
ffect: Hit incorporeal normally.		[harmless,object]	action		Target: One weapor time of casting]	or fifty pro	jectiles [all in contact at	Caster Level: 9	
□□□□ Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
iffect: Gain an additional pair of arms; see text					Target: Creature tou			Caster Level: 9	
□□□□□Glyph of Warding	19	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	see text	Abjuration	PHB: pg.236
Inscription harms those who pass it.	19	N/A	1 swift	1 round/level	Target: Object touch Personal	ned or up to	5 sq. ft/level N/A	Caster Level: 9 Transmutation	SC: Pg.107
☐☐☐☐Grace			action	i rodilu/level	Target: You	•	IVA	[Good] Caster Level: 10	55. Fg. 107
+2 sacred bonus to Dex, Land speed increases by 10 ft	20 pen 19	alty to Hide checks. Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
ffect: Any creature hitting the subject takes 1d8 damage.			30.011		Target: Creature to	uched		Caster Level: 9	
□□□□ Helping Hand	19	None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: pg.239
ffect: Ghostly hand leads subject to you.	19	Will pagetos: one tout	1	1 round/level IDI: ago toyt	Target: Ghostly han	d V,S	Yes	Caster Level: 9 Enchantment	DHP III ng 114
ffect:		Will negates; see text	immediate action	1 round/level [D]; see text	Close (45 ft.)  Target: One living c		res	(Compulsion) [Mind-Affecting] Caster Level: 9	PHB II: pg.114
Creature can only take move action on it's turn; retry save  Holy Meditation  Flect:	19	round (swift action).	1 minute	2 hours	Personal	V,S,M		Evocation	FH.P: pg.36
rrect: Upon completion of the ritual the character enjoys the ber □□□□□□Holy Storm	nefits o	f a full eight hours rest. None	1 standard action	1 round/level [D]	Target: You 20 ft.	V,S,M,DF	No	Caster Level: 9  Conjuration (Creation) [Good,	SC: Pg.115
ffect:		E 7			Target: Cylinder [20	-ft. radius, 2	20 ft. high]	Water] Caster Level: 10	
-4 penalty to Listen, Spot, and Search checks, -4 ranged and Director Axe	19	None		1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
ffect: Axe deals 2d12 of cold damage +1/2 caster level [max +1	0].				Target: Battleaxe-sh	naped weap	oon of swirling ice	Caster Level: 9	
nflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
ffect: Touch attack, 3d8 +1/level [max +15] damage.  IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	19	Will negates	1 standard	24 hours/level	Target: Creature tou	V,S	Yes [harmless]	Caster Level: 9 Evocation	SC: Pg.124
ffect:		[harmless]	action		Target: One creatur		, , , , , , , , , , , , , , , , , , , ,	[Language-Depend Caster Level: 9	
Send 25 words or less to the targeted creature; see text.  Invest Moderate Protection	19	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
iffect: Living creature healed 3d4 +1 per two caster levels [ma		and gains DR:1/evil for	1 minute, u	ndead damaged by likewise amount. Or	Target: Creature tou	ıched		Caster Level: 9	
iled save undead take an extra 3 points of damage from a	weapo	on that overcomes DR/go None		1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
ffect: Dispels invisibility within 5 ft./level			aouon		Target: You			Caster Level: 9	
Company of the state of the sta	19	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: Pg.129
Teleport and end up flanking an opponent.  Care Street	19	Will negates	1 standard action	Instantaneous	Close (45 ft.)	S,DF	Yes	Divination	SC: Pg.129
iffect: Learn strengths or weaknesses of opponent; see text.	19	Will negates	1 standard	Instantaneous	Target: One creatur Close (45 ft.)	e V,S	Yes	Caster Level: 9 Divination	SC: Pg.129
General Ities    Control	.5	. m nogatos	action		Target: One creatur		. 50	Caster Level: 9	-0 g.120
Learn any vulnerabilities and resistances the target has.	19	None		10 minutes/level [D]	-	V,S	Yes; see text	Evocation [Good,	SC: Pg.132
ffect:	nd-	or outoid	action		Target: You and up	to two rays	; see text	Light] Caster Level: 10	
Same as light of Lunia except damage is 3d6 or 6d6 vs. u Locate Object	indead 19	or outsiders; see text None	1 standard action	1 minute/level	Long (760 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
ffect: Senses direction toward object [specific or type].			300011		Target: Circle, cente 40 ft. per level	ered on you	, with a radius of 400 +	Caster Level: 9	
□□□□ Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch		No; see text	Abjuration [Lawful]	PHB: pg.249
iffect: +2 to AC and saves, counter mind control, hedge out eler					-		from touched creature		
*Magic Circle against Evil	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch		No; see text	Abjuration [Good]	PHB: pg.249
ffect: +2 to AC and saves, counter mind control, hedge out eler   Magic Circle against Evil	nentals	Will negates	1 standard	0 minutes/level. 10 minutes/level	Target: 10-ftradius		from touched creature No; see text	Caster Level: 10 Abjuration [Good]	PHB: pg.249
		(harmless)	action	-		, . ,,			1.3.2.0
<pre>####################################</pre>					Target: 10-ftradius	emanation	from touched creature	Caster Level: 10	

			Cleric Spells					
□□□□□ Magic Vestment	19	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement		,		Target: Armor or shi	ield touche	d	Caster Level: 9	
□□□□ Mantle of Chaos  Effect:	19	N/A	1 standard 10 minutes/level [D] action	Personal  Target: You	V,S,M	N/A	Abjuration [Chaos] Caster Level: 9	SC: Pg.137
Gain SR 12 + your caster level against spells with the lawf	ul desc 19	riptor. N/A	1 standard 10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
Effect:			action	Target: You			Caster Level: 9	
Gain SR 12 + your caster level against spells with the char	os des 19	riptor. None	1 standard 1 round/level	Medium (190 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
Effect:			action	Target: One creatur	e		Caster Level: 9	
Subject marked takes 1d6 damage any time it continues fi	gnting; 19	None	1 standard 10 minutes/level	Personal	V,S, DF	No	Transmutation	PHB: pg.252
Effect:			action	Target: You			[Earth] Caster Level: 9	
You and your gear merge with stone.  Nauseating Breath	19	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
Effect: Creatures in area must save or be nauseated for 1d6 roun	do		action	Target: Cone-shape	d burst		(Creation) Caster Level: 9	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19	Will negates (object)	1 standard 8 hours [D] action	Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
Effect: Masks object against scrying.			doubli	Target: One object t	ouched of	up to 100 lbs/level	Caster Level: 9	
□□□□□ Prayer	19	None	1 standard 1 round/level action			Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.	40	For the control		centered on you		n a 40-ftradius burst	Caster Level: 9	DUD OOO
□□□□□ Protection from Energy	19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Absorb 12 points of damage/level [max 120] from one kind			1 standard Instante	Target: Creature tou		Voc (harrier)	Caster Level: 9	DUD: n= 070
□□□□□ Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
Effect:  Cures normal or magical conditions.	10	Will pagetos	1 standard Instantoneous	Target: Creature tou		Vac (harmles-)	Caster Level: 9	DHB: no 270
□□□□□ Remove Curse  Effect:	19	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration  Caster Level: 9	PHB: pg.270
Frees object or person from curse.	10	Fortitude pagetos	1 standard Instantaneous	Target: Creature or				PHR: no 271
□□□□□ Remove Disease  Effect:	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch  Target: Creature tou	V,S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 9	PHB: pg.271
Cures all diseases affecting subject.	19	Fortitude negates	1 standard 10 minutes/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
בו∟∟∟ Resist Energy, Mass Effect:		[harmless]	action	Target: One creatur			Caster Level: 9	g
As resist energy, except that it affects all targeted creature Resurgence, Mass	s. 19	Will negates	1 standard Instantaneous	more than 30 ft. apa Close (45 ft.)		Yes [harmless]	Abjuration	SC: Pg.175
Effect: Same as resurgence, except it affects multiple targets.		[harmless]	action	Target: One creatur	e/level, no		Caster Level: 9	2011 <b>g</b> .112
supernatural ability.	19	N/A	1 standard 1 minute/level	Personal	V,S,M	N/A	Conjuration	SC: Pg.177
Ring of Blades  Effect:	13	N/A	action	Target: You	V,O,IVI	IVA	(Creation) Caster Level: 9	30. Fg.177
Deals 1d6 +1 per caster level [max +10] points of damage	to all a		nes apply to damage. 1 standard 10 minutes/level	Touch	V,S	No or Yes [harmless]		SC: Pg.179
⊒□□□□ Safety <sup>Effect:</sup>		[harmless]	action	Target: Creature tou			Caster Level: 9	g
Subject can find the shortest, most direct route to safety; s	ee text	None	1 standard Instantaneous	-	V,S	Yes	Evocation	PHB: pg.275
Effect:			action	Target: Ray	.,-		Caster Level: 9	
Range deals 1d8/2 levels [max 5d8] damage; 1d6/level nanimate object only takes 4d6 damage.	[max	10d6] against undead;	9 to undead vulnerable to bright light; construct o					
Sheltered Vitality	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
Effect: Subject gains immunity to fatigue, exhaustion, and ability of	lamag	e or drain.		Target: Living create	ure touched	I	Caster Level: 9	
□□□□□ Shield of Warding	19	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves	, +1 pe	r five caster levels [max	c +5].	Target: One shield of	or buckler to	ouched	Caster Level: 10	
in ink	19	Will negates	1 standard 1 round action	Close (45 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.				than 30 ft. apart		two of which are more	Caster Level: 9	
□□□□□ Skull Watch	19	See text	1 standard Permanent action	Touch	V,S,F	No	Necromancy	SC: Pg.191
Effect: Alarm affect; see text				Target: One human			Caster Level: 9	
□□□□□ Slashing Darkness	19	None	1 standard Instantaneous action		V,S	Yes	Evocation	SC: Pg.191
Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal			A star bod A by all a star	Target: Ray	V 0	V B	Caster Level: 9	00 B
□□□□□ Snowshoes, Mass	19	Will negates [harmless]	1 standard 1 hour/level [D] action	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect: Same as Snowshoes, except as noted.	10	N/Λ	1 standard 1 minute // [D]	than 30 ft. apart		two of which are more	Caster Level: 9	CC: Ba 400
Sonorous Hum	19	N/A	1 standard 1 minute/level [D] action	Personal	V,S	N/A	Evocation [Sonic]	SC: Pg.196
Effect: The next spell you cast during the effect of sonorous hum:				Target: You	VEDE	No	Caster Level: 9	EU D: c = 07
	19	Fortitude half	1 standard 1 round; see text action	Target: One charact	V,S,DF er	No	Evocation  Caster Level: 9	FH.P: pg.37
□□□□□ Soul Burn  Effect:	e [mav	6d41 to evil creature for	except undead or other souless creatures) if an evi					
Graph Soul Burn  Effect:  Paralyzes the target and deals 1d4/2 levels holy damage outsider the damage is doubled.					VS	Yes	Necromancy	SC: Pa 196
□□□□□ Soul Burn  Effect: Paralyzes the target and deals 1d4/2 levels holy damage  utsider the damage is doubled.  □□□□□□ Spark of Life	e [max	6d4] to evil creature [d	except undead or other souless creatures], if an ev 1 standard 1 round/level action	Touch	V,S	Yes	Necromancy  Caster Level: 9	SC: Pg.196
General Soul Burn  General Soul	19 Inerabl	Will negates e as if it weren't undeac	1 standard 1 round/level action	Touch  Target: Undead crea	ature touch	ed	Caster Level: 9	-
Gillow Soul Burn  Effect: Paralyzes the target and deals 1d4/2 levels holy damage outsider the damage is doubled.  Graph Spark of Life	19	Will negates e as if it weren't undeac	1 standard 1 round/level action	Touch	ature touch		•	PHB: pg.281
Glect:  Soul Burn  Effect:  Paralyzes the target and deals 1d4/2 levels holy damage utilister the damage is doubled.  Glect:  Glect:  Undead touched temporarily acts as if it were alive and vul	19 Inerabl	Will negates e as if it weren't undeac	1 standard 1 round/level action  I. 10 minutes 1 minute/level  1 standard 1 hour/level	Touch  Target: Undead creation ft.	ature touch	ed	Caster Level: 9  Necromancy [Language-Dependent of the content of	PHB: pg.281
Great Soul Burn  Effect:  Paralyzes the target and deals 1d4/2 levels holy damage utsider the damage is doubled.  Great Spark of Life  Effect:  Undead touched temporarily acts as if it were alive and vul	19 inerabl 19	Will negates e as if it weren't undead Will negates; see text	1 standard 1 round/level action  1. 10 minutes 1 minute/level  1 standard 1 hour/level action	Touch  Target: Undead created to the transfer of the transfer of the transfer of transfer	v,s, DF reature v,s,M	ed No No	Caster Level: 9  Necromancy [Language-Dependent Caster Level: 9	PHB: pg.281 dent]

				Cleric Spells					
**Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.			dollori		Target: Stone or sto	ne object to	ouched, up to 10 cu. ft.	Caster Level: 9	
Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.					Target: Stone or sto +1 cu. ft./level	ne object to	ouched, up to 10 cu. ft.		
Summon Monster III	19	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		d creatures, no two of	Caster Level: 9	
□□□□□ Suppress Glyph	19	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.216
Effect: Gain enhanced awareness of magical writing such as a g	lyph of	warding; see text.			Target: 100-ftradiu	s emanatio	n centered on you	Caster Level: 9	
Tremor	19	See text	1 standard action	1 round/3 levels	Medium (190 ft.)	V,S,DF	No	Evocation [Earth]	SC: Pg.223
Effect: Disrupts concentration; see text.					Target: 40-ftradius	spread		Caster Level: 9	
Under Vigor	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants target fast healing a					Target: Living create			Caster Level: 9	
□□□□ Vigor, Mass Lesser	19	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants all targets fast heali					more than 30 ft. apa	art	no two of which can be	Caster Level: 9	
□□□□□ Visage of the Deity, Lesser	19	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 9	
Wall of Light	19	None	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
Effect: Any creature passing through the wall becomes dazzled.	You ca	n see through the wall;		2 hours/level; see text	square/level or hem	i/sphere 5 f	rea is up to one 10-ft. t./2 levels Yes (harmless)	Caster Level: 9 Transmutation	PHR: pg 300
Water Breathing  Effect:	19	(harmless)	action	z nouis/ievei, see lext	Target: Living create		,	Caster Level: 9	PHB: pg.300
Subjects can breathe underwater.	19	Will negates	1 standard	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation	PHB: pg.300
☐☐☐☐ Water Walk  Effect:	13	(harmless)	action		Target: One toucher			[Water] Caster Level: 9	
Subject treads on water as if solid.  DDDDDWeapon of Energy	19	Fortitude negates	1 standard	1 round/level	Touch	V,S		Transmutation	SC: Pg.236
Effect:		[harmless,object]	action		Target: One weapor			[See text] Caster Level: 9	g
Adds additional damage; see text.	19	Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless,object]		SC: Pg.237
Effect:		[harmless,object]	action		Target: One bludge			Caster Level: 9	
Double threat range of weapon.  Deity	19	Fortitude negates		1 round/level	projectiles [all of wh Touch	ich must be V,DF	touching] Yes [harmless,object]	Transmutation	SC: Pg.237
Effect:		[harmless,object]	action		Target: Weapon tou	iched		Caster Level: 9	
Imbue a weapon favored by your deity with special enhands with special enhands with special enhands. With the special enhands with special enhands.	ncemen 19	None; see text		1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: pg.302
Effect: Deflects arrows smaller creatures and gases			action			0 ft./level lo	ng and 5 ft./level high	Caster Level: 9	
Effect: Deflects arrows, smaller creatures, and gases.			dollon	I FVFI 4	Target: Wall up to 1 [S]	0 ft./level lo	ng and 5 ft./level high	Caster Level: 9	
	DC	Saving Throw	Time	LEVEL 4	[S] Range	Comp.	Spell Resistance	School	Source
Deflects arrows, smaller creatures, and gases.  Name  Air Walk	<b>DC</b> 20	Saving Throw None	Time		Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air	
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle	20 ].	None	Time 1 standard action	<b>Duration</b> 10 minutes/level	Range Touch Target: Creature [G.	Comp. V,S, DF argantuan c	Spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 9	]PHB: pg.196
Name  Carbon Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle	20		Time 1 standard	Duration	Range Touch Target: Creature [G.	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination	
Name  Calcium Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle  Calcium Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis	20 ]. 20 stance	N/A of one specific creature.	Time 1 standard action 1 swift action	<b>Duration</b> 10 minutes/level 1 round/level	Range Touch Target: Creature [G: Personal Target: You	Comp. V,S, DF argantuan o	Spell Resistance Yes (harmless) or smaller] touched N/A	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9	]PHB: pg.196 SC: Pg.17
Name  Name  Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle  Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis	20 ]. 20	None N/A	Time 1 standard action 1 swift action	<b>Duration</b> 10 minutes/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.)	Comp. V,S, DF argantuan c	Spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation)	]PHB: pg.196
Name	]. 20 stance 20 ne whe	N/A  N/A  of one specific creature.  N/A  re natural healing can o	Time 1 standard action 1 swift action 1 standard action ccur.	Duration 10 minutes/level 1 round/level 24 hours/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text	Comp. V,S, DF argantuan o V,S	Spell Resistance Yes (harmless) or smaller] touched N/A N/A	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9	)PHB: pg.196 SC: Pg.17 SC: Pg.17
Name	20 ]. 20 stance (	N/A  N/A  of one specific creature.  N/A	Time 1 standard action 1 swift action 1 standard action ccur.	<b>Duration</b> 10 minutes/level 1 round/level	Range Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft.	Comp. V,S, DF argantuan o V,S V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good]	)PHB: pg.196 SC: Pg.17 SC: Pg.17
Name	20 ]. 20 stance 20 ne whe 20	N/A  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates	Time 1 standard action 1 swift action 1 standard action 2 standard action 2 ccur. 1 standard action 2 are conside 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level	Range Touch Target: Creature [G Personal Target: You Close (45 ft.) Target: See text 40 ft.	Comp. V,S, DF argantuan o V,S V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A N/A	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9	)PHB: pg.196 SC: Pg.17 SC: Pg.17
Name  Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle]  Air Walk  Company Spell Resistance	20 ]. 20 stance 20 ne whe 20 tra 1d6	N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action are conside	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR.	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you	Comp. V,S,DF argantuan o V,S V,S,M V,S,DF a 40-ftradiu	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6	N/A  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates	Time 1 standard action 1 swift action 1 standard action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR.	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch	Comp. V,S,DF argantuan o V,S V,S,M V,S,DF a 40-ftradiu	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6 20	N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]	Time 1 standard action 1 swift action 1 standard action  1 standard action  ccur. 1 standard action are conside 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V.S, DF argantuan o V,S V,S,M V,S,DF a 40-ft,-radiu V,S uched	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates	Time 1 standard action 1 swift action 1 standard action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V.S, DF argantuan o V,S V,S,M V,S,DF a 40-ft,-radiu V,S uched	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless]	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 ]. 20 stance + 20 ne whe 20 tra 1d6 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action are conside 1 standard action 1 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V,S, DF argantuan o V,S  V,S,M  V,S,DF a 40-ftradio V,S  uched V burst cente V,S	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44
Name	20 ]. 20 stance + 20 ne whe 20 tra 1d6 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates	Time 1 standard action  1 swift action  1 standard action  1 standard action  ccur. 1 standard action  are conside 1 standard action  1 standard action  See text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text	Comp. V,S, DF argantuan o V,S  V,S,M  V,S,DF a 40-ftradio V,S  uched V burst cente V,S	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing)	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action  1 swift action  1 standard action  1 standard action  ccur. 1 standard action  are conside 1 standard action  1 standard action  See text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur	Comp. V,S, DF argantuan o V,S V,S,M V,S,DF a 40-ftradii V,S uched V burst cente V,S e V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ared on you Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106
Name	20 ]. 20 stance 20 ne whe 20 tra 1d6 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action  1 standard action  ccur. 1 standard action are conside 1 standard action  1 standard action  See text 1 minute	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.)	Comp. V,S, DF argantuan o V,S V,S,M V,S,DF a 40-ftradia V,S uched V burst cente V,S e V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Transmutation	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106
Name	20 3. 20 20 stance - 20 20 tra 1d6 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 see text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S]	Comp. V.S, DF argantuan of V,S,M V,S,DF a 40-ftradiu V,S uched V burst cente V,S e V,S,M V,S,M/DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation [Water]	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214
Name	20  J. 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 5 see text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous Instantaneous 1 hour/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch	Comp. V.S, DF argantuan of V.S, M V.S,DF a 40-ftradia V.S uched V burst cente V,S e V,S,M V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52
Name	20 3. stance 20 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time  1 standard action  1 swift action  1 standard action  1 standard action  2 ccur.  1 standard action  are conside 1 standard action  1 standard action  See text  1 minute  1 standard action  1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 linstantaneous 19 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou	Comp. V,S, DF argantuan of V,S  V,S,M  V,S,DF a 40-ftradiit V,S uched  V burst cente V,S e V,S,M  V,S,M/DF colume of 10 V,S uched	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. pei Yes (harmless); see text	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation (Healing) Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation (Water] To Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215
Name	20 3. 20 20 stance - 20 20 tra 1d6 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates (harmless)  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless);	Time  1 standard action  1 swift action  1 standard action  1 standard action  2 ccur.  1 standard action  are conside 1 standard action  1 standard action  See text  1 minute  1 standard action  1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch	Comp. V,S, DF argantuan of V,S V,S,M  V,S,DF a 40-ft,-radit V,S uched V burst cente V,S e V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ord on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation [Water] Transmutation (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214
Name	20 1. 20 20 stance 20 20 ne whe 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 ccur. 1 standard action 3 standard action 1 standard action 2 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a vievel [S] Touch Target: Creature tou Touch Target: Creature tou Touch	Comp. V,S, DF argantuan of V,S V,S,M V,S,DF a 40-ftradia V,S uched V burst cente V,S,M V,S,M/DF olume of 10 V,S uched V,S,DF ure touched	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. pei Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation [Water] Transmutation [Water] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Necromancy Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217
Name  Natral Hospice  Non the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Astral Plane this spell opens a portal to a demiplation of the Righteous  Name  N	20  l. 20 stance 20 ne whe 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 ccur. 1 standard action 3 standard action 1 standard action 2 standard action 1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 linstantaneous 19 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Living create Medium (190 ft.)	Comp. V,S, DF argantuan of V,S V,S,M  V,S,DF a 40-ft,-radit V,S uched V burst cente V,S e V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ord on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Water] Transmu	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215
Name  Natral Hospice  Natral Hospice  Natral Hospice  Natral Hospice  Name  Natral Hospica  Name  Natral Hospica  Natral	20  l. 20 stance 20 ne whe 20 20 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  are conside 1 standard action  1 standard action  2 standard action  1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level 2ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level [D] Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Medium (190 ft.) Target: Ray	Comp. V.S, DF argantuan of V.S, M V.S,DF a 40-ftradio V.S uched V burst cente V.S,M V,S,M/DF olume of 10 V,S uched V,S,DF ure touched V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 10 Transmutation Caster Level: 9 Evocation [Sonic] Caster Level: 9 Conjuration (Healing) Caster Level: 9 Transmutation Caster Level: 9 Transmutation [Water] Transmutation [Water] Transmutation [Water] Conjuration (Healing) Caster Level: 9 Necromancy Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.217  PHB: pg.217  PHB: pg.221
Name	20  1. 20 20 stance 20 20 ne whe 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  are conside 1 standard action  1 standard action  2 standard action  1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Living creatur Medium (190 ft.) Target: Ray Close (45 ft.)	Comp. V.S, DF argantuan of V.S, M  V.S,DF a 40-ftradio V.S uched V burst cente V,S e V,S,M  V,S,M/DF olume of 10 V,S uched V,S uched V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per text  Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation Caster Level: 9 Necromancy Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Divination	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217
Name  Natral Hospice  Natral Hospice  Natral Hospice  Natral Hospice  Name  Natral Hospica  Name  Natral Hospica  Natral	20  l. 20 stance 20 ne whe 20 20 20 20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 2 ccur. 1 standard action 2 are conside 1 standard action 3 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level 2ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D] Instantaneous 1 minute/level [D] Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (45 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: You Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Long (760 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Living creatur Medium (190 ft.) Target: Ray Close (45 ft.)	Comp. V.S, DF argantuan of V.S, M  V.S,DF a 40-ftradio V.S uched V burst cente V,S e V,S,M  V,S,M/DF olume of 10 V,S uched V,S uched V,S,DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 9 Divination Caster Level: 9 Conjuration (Teleportation) Caster Level: 9 Evocation [Good] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Evocation [Sonic] Caster Level: 9 Transmutation Caster Level: 9 Abjuration Caster Level: 9 Transmutation [Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation (Water] Transmutation Caster Level: 9 Necromancy Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Abjuration Caster Level: 9 Divination	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.217  PHB: pg.217  PHB: pg.221

				Cleric Spells					
DDDDDismissal	20	Will negates; see text	1 standard I		Close (45 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
Effect: Forces a creature to return to native plane.			aoudi		Target: One extrapl	anar creatu	re	Caster Level: 9	
Divination  Effect: Provides useful advice for specific proposed actions.	20	None	10 minutes I	nstantaneous	Personal Target: You	V,S,M	No	Divination Caster Level: 9	PHB: pg.224
Divine Power	20	None	1 standard action	round/level	Personal  Target: You	V,S, DF	No	Evocation  Caster Level: 9	PHB: pg.224
You gain attack bonus, +6 to Str, and 1 hp/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20	None	1 full round	Until used [max 1 hour/level]	Personal Target: You	V,S	No	Abjuration  Caster Level: 9	FH.P: pg.36
Damage dealt by evil sources deal 50% less, total damagend. Any damage that would end the spell by exceeding the		still affected fully. Will negates	1 standard	el, after the limit is reached the spell w 0 minutes/level		V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
Effect:		(harmless)	action		Target: You or crea	ture touche	d	Caster Level: 9	
Subject moves normally despite impediments.  Giant Vermin	20	None	1 standard	minute/level	Close (45 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
Effect: Turns centipedes, scorpions, or spiders into giant vermin.					Target: Up to three more than 30 ft. apa		wo of which can be	Caster Level: 9	
Glowing Orb	20	None	1 standard I action	Permanent	Touch	V,S,F	No	Evocation [Light]	SC: Pg.106
Effect:  Makes a light source in a globe; see text					Target: Magical, co	_		Caster Level: 9	
□□□□ Hand of the Faithful  Effect:	20	Fortitude negates		hour/level		V,S,DF s emanation	Yes centered on a point in	Abjuration [See text] Caster Level: 9	SC: Pg.109
Immobile zone of warding that is permeable to those of your or exit.		-			•				BUB !!
□□□□□ Healing Spirit  Effect:	20	Will half (harmless)	action	round/2 levels	Close (45 ft.)  Target: One conjure	V,S ed healing s	Yes (harmless) pirit	Conjuration (Healing) Caster Level: 9	PHB II: pg.114
Create a spirit that heals with positive energy 1d8 [undead*Holy Smite	are de	ealt damage] Flies at 30 Will partial; see text	1 standard I	nstantaneous [1 round]; see text	Medium (200 ft.)	V,S	Yes	Evocation [Good]	PHB: pg.241
Effect: Damages and blinds evil creatures.			action		Target: 20-ftradius	s burst		Caster Level: 10	
Holy Transformation, Lesser	20	N/A	1 standard action	round/level [D]	Personal  Target: You	V,S,DF	N/A	Transmutation [Good] Caster Level: 10	SC: Pg.116
Change to good outsider, gain abilities of protectar [minatu	ires pg 20	.66]. Fortitude partial	1 standard I	nstantaneous	Close (45 ft.)	V,S	Yes		SC: Pg.118
Effect:			action		Target: One creatur			Caster Level: 9	<b>3</b>
Deals 1d6 per caster level [max 10d6] and becomes fatigute in the compact of the	20 20	Will negates		ue. Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
Effect:		(harmless)			Target: Creature to	uched; see	ext	Caster Level: 9	
Transfer spells to subject.	20	Will half	1 standard I action	nstantaneous	Touch  Target: Creature to	V,S	Yes	Necromancy  Caster Level: 9	PHB: pg.244
Touch attack, 4d8 +1/level [max +20] damage	20	Will negates	1 standard	minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
Effect:	20	[harmless]	action	Tilliaco/icvei	Target: Corporeal u			Caster Level: 9	00.1 g.120
Skeleton changes to Iron; grants +5 to natural armor AC.	20	Will negates	1 standard	minute/level	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
Effect:	0		action		Target: Creature to	uched		Caster Level: 9	
Subject becomes immune to the effects of positive energy  Magic Weapon, Greater	20 20	ext. Will negates (harmless, object)	1 standard	hour/level	Close (45 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1/4 levels [max +5] bonus.		(namiess, object)	action		Target: One weapo must be in contact v casting!	n or fifty pro with each of	jectiles [all of which her at the time of	Caster Level: 9	
□□□□ Make Manifest	20	Will negates	1 standard	round/level	Close (45 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
Effect: Cause one creature on a coexistant plane to appear on yo	ur plar	ne: see text.			Target: One creatur	re		Caster Level: 9	
□□□□□ Moon Bolt  Effect:	20	Fortitude half[living] Will negates[undead]	1 standard I action	nstantaneous	Long (760 ft.)	V,S or undead cr	Yes eature, or two living or	Evocation  Caster Level: 9	SC: Pg.143
Bolt unerringly strikes dealing 1d4 Str damage per three co	aster le 20	evels [max 5d4]. Undea		helpless for 1d4 rounds; see text. nstantaneous	undead creatures, t	hat are <15 V,DF	ft. apart	Abjuration	PHB II: pg.120
Effect:			action		Target: You			Caster Level: 9	
You cast mystic aegis immediately when you are targeted Negative Energy Aura		ostile spell. You gain Sp N/A	1 standard		Personal	V,S	N/A	Necromancy	SC: Pg.146
Effect:			action		Target: 10-ftradius	emanation		Caster Level: 9	
Living creatures within 10 ft. lose 1 hp/3 caster level [max Neutralize Poison	5] each 20	round. Will negates (harmless, object)	1 standard	0 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
Effect: Immunizes subject against poison, detoxifies venom in or	on sub		autiOH		Target: Creature or touched	object of up	to 1 cu. ft./level.	Caster Level: 9	
Panacea	20	Will half [harmless]; see text	1 standard I action	nstantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.152
Effect: Removes most conditions; see text.					Target: Creature to	uched		Caster Level: 9	
□□□□□Planar Ally, Lesser	20	None	10 minutes I	nstantaneous	Close (45 ft.)	V,S, DF, XP	No	Conjuration (Calling) [See Text]	PHB: pg.261
Effect: Your deity sends you an elemental or outsider of the deity			4	10. 10.	less		r outsider of 6 HD or	Caster Level: 9	00 B :==
□□□□□ Planar Exchange, Lesser	20	None	1 round	round/level [D]	0 ft.  Target: One called	V,S,DF creature	No	Conjuration (Calling) Caster Level: 9	SC: Pg.159
	20	None	1 immediate	hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
Call a celestial creature see list; see text	20		action						
Call a celestial creature see list; see text			action		Target: One creatur	re/level in a	20-ft. radius burst	Caster Level: 9	
Call a celestial creature see list; see text  Planar Tolerance  Effect: Gain temporary respite from the natural effects of a specific		Fortitude negates; see	1 standard I	nstantaneous; see text	Target: One creatur centered on you Touch	v,S, DF	Yes	Necromancy	PHB: pg.262
Call a celestial creature see list; see text	c plane			nstantaneous; see text	centered on you	V,S, DF	Yes		PHB: pg.262
Call a celestial creature see list; see text	c plane	Fortitude negates; see	1 standard I		centered on you Touch	V,S, DF ure touched V,S	Yes	Necromancy	PHB: pg.262 SC: Pg.161

				Cleric Spells					
Recitation	20	None	1 standard	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
Effect: Allies gain +2 [or +3 for worshipers] on attacks and save					centered on you.		in a 60 ftradius burst	Caster Level: 9	
□□□□ Renewed Vigor	20	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
Remove the fatigued condition from all creatures in area ister level.	, and ex	xhausted creatures bec	ome fatigue	d. +2 bonus to Constitution for 1 round p	Target: 30-ftradius per	- buist ceri	itered on you	Caster Level: 9	
Repel Vermin	20	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
ffect: Insects, spiders, and other vermin stay 10 ft. away.	00	AACH	A star law	1041	Target: 10 ft. radius		•	Caster Level: 9	00 8: 474
□□□□□ Resistance, Greater	20	Will negates [harmless]	1 standard action	24 nours	Touch  Target: Creature to		Yes [harmless]	Abjuration  Caster Level: 9	SC: Pg.174
As resistance, except you grant the subject +3 resistance	e bonus 20	Will negates	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration	PHB: pg.272
ffect:		(harmless)			Target: Creature to		,	(Healing) Caster Level: 9	13
Restores level and ability score drains.  Revenance	20	None; see text		1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration	SC: Pg.175
iffect: Brings an ally back to life for duration of spell; see text.			action		Target: Dead ally to	uched		(Healing) Caster Level: 9	
□□□□□ Sending	20	None	10 minutes	s 1 round/level; see text	See text	V,S,M/DF	No	Evocation	PHB: pg.275
Effect: Delivers short message anywhere, instantly.	20	Fort negates	1 standard	Linete	Target: One creatur Long (760 ft.)	v,s,M	Yes	Caster Level: 9	SC: Pg.186
□□□□□Shadowblast	20	For negates	action	Ilista	Target: 20-ftradius		res	Evocation [Light]  Caster Level: 9	30. Fg.100
Creatures stunned for 1d6 rounds; natives of shadow vu	Inerable 20	e take damage; see text Will negates		1 minute/level	Close (45 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
Effect:		[harmless]	action			e/level, no	two of which are more	Caster Level: 9	
As shield of faith, except it affects multiple creatures.	20	Fortitude half		Instantaneous	than 30 ft. apart Medium (190 ft.)	V,S	Yes	Evocation [Sonic]	SC: Pg.196
ffect: Deals 1d8 per caster level [max 10d8].			action		Target: One creatur	e or object		Caster Level: 9	
Spell Immunity	20	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 2 spells, up to 4th-level spells.					Target: Creature to	ıched		Caster Level: 9	
Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.)  Target: One creatur	V,S re	No	Transmutation Caster Level: 9	SC: Pg.200
Reduces subject's spell resistance by 1 per caster level	max re 20	duction 15]. Reduction of		below 0. 1 hour/level [D]	-	V,S, DF	Yes	Transmutation	PHB: pg.283
ffect:			action	.,	Target: 20-ft. square	es/level		[Earth] Caster Level: 9	
Creatures in area take 1d8 damage, may be slowed.  Creatures in area take 1d8 damage, may be slowed.  Creatures in area take 1d8 damage, may be slowed.	20	See text	1	Instantaneous	Close (45 ft.)	V	Yes	Abjuration	PHB II: pg.126
· iffect:			immediate action		Target: One creatur	o castina a	enell	Caster Level: 9	
Theti. You cast this spell to distract another creature. Target mast.	ust mak	e a concentration chec	k DC 14 + y	our key ability + the level of the spell being		e casting a	i speli	Caster Level. 9	
Summon Hound Archon	20	None	1 round	Concentration, up to 1 round/level + 1 round	Close (50 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: Pg.214
Effect:					Target: One summo	ned archo	n hound	[Good, Lawful] Caster Level: 10	
Summons a hound archon [MM 16]; see text	20	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
iffect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		ed creatures, no two of apart	Caster Level: 9	
Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF		Divination	PHB: pg.294
iffect: Speak any language.					Target: Creature to			Caster Level: 9	
□□□□ Wall of Good	20	See text	1 standard action	10 minutes/level	Close (50 ft.)	V,S,M/DF		Abjuration [Good]	SC: Pg.233
ffect: +2 to AC and saves, counter mind control, hedge out ostile side.	elemen	tals and outsiders in 1	0-ft. radius a	and 10 minutes/level from the designate			area is up to one 10-ft. ft./2 levels	Caster Level: 10	
□□□□□ Wall of Law	20	See text	1 standard	10 minutes/level	Close (45 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SC: Pg.234
ffect: +2 to AC and saves, counter mind control, hedge out	elemen	tals and outsiders in 1	0-ft. radius a	and 10 minutes/level from the designate			area is up to one 10-ft. ft./2 levels	Caster Level: 9	
ostile side. DDDDWall of Sand	20	None		Concentration +1 round/level	Medium (190 ft.)	V,S,M/DF	No	Conjuration	SC: Pg.235
iffect: Creates a churning wall of sand.			action		Target: A straight w square/level [S]	all whose a	area is up to one 10-ft.	(Creation) [Earth] Caster Level: 9	
Oreaces a Granting wan or sains.				LEVEL 5	square/rever [0]				
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Atonement	21	None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
Removes burden of misdeeds from subject.	21	No	1 standard	1 minute/level	Target: Living create 10 ft.	vre touched		Caster Level: 9 Abjuration	SC: Pg.18
□□□□□Aura of Evasion	21	.10	action		Target: 10-ft. radius			Caster Level: 9	50.1 g.10
You and all creatures within the area gain evasion but on Reflex saves against breath weapons.					+4		·		
Blistering Radiance	21	None and Fortitude partial; see text	1 standard action	1 round/level	Long (760 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
iffect: All sighted creatures in area are dazzled [no save], and t	ake 2d6 21	6 fire damage each rour See text		Instantaneous	Target: 50-ftradius	s spread V,S	No	Caster Level: 9 Abjuration	PHR: no 207
□□□□□ Break Enchantment			ı minute	modifidieous	Target: Up to 1 crea		No all within 30 ft. of each	-	PHB: pg.207
Frees subjects from enchantments, alterations, curses, a Call Zelekhut	and petr 21	ification. None	10 minutes	s Instantaneous	other Close (45 ft.)	V,S,DF,XF	P No	Conjuration (Calling) [Lawful]	SC: Pg.42
Effect: You recieve the aid of a Zelekhut inevitable in performing	g one to	isk that cannot exceed	1 hour.		Target: One called a	zelekhut		Caster Level: 9	
	21	Will negates		1 round/level	Close (45 ft.)	V	Yes	Enchantment (Compulsion)	PHB: pg.211
Command, Greater								[Language-Depen Mind-Affecting]	dent,
Command, Greater					_				
□□□□□Command, Greater  iffect: As command, but affects 1 subject/level.	24	None	10	o 4 round/lovel	than 30 ft. apart		o of which can be more	Caster Level: 9	DUD: 5- 044
□□□□□Command, Greater	21	None	10 minutes	s 1 round/level		v,S,M, DF			PHB: pg.211

				Cleric Spells					
Condemnation	21	Will negates	1 standard action		Close (45 ft.)	V	Yes	Abjuration	PHB II: pg.107
iffect: Stun target outsider for one round and reduce spell resista					Target: One outside			Caster Level: 9	
□□□□□ Crawling Darkness  ffect: Tentacles surround you but don't interfere with movem		N/A		1 minute/level [D]	Personal  Target: You 4	V,S,DF	N/A	Conjuration (Creation) Caster Level: 9	SC: Pg.55
ompetence bonus to Grapple, Climb and Escape Artist camage.	hecks.	If you are attack the te	entacles stril	ke back [Your BAB + Wis] dealing 1d1	2				
Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless) or Yes see text	(Healing)	PHB: pg.216
ffect: Cures 1d8 +1/level [max +25] damage for many creatures					than 30 ft. apart		of which can be more		
Curse of III Fortune, Mass	21	Will negates	1 standard action	1 minute/level		V,S,DF	Yes	Necromancy	SC: Pg.56
ffect: Cause -3 penalty on attack rolls, saving throws, ability che		d skill checks to all effect		es. 1 hour/level or until you are killed	Target: Enemies in	v,S	No No	Caster Level: 9 Necromancy	SC: Pg.60
□□□□□ Death Throes  ffect:  If you are killed, your body is destroyed by an explosion the			action	•	Target: You	v,5	NO	[Force] Caster Level: 9	SC: Pg.60
Dispel Chaos	21	See text		1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful]	PHB: pg.222
ffect: +4 bonus against attacks.					Target: You and a to another plane; or you	u and an e	nchantment or chaotic	Caster Level: 9	
□□□□**Dispel Evil	21	See text		1 round/level or until discharged, whichever comes first	spell on a touched of Touch	V,S, DF		Abjuration [Good]	PHB: pg.222
ffect: +4 bonus against attacks.			action	whichever comes hist	plane; or you and ar	n enchantm	creature from another ent or evil spell on a	Caster Level: 10	
Dispel Evil	21	See text		1 round/level or until discharged,	touched creature or Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
ffect: +4 bonus against attacks.			action	whichever comes first	plane; or you and ar	n enchantm	creature from another ent or evil spell on a	Caster Level: 10	
Disrupting Weapon	21	Will negates		1 round/level	touched creature or Touch	object V,S	Yes (harmless, object)	Transmutation	PHB: pg.223
ffect:		(harmless, object); see text	action		Target: One mel-	wanca		Caster Lovel: 0	
Melee weapon destroys undead.	21	Will negates	1 standard	1 round/level	Target: One melee	veapon V,S	No	Caster Level: 9 Transmutation	SC: Pg.69
Dulu Divine Agility	۱ ۵	[harmless]	action	. realitationer	Target: Living create			Caster Level: 9	CO. 1 g.05
Grants +10 enhancement to Dex.	21	Will negates	1 standard	1 round/level	80 ft.	V,S,DF	Yes		SC: Pg.70
ffect:		v	action					Caster Level: 9	<b>.</b>
Creatures must save or be dazed for 1 round. Mist obscui		on to 5 ft. See text		1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
fect:			action		Target: You			Caster Level: 9	
Gain a true dragons breath weapon attack; see text	21	Reflex partial	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Transmutation	SC: Pg.75
ffect: Deals 4d6 from impact and 3d6 fire [no save], must make	2 621/0	or he knocked prope	action		Target: 20-ftradius	spread		[Fire] Caster Level: 9	
Deals 4d6 from impact and 3d6 file [ilo save], must make		Will negates	1 swift action	1 round	Close (45 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
ffect: Subject becomes ethereal until the end of it's next turn.			dollori		Target: One willing	creature		Caster Level: 9	
]□□□□ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (190 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
ffect: Smite foes with divine fire for 1d6/level [max 15d6] damaç					Target: Cylinder 10			Caster Level: 9	
Hallow	21	See text	24 hours	Instantaneous	Touch Target: 40-ft. radius	V,S,M, DF emanating	See text from the touched point	Evocation [Good] Caster Level: 10	PHB: pg.238
Designates location as holy.  Durant Incorporeal Nova	21	Will negates		Instantaneous	Medium (190 ft.)	V,S	Yes	Necromancy	SC: Pg.121
ffect: The spell destroys 1d4/caster level [max 20d4] HD worth	of oroset	uraa	action		Target: 50-ftradius	burst		[Death] Caster Level: 9	
Inflict Light Wounds, Mass		Will half	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
ffect: Deals 1d8 +1/level damage to many creatures.			dollori		Target: 1 creature/lethan 30 ft. apart	evel, no two	of which can be more	Caster Level: 9	
Insect Plague	21	None	1 round	1 minute/level	Long (760 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.244
ffect: Locust swarms attack creatures.					Target: One swarm which must be adjace	ent to at le	ast one other swarm	Caster Level: 9	
Invest Heavy Protection		see text	action	Instantaneous; see text	Touch  Target: Creature tou	V,S iched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 9	PHB II: pg.115
Living creature healed 5d4 +1 per two caster levels [max f damage from a weapon that overcomes DR/good.	+12] an	d gains DR:5/evil for 1 Will negates		failed save undead take an extra 5 point 1 minute/level	Touch	VSDE	Yes [harmless]	Abjuration	SC: Pa 131
□□□□□ Life's Grace  ffect:	21	(harmless)	1 standard action	i millute/level	Target: Living create	V,S,DF are touched		Abjuration  Caster Level: 9	SC: Pg.131
Subjects become immune to all death spells, magical dea		ts, energy drain, and ar None	1 standard	energy effects; see text 1 round/level	20 ft.	V,S,M	No	Conjuration	PHB II: pg.118
ffect:			action		Target: 20-ftradius			(Healing) Caster Level: 9	
Whenever a creature, including you casts a spell cast with Mana Flux		area of this spell, you he None		t per level of the spell cast. 1 round/level	Medium (190 ft.)	V,S	No	Abjuration	PHB II: pg.119
ffect: 20% spell failure for any creature trying to cast a spell, u	se a sp	ell-like ability, activate a		ral ability or manifest a psionic power, a		emanation	centered on a point in	Caster Level: 9	
o spell completion items such scrolls.  Mark of Justice		None None		Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
ffect: Designates action that will trigger curse on subject.					Target: Creature tou			Caster Level: 9	
☐☐☐☐ Meteoric Strike	21	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
ffect: Your next successful melee attack deal 1d6 + 1d6/4 cast eflex for half of that].	ter leve	ls fire damage; all adjac	cent creature	es take half the damage [SR applies an	Target: Your melee d	weapon		Caster Level: 9	
Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
ffect: As many as eight subjects travel to another plane.					Target: Creature tou creatures joining ha	iched, or up	to eight willing	Caster Level: 9	
□□□□ Radiance	21	None	1 standard action	1 round/level [D]; see text	60 ft.  Target: 60-ftradius	V,S,DF	No centered on you	Evocation [Good, Light] Caster Level: 10	PHB II: pg.122
rrect: Undead are dazzled by illumination for the duration they a	are in th	e area and 1d6 rounds	after they le	ave. Illuminate as daylight spell.	rarget. 00-11Faulus	omanduon	oomered on you	Caster Level: 10	

				Cleric Spells					
⊒□□□ Raise Dead	21	None; see text	1 minute	Instantaneous	Touch V,	,S,M, DF	Yes (harmless)	Conjuration	PHB: pg.268
Effect:  Restores life to subject who died as long as 1 day/level as	10				Target: Dead creature	touched		(Healing) Caster Level: 9	
Revivify  Ciffect:	21	None; see text	1 standard action	Instantaneous	Touch V,	,S,M	Yes [harmless]	Conjuration (Healing) Caster Level: 9	SC: Pg.176
If cast within one round of death, this spell restores the su	bject to 21	o -1 HP. None	1 standard action	1 round/level [D]	-		No	Transmutation	PHB: pg.273
ffect: Your size increases, and you gain combat bonuses.					Target: You			Caster Level: 9	
Righteous Wrath of the Faithful	21	None	1 standard action	1 round/level			Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
ffect: Allies gain one additional melee attack each round at thei orale bonus to attack and damage.	r highe	st attack bonus [not cur	nulative with	other effects that grant extra attacks]. +	Target: All allies within 3you	1 30-ftra	dius burst centered on	Caster Level: 9	
]□□□□ Santuary, Mass	21	Will negates [harmless]	1 standard action	1 round/level			Yes [harmless]	Abjuration	SC: Pg.179
ffect: Opponents can't attack you, and you can't attack; see tex IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	t. 21	Will negates	1 hour	1 minute/level	Target: One creature/le than 30 ft. apart See text V	evel, no t ,S,M/DF,		Caster Level: 9 Divination	PHB: pg.274
iffect: Spies on subject from a distance.					F Target: Magical senso	r		(Scrying) Caster Level: 9	
Slay Living	21	Fortitude partial	1 standard action	Instantaneous	Touch V,  Target: Living creature		Yes	Necromancy [Death] Caster Level: 9	PHB: pg.280
Touch attack kills subject.	21	Will negates		1 minute/level	Touch V,	,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
ffect: Subject gains SR 12 +1/level.		(harmless)	action		Target: Creature touch	ned		Caster Level: 9	
Stalwart Pact	21	Will negates (harmless)	10 minutes	Permanent until triggered, then 9 round			Yes (harmless)	Evocation	Race Sto: Pg.168
iffect: Upon losing half HP, gain 45 hp, DR 5/magic and +4 luck ☑□□□□□Stone Shape, Greater	bonus 21	on saving throws. Cost:		Instantaneous	Target: Willing living co	reature to ,S,M/DF		Caster Level: 9 Transmutation	SC: Pg.208
iffect: Sculpts stone into any shape.			action		Target: Stone or stone + 10 cu. ft./level	object to	ouched, up to 10 cu. ft.	[Earth] Caster Level: 9	
Subvert Planar Essence	21	Fortitude negates	1 standard action	1 round/level	, ,	,S,M/DF		Transmutation	SC: Pg.211
ffect: Outsiders that fail their save have their damage reduction	and sp	pell resistance reduced to None		1 round/level [D]	Target: 20-ftradius er space Close (45 ft.) V,	manation ,S,F/DF		Caster Level: 9 Conjuration	PHB: pg.286
□□□□□ Summon Monster V	21	None	riounu	Tround/level [D]	Target: One or more s	ummone	d creatures, no two of	(Summoning) Caster Level: 9	111b. pg.200
Calls extraplanar creature to fight for you.	21	Will negates	10 minutes	See text			yes Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
ffect: Triggered rune puts nearby creatures into catatonic slumb DDDDSymbol of Spell Loss	er. 21	Will negates	10 minutes	See text	Target: One symbol  0 ft.; see text V	,S	No	Caster Level: 9 Universal	SC: Pg.218
ffect: Symbol causes spellcasters within 60 ft. to lose their high	est leve	-	ymbol absor	bs 30 levels.	Target: One symbol			Caster Level: 9	Ů
〕□□□□ Triadspell	21	N/A	1 standard action	Instantaneous	Personal V,	,S	N/A	Transmutation  Caster Level: 9	SC: Pg.224
Cast one 3rd or lower spell an additional two times.	21	Will negates		1 minute/level	•	,S,M	Yes (harmless)	Divination	PHB: pg.296
ffect: Lets you see all things as they really are.		(harmless)	action		Target: Creature touch	ned		Caster Level: 9	
〕□□□□ Vigor, Greater	21	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]		,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
ffect: Same as lesser vigor except it grants target fast healing a	bility fo	or the duration of the spe Will negates		tomatically healed per round.  1 round/level	Target: Living creature Touch V		Yes	Caster Level: 9 Transmutation	SC: Pg.232
□□□□□ Vulnerability  ffect:		will riegates	action	Troundnever	Target: Creature touch		165	Caster Level: 9	30. F g.232
Lowers subject's damage reduction by 5 [to a minimum 5]	21	None	1 standard action	1 minute/level	Close (45 ft.)	,S,DF	No	Abjuration	SC: Pg.233
Anyone crossing is subject to dispel magic; see text.	04	Definition	4	4	Target: A straight wall square/level Medium (190 ft.)			Caster Level: 9	CC: D= 024
□□□□□Wall of Limbs	21	Reflex negates; see text		1 round/level [D]	Target: A wall of whirli	ng limbs	Yes up to 20 ft. long/level,	Evocation  Caster Level: 9	SC: Pg.234
A creature attempting to move through the wall takes 5d6	and m 21	ust make Str check or b See text		in the wall; see text. Instantaneous	or ring with radius up to Medium (190 ft.)	o 5-ft./2 lo ,S,M/DF	evels No	Conjuration (Creation) [Earth]	PHB: pg.299
ffect: Creates a stone wall that can be shaped.	21	See text	1 stond	Instantaneous	Target: Stone wall who square/level [S] Medium (190 ft.)			Caster Level: 9	DHR: na 200
□□□□□ Wall of Stone  ffect: Creates a stone wall that can be shaped.	21	See text	action	instantaneous	Target: Stone wall who square/level [S]			Conjuration (Creation) [Earth] Caster Level: 9	PHB: pg.299
Colors a store want that can be shaped.  Color of Respite  Iffect:	21	None	2 rounds	1 minute/level			Yes centered on you	Abjuration Caster Level: 9	SC: Pg.244
Creates a region that is temporarily protected from interplace. Zone of Revelation	anar in	trusion; see text. None	1 standard	1 minute/level	-	,S,M/DF	·	Divination	SC: Pg.244
iffect: All creatures and objects with a zone of relevation are ma	de visil	ble; see text.	acuON		Target: 5-ftradius/lev	el emana	tion centered on a poin	tCaster Level: 9	
				LEVEL 6					
Name  Animate Objects	DC 22	Saving Throw None		<b>Duration</b> 1 round/level	Range Commedium (190 ft.) V		Spell Resistance No	School Transmutation	Source PHB: pg.199
•			action		Target: One Small obje	ect/level;	see text	Caster Level: 9	
			1 round	10 minutes/level [D]	10 ft. V.	,S, DF	Yes	Abjuration	PHB: pg.199
Objects attack your foes.  Carlotte Shell  Carlotte Shell	22	None	riodila		Target: 10-ftradius er	manation	, centered on you	Caster Level: 9	
Objects attack your foes.  □□□□□□Antilife Shell  fffect:  10-ft. field hedges out living creatures.	22	Will negates	1 standard	Instantaneous	-		centered on you Yes	Caster Level: 9 Abjuration	PHB: pg.203
Objects attack your foes.  Diplomantilife Shell  State:  10-ft. field hedges out living creatures.				Instantaneous	Close (45 ft.) V,  Target: One or more e which can be more that	,S,F extraplana an 30 ft. a	Yes	Abjuration	PHB: pg.203
□□□□□ Antilife Shell  Effect:  Banishment  Effect:			1 standard action	Instantaneous 1 minute/level	Close (45 ft.) V,  Target: One or more e which can be more that	,S,F extraplana an 30 ft. a ,S, DF	Yes or creatures, no two of part Yes	Abjuration  Caster Level: 9  Transmutation	PHB: pg.203 PHB: pg.203

				Cleric Spells					
□□□□□ Blade Barrier	22	Reflex half or Reflex negates; see text	1 standard action		Medium (190 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
ffect: Wall of blades deals 1d6/level [max 15d6] damage.		negates, see text	action		Target: Wall of whire a ringed wall of white 22 ft; either form 20	ling blades	up to 20 ft./level long, o with a radius of up to	or Caster Level: 9	
Bolt of Glory	22	None	1 standard action	Instantaneous	Close (50 ft.)		Yes	Evocation [Good]	SC: Pg.35
iffect: Ranged touch attack with the ray deals positive energy da		1d12/caster level to un			Target: Ray			Caster Level: 10	
Bull's Strength, Mass	22	Will negates (harmless)	1 standard action	1 minute/level	Close (45 ft.)		Yes (harmless)	Transmutation	PHB: pg.207
iffect: As bull's strength, affects one subject/ level.	22	Will negates	1 standard	1 minute/level	than 30 ft. apart	V,S,M	of which can be more Yes (harmless)	Caster Level: 9 Transmutation	PHB II: pg.106
Effect: Subject improves in all ways, +4 enhancement bonus to a	ul abilita	(harmless)	action		Target: Creature to	uched		Caster Level: 9	
Cold Snap	22	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SC: Pg.50
Effect: Lowers temperature by 5 degrees per level [Max 50 degre					Target: 1-mile-radiu		•	Caster Level: 9	
Cometfall	22	Reflex half	1 standard action	Instantaneous	Medium (190 ft.)  Target: 400-pound l		No and ice	Conjuration (Creation) Caster Level: 9	SC: Pg.50
Comet falls to the ground dealing 1d6/level [max 15d6] to	everyth 22	ning in the area. Creatur Will half (harmless) or Will half; see text			Close (45 ft.)	V,S	Yes (harmless) or Yes see text		PHB: pg.216
iffect: Cures 2d8 +1/level [max +30] damage for many creatures					than 30 ft. apart		of which can be more	Caster Level: 9	
Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (190 ft.)  Target: One spellca		No	Abjuration  Caster Level: 9	PHB: pg.223
As dispel magic, but +20 on check.	22	Will negates	1 standard	1 minute/level	20-ftradius burst Close (45 ft.)	V,S,M/DF		Transmutation	PHB: pg.225
Effect:		(harmless)	action		Target: 1 creature/le		of which can be more	Caster Level: 9	-
As eagle's splendor, affects 1 subject/level.	22	None	1 standard	24 hours	than 30 ft. apart Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.80
ffect: Become immune to one energy type.					Target: Creature to			Caster Level: 9	
☐☐☐☐ Find the Path	22	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch		No or Yes (harmless)	Divination	PHB: pg.230
Shows most direct way to a location.  Forbiddance	22	See text	6 rounds	Permanent	Target: You or creat Medium (190 ft.)			Caster Level: 9 Abjuration	PHB: pg.232
יין ויין Forbiddance Effect: Blocks planar travel, damages creatures of different aligni		250 tont	J.Junus		Target: 60-ft. cubes		. 30	Caster Level: 9	
□□□□ Geas/Quest	22	None	10 minutes	1 day/level or until discharged [D]	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependind-Affecting]	PHB: pg.234 dent,
As lesser geas, plus it affects any creature.	22	None	1 standard	1 minute/level [D]	Target: One living c	v,S	No	Caster Level: 9 Abjuration	SC: Pg.103
□□□□□ Ghost Trap  ffect:			action	,a.a.a.a.a.a.a.a.a.a.a.a.a.a.a.a.a			ition centered on you	Caster Level: 9	00.1 g.100
Field of energy negates incorporealness within a 5 ft./cast	ter leve 22	I radius. See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.237
Effect: As glyph of warding, but up to 10d8 damage or 6th-level s		Well all and a second	A standard	Later to the second sec	Target: Object touch			Caster Level: 9	DUD OOO
⊒□□□□ Harm :ffect:	22	Will half; see text	action	Instantaneous	Touch  Target: Creature tou	V,S uched	Yes	Necromancy  Caster Level: 9	PHB: pg.239
Deals 10 points damage/level to target.	22	Will negates		Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: pg.239
iffect: Cures 10 points of damage/level [max 150], all diseases a	and me	(harmless)	action		Target: Creature to	uched		(Healing) Caster Level: 9	
Units of damagenever [max 150], an diseases a disease and the second of		None	10 minutes	1 hour plus 12 hours; see text	Close (45 ft.)  Target: Feast for 1 (		No el	Conjuration (Creation) [Creation] Caster Level: 9	PHB: pg.240
Food for 1 creature/level cures and grants combat bonuse	es. 22	None	10 minutes	24 hours [D]	Anywhere in the	V,S,F	No	Abjuration	SC: Pg.114
iffect: Protects area against divinations; see text					area to be warded Target: Up to 200 se	q.ft./level [S	]	Caster Level: 9	
logice Flowers	22	Reflex half	1 standard action	Instantaneous	Long (760 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
iffect: Creates dense rumble and causes 1d6/caster level [max '				Instantaneous	Target: 20-ftradius		Von	Caster Level: 9	DUD: == 044
Inflict Moderate Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (45 ft.)  Target: 1 creature/le	V,S evel, no two	Yes of which can be more	Necromancy  Caster Level: 9	PHB: pg.244
Deals 2d8 +1/level [max +30] damage to many creatures.  Lucent Lance	22	None	1 standard action	Instantaneous	than 30 ft. apart Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
iffect: Ranged touch attack blinds creature for 1 round; see text. □□□□□□ Make Manifest, Mass	22	N/A	1 standard	1 round/level	Target: Ray Close (45 ft.)	V,S,M	N/A	Caster Level: 9 Transmutation	SC: Pg.137
Effect:			action		Target: 25-ftradius		centered on a point is		
As make manifest, except all creatures and unattended of		pear. Will negates	1 standard action	1 hour/level	space Touch	V,S,M	Yes	Transmutation [Cold]	SC: Pg.138
Effect: Grants Cold Subtype to target.	22	Will partial; see text	1 standard	Instantaneous	Target: Creature too Personal	v,S,DF	Yes	Caster Level: 9 Necromancy	SC: Pg.150
□□□□□□ Opalescent Glare  Effect: Gain gaze attack, evil creatures of 5 or less hit dice meets			action		Target: You	.,0,01	. 50	[Death, Good] Caster Level: 10	-0 g.100
Owl's Wisdom, Mass	22	Will negates (harmless)		1 minute/level	Close (45 ft.)	V,S,M/DF		Transmutation	PHB: pg.259
iffect: As owl's wisdom, affects one subject/ level. □□□□□□ Planar Ally	22	None	10 minutes	Instantaneous	Target: 1 creature/le than 30 ft. apart Close (45 ft.)	evel, no two	of which can be more	Caster Level: 9 Conjuration	PHB: pg.261
addar Ally	_					XP	r outsiders totaling no	(Calling) [See Text] Caster Level: 9	1.0
Effect:							t be more than 30 ft.		
Effect: As lesser planar ally, but up to 12 HD.					apart when they app	oear			
	22	None	1 round	1 round/level [D]		v,S,DF	No	Conjuration (Calling) Caster Level: 9	SC: Pg.159

				Cleric Spells					
Rejection	22	Fortitude negates	1 standard	Instantaneous	60 ft.	V,S	Yes	Abjuration	SC: Pg.172
ffect: Creatures in the area must save or be pushed away from	n you to	a distance of 5 ft. per c			Target: Cone-shape	ed burst		Caster Level: 9	
Contains and and the state of the parties and, non	22	Will negates [harmless]	1 standard	I 24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
ffect: As resistance, except you grant the subject +6 resistance	a honus		dollori		Target: Creature to	uched		Caster Level: 9	
As resistance, except you grant the subject +6 resistance	22	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
ffect:					Target: Touch			Caster Level: 9	
As raise dead, except it affects an outsider.  Sarcophagus of Stone	22	Reflex negates		1 1 round/level?	Touch	V,S,M	No	Conjuration	SC: Pg.180
ffect:			action		Target: Creature to	uched?		(Creation) Caster Level: 9	
Airtight coffin; see text.	22	None	1 round	1 round/level	Close (45 ft.)	V,S	No	Conjuration	SC: Pg.201
Jaga-Opider Flague					,	,-		(Summoning) [Se text]	е
ffect: Summon five celestial or fiendish Large monstrous spide	ers IMM	2891: see text.			Target: Five summo	ned spider	S	Caster Level: 9	
Common two decisions of heridish Edige monstrous spice		N/A	1 standard	1 1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SC: Pg.207
ffect:					Target: You			Caster Level: 9	
Body becomes stone with DR 10/adamantine and a +4 e	enhance 22	ment to Strength, but ta None		alty to Dexterity; see text 1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration	PHB: pg.287
ffect:					Target: One or more	e summone	d creatures, no two of	(Summoning) Caster Level: 9	
Calls extraplanar creature to fight for you.	22	Will negates	10 minutes	s See text	which can be more 0 ft.; see text			Necromancy [Fea	r.PHB: pg.290
idect:					Target: One symbo			Mind-Affecting]  Caster Level: 9	, pg.200
Triggered rune panics nearby creatures.	22	Will pageton	10 minutes	c Soo toxt			Vos		DHB: pa 200
□□□□□ Symbol of Persuasion	22	Will negates	10 minutes	S SEE IEXI	0 ft.; see text	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.290
ffect:					Target: One symbo	l		[Mind-Affecting] Caster Level: 9	
Triggered rune charms nearby creatures.	22	Will negates		Instantaneous	Medium (190 ft.)	V,S,M/DF	Yes	Necromancy	PHB: pg.297
Effect:			action		Target: Several und	lead creatur	es within a 40-ftradiu	[Death] s Caster Level: 9	
Destroys 1d4 [max 20d4] HD of undead.	22	Will negates	1 standard	I 10 rounds + 1 round/level [max 40]	burst 20 ft.	V,S	Yes [harmless]	Conjuration	SC: Pg.229
□□□□□ Vigorous Circle		[harmless]	action				no two of which can be	(Healing)	g. <u></u>
Same as mass lesser vigor except it grants all targets fas					d. more than 30 ft. apa	art			CC: D= 000
□□□□□ Visage of the Deity	22	N/A	1 standard action	I 1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.230
ffect: Your form becomes more like your deity's, take on celest					Target: You			Caster Level: 9	
□□□□ Wind Walk	22	No and Will negates (harmless)	1 standard action	I 1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [A	r]PHB: pg.302
iffect: You and your allies turn vaporous and travel fast.					Target: You and Or	e touched o		Caster Level: 9	
□□□□□Word of Recall	22	None or Will negates		Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
		(harmless object)	action						
		(harmless, object)	action		Target: You and tou	ched objec		Caster Level: 9	
iffect: Teleports you back to designated place. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	22	Will negates		s Permanent until triggered, then 1	Target: You and tou creatures Touch				SC: Pg.244
Teleports you back to designated place.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		Will negates [harmless]	10 minutes	round/level	creatures	V,S,DF,XF	Yes [harmless]	Caster Level: 9	SC: Pg.244
Teleports you back to designated place.		Will negates [harmless]	10 minutes	round/level successful hit; see text.	creatures Touch	V,S,DF,XF	Yes [harmless]	Caster Level: 9 Evocation	SC: Pg.244
Teleports you back to designated place.		Will negates [harmless]	10 minutes	round/level	creatures Touch	V,S,DF,XF	Yes [harmless]	Caster Level: 9 Evocation	SC: Pg.244
Teleports you back to designated place.	e alignm	Will negates [harmless] nent once spell is activa	10 minuted ted by first s	round/level successful hit; see text.	creatures Touch Target: Willing living	V,S,DF,XF g creature to Comp.	ts or other willing  Yes [harmless]  buched  Spell Resistance	Caster Level: 9  Evocation  Caster Level: 9  School	Source
Teleports you back to designated place.	e alignn	Will negates [harmless] nent once spell is activa	10 minuted ted by first s	round/level successful hit; see text.  LEVEL 7  Duration	creatures Touch Target: Willing living Range Touch	V,S,DF,XF g creature to Comp. V,S,M	ts or other willing  Yes [harmless]  buched	Caster Level: 9 Evocation Caster Level: 9 School Transmutation	
Teleports you back to designated place.  Teleports you back to designated place.  Tect:  Gain +4 bonus and deal double damage against opposite  Name  Animalistic Power, Mass  Tect:  Subject is imbued with +2 to Strength, Dexterity and Con	DC 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]	10 minutes ted by first s  Time 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level	creatures Touch Target: Willing living Range Touch Target: Creature to	V,S,DF,XF g creature to Comp. V,S,M uched	ss or other willing  Yes [harmless]  buched  Spell Resistance  Yes [harmless]	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9	Source PHB II: pg.101
Teleports you back to designated place.  Teleports you back to designated place.  Teleports you be a considered by the constant of the constan	DC 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]	10 minutes ted by first s  Time 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration	creatures Touch Target: Willing living Range Touch Target: Creature to	Comp. V,S,M uched V,S	ts or other willing  Yes [harmless]  buched  Spell Resistance	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9	Source
Teleports you back to designated place.  Teleports You back to designated place.  Teleports You be a compared to the compared	DC 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]  Mill negates	10 minutes ted by first s  Time 1 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level	creatures Touch Target: Willing living Range Touch Target: Creature tot Touch Target: Creature tot	V,S,DF,XF g creature to  Comp. V,S,M uched V,S	ts or other willing  Yes [harmless]  ouched  Spell Resistance Yes [harmless]	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9 Transmutation Caster Level: 9	Source PHB II: pg.101 Race Sto: Pg.164
Teleports you back to designated place.  Teal of Pact  Name  Animalistic Power, Mass  Teal of Pact  Subject is imbued with +2 to Strength, Dexterity and Con  Discrete Section Curse, Greater  Teal of Pact  Teal of	DC 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]	10 minutes ted by first s  Time 1 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level	creatures Touch Target: Willing living Range Touch Target: Creature to	Comp. V,S,M uched V,S	ss or other willing  Yes [harmless]  buched  Spell Resistance  Yes [harmless]	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9	Source PHB II: pg.101
Teleports you back to designated place.  Subject as imbued with +2 to Strength, Dexterity and Conditional Bestow Curse, Greater  Teleports you back to deal double damage against opposite of the subject to possible damage against opposite of the subject is imbued with +2 to Strength, Dexterity and Conditional Bestow Curse, Greater  Teleports you back to deal grade place.	DC 23 nstitution 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]  Mill negates	10 minutes  ted by first s  Time 1 standard action 1 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level	creatures Touch Target: Willing living Range Touch Target: Creature tot Touch Target: Creature tot Close (45 ft.)	Comp. V,S,M uched V,S uched V,S uched V,S	ts or other willing  Yes [harmless]  ouched  Spell Resistance Yes [harmless]	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy  [Water]	Source PHB II: pg.101 Race Sto: Pg.164
Teleports you back to designated place.  """ Zealot Pact  """ Fect:  Gain +4 bonus and deal double damage against opposite  Name  """ Animalistic Power, Mass  """ Subject is imbued with +2 to Strength, Dexterity and Con  """ Bestow Curse, Greater  """ See text for details of curse options.  """ Blood to Water  """ Ffect:  Deals 2d6 Con damage to subject. Save halves damage	DC 23 nstitution 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]  Mill negates	10 minutes  ted by first s  Time 1 standard action 1 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level	reactures Touch Target: Willing living Range Touch Target: Creature to Touch Target: Creature to Close (45 ft.) Target: Up to five live	Comp. V,S,M uched V,S uched V,S uched V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  yes, no two of which are	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9 Transmutation Caster Level: 9 Necromancy [Water] Caster Level: 9 Divination	Source PHB II: pg.101 Race Sto: Pg.164
Teleports you back to designated place.  Teal of Pact  Name  Teal of Power, Mass  Teat:  Subject is imbued with +2 to Strength, Dexterity and Con  Teal of Pact  Teat of Curse, Greater  Teat:  See text for details of curse options.  Teal of Pack  Teat:  Teat of Deals 2d6 Con damage to subject. Save halves damage  Teat:  Teat of Deals 2d6 Con damage to subject. Save halves damage  Teat of Teat of Deals 2d6 Con damage to subject. Save halves damage	DC 23 anstitution 23 23 as.	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] h. Will negates Fortitude half	10 minutes ted by first s  Time 1 standard action 1 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level I Permanent	creatures Touch Target: Willing living Range Touch Target: Creature tot Touch Target: Creature tot Close (45 ft.) Target: Up to five lis more than 30 ft. apa	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ving creaturant V,S,M,DF	ts or other willing  Yes [harmless]  Duuched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33
Teleports you back to designated place.  Teleports you back to deal double damage against opposite you be a separate y	DC 23 anstitution 23 23 as.	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] n. Will negates  Fortitude half  Will negates  Will negates	10 minutes ted by first s  Time 1 standard action 1 standard action 1 round 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level I Permanent	Creatures Touch Target: Willing living Range Touch Target: Creature tot Touch Target: Creature tot Close (45 ft.) Target: Up to five limore than 30 ft. apid Long (760 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ving creaturant V,S,M,DF	ts or other willing  Yes [harmless]  Duuched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9 Transmutation Caster Level: 9 Necromancy [Water] Caster Level: 9 Divination [Mind-Affecting] Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33
Teleports you back to designated place.  Teleports you back to deal double damage against opposite your backets.  Teleports you back to possible damage against opposite your backets.  Teleports you back to Power, Mass  Teleports you back	DC 23 nestitution 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Will negates  Fortitude half  Will negates	10 minutes  ted by first s  Time 1 standard action 1 standard action 1 standard action 1 round	LEVEL 7 Duration 1 minute/level	Creatures Touch Target: Willing living Range Touch Target: Creature tot Touch Target: Creature tot Close (45 ft.) Target: Up to five limore than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ring creaturant V,S,M,DF living creatur	ts or other willing  Yes [harmless]  Duched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  The switch are the switch ar	Caster Level: 9 Evocation Caster Level: 9 School Transmutation Caster Level: 9 Transmutation Caster Level: 9 Necromancy [Water] Caster Level: 9 Divination [Mind-Affecting] Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38
Teleports you back to designated place.  Teach Zealot Pact  Teach  Name  Animalistic Power, Mass  Teach  Subject is imbued with +2 to Strength, Dexterity and Cond  Bestow Curse, Greater  Teach  Teach  Teach  Teach  Teach  Teach  Teach  Name  Name	DC 23 nestitution 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] n. Will negates  Fortitude half  Will negates  Will negates	10 minutes ted by first s  Time 1 standard action  1 standard action  1 round  1 standard action	LEVEL 7 Duration 1 minute/level	Range Touch  Range Touch  Target: Willing living  Range Touch  Target: Creature too  Touch  Target: Creature too  Close (45 ft.)  Target: Up to five lin more than 30 ft. ape Long (760 ft.)  Target: Up to eight  Close (45 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ring creaturant V,S,M,DF living creatur	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Ses, no two of which are Yes  The will be a surface within range.  Yes [harmless,object]  Yeapon, or fifty	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38
Teleports you back to designated place.  Teact: Gain +4 bonus and deal double damage against opposite  Name  Animalistic Power, Mass  Teact: Subject is imbued with +2 to Strength, Dexterity and Condition  Bestow Curse, Greater  Teact: See text for details of curse options.  Blood to Water  Teact: Deals 2d6 Con damage to subject. Save halves damage  Brain Spider  Teact: Teacting Brain Spider  Teacting Brain Spi	DC 23 anstitution 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note: Will negates Fortitude half  Will negates Will negates [harmless,object]	10 minutes ted by first s  Time 1 standard action  1 standard action  1 round  1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level  I Permanent  I Instantaneous  1 minute/level	Creatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five ii more than 30 ft. apt Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ing creature to V,S,M,DF iving creature V,S,M,DF iving creature V,S or thrown w	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Ses, no two of which are Yes  The will be a surface within range.  Yes [harmless,object]  Yeapon, or fifty	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Transmutation	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40
Teleports you back to designated place.  Teal of Pact  Name  Animalistic Power, Mass  Teal of Pact  Subject is imbued with +2 to Strength, Dexterity and Condition  Bestow Curse, Greater  Teal of Pace of Pac	DC 23 anstitution 23 23 23 23 23 23 23 23 g one tata	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note: Will negates Will negates Will negates [harmless,object] None sk that cannot exceed 1	10 minutes steed by first s  Time 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes thour.	round/level successful hit; see text.  LEVEL 7  Duration 11 minute/level  Permanent  I Instantaneous  1 minute/level  I 1 minute/level	Range Touch Target: Willing living  Range Touch Target: Creature tot Touch Target: Creature tot Close (45 ft.) Target: Up to five limore than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called living	Comp. V,S,M uched V,S uched V,S ining creaturant V,S,M,DF iving creatur V,S,M,DF iving creatur V,S,M,DF	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration  (Calling) [Lawful]  Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42
Teleports you back to designated place.  Teal of Pact  Name  Animalistic Power, Mass  Teal of Pact  Subject is imbued with +2 to Strength, Dexterity and Condition  Bestow Curse, Greater  Teal of Pace of Pac	DC 23 anstitution 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]  Will negates  Fortitude half  Will negates  Will negates  Will negates  Iharmless, object]	10 minutes: ted by first s  Time 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes: hour. 10 minutes;	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level  I Permanent  I Instantaneous  1 minute/level	Creatures Touch Target: Willing living Range Touch Target: Creature tout Touch Target: Creature tout Close (45 ft.) Target: Up to five limore than 30 ft. apt Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ing creature to V,S,M,DF iving creature V,S,M,DF iving creature V,S or thrown w	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Ses, no two of which are Yes  The will be a surface within range.  Yes [harmless,object]  Yeapon, or fifty	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration (Calling) [Lawful]	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40
Teleports you back to designated place.  Teleports you be and deal double damage against opposite designs of the place of the pla	DC 23 anstitution 23 23 23 23 23 23 23 23 g one tata	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note: Will negates Will negates Will negates [harmless,object] None sk that cannot exceed 1	10 minutes  Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes 10 minutes	round/level successful hit; see text.  LEVEL 7  Duration 11 minute/level  Permanent  I Instantaneous  1 minute/level  I 1 minute/level	Range Touch  Range Touch  Target: Willing living  Range Touch  Target: Creature tou  Touch  Target: Creature tou  Close (45 ft.)  Target: Up to five lim  more than 30 ft. apa  Long (760 ft.)  Target: Up to eight  Close (45 ft.)  Target: One melee  projectiles  Close (45 ft.)  Target: One called li  2 miles	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S iving creature to V,S,M,DF iving creature V,S,M,DF iving creature V,S,M,DF iving creature V,S,DF,XF kolyarut V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Transmutation	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42
Teleports you back to designated place.  Name  Name	DC 23 anstitution 23 23 23 23 23 23 23 23 g one tata	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] . Will negates  Fortitude half  Will negates [harmless, object]  None sk that cannot exceed 1 None  Will half (harmless) or	10 minutes see text  Time 1 standard action 1 standard action 1 standard action 1 minutes see text 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level 5 Instantaneous 4d12 hours; see text	Range Touch  Range Touch  Target: Willing living  Range Touch  Target: Creature tou  Touch  Target: Creature tou  Close (45 ft.)  Target: Up to five lim  more than 30 ft. apa  Long (760 ft.)  Target: Up to eight  Close (45 ft.)  Target: One melee  projectiles  Close (45 ft.)  Target: One called li  2 miles	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S iving creature to V,S,M,DF iving creature V,S,M,DF iving creature V,S,M,DF iving creature V,S,DF,XF kolyarut V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Ses, no two of which are Yes [harmless, object] P Yes [harmless, object] P Yes [harmless, object] P No	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy  [Water]  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42
Teleports you back to designated place.  Name  Day and an and deal double damage against opposite  Name  Day an an and deal double damage against opposite  Name  Day an an an and an	pc 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] h. Will negates Fortitude half  Will negates [harmless,object]  None sk that cannot exceed 1 None	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 ominutes: hour. 10 minutes; see text	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level 5 Instantaneous 4d12 hours; see text	Creatures Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five li more than 30 ft. app Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projecties Close (45 ft.) Target: One called li 2 miles Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/li	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S,M,DF iving creature to V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Necromancy [Water]  Caster Level: 9  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Scoopiuration  (Healing)	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214
Teleports you back to designated place.  Teleports you back to deal double damage against opposite your back to possible your	pc 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] . Will negates  Fortitude half  Will negates [harmless, object]  None sk that cannot exceed 1 None  Will half (harmless) or	10 minutes  Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes 10 minutes 11 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 16 standard action 17 standard action 18 standard action 18 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level 5 Instantaneous 4d12 hours; see text	Range Touch Target: Willing living  Range Touch Target: Creature too Touch Target: Creature too Close (45 ft.) Target: Up to five limore than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called light 2 miles  Target: 2-mile-radiu Close (45 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S,M,DF iving creature to V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Necromancy [Water]  Caster Level: 9  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Scoopiuration  (Healing)	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214
Teleports you back to designated place.  Teleports you back to deal double damage against opposite your backers.  Teleports you back to deal double damage against opposite your backers.  Teleports you back to Power, Mass  Teleports you back to Power, Mass  Teleports you back to Power, Mass  Teleports you back to Botter you be greater you you be greater you you you you	pc 23 anstitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]  Will negates Fortitude half  Will negates [harmless, object]  None  Sk that cannot exceed 1  None  Will half (harmless) or Will half; see text	10 minutes  Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 minutes 10 minutes 10 minutes 11 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 16 standard action 17 standard action 18 standard action 18 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level 1 1 minute/level 1 s Instantaneous 4d12 hours; see text	Range Touch Target: Willing living Range Touch Target: Creature too Touch Target: Creature too Close (45 ft.) Target: Up to five lin more than 30 ft. ape Long (766 ft.) Target: Up to eight Close (45 ft.) Target: One melee projecties Close (45 ft.) Target: One called li 2 miles  Target: 2-mille-radiu Close (45 ft.) Target: 1 creature/lithan 30 ft. apart Close (45 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ring creaturant V,S,M,DF living creaturant V,S,M,DF sor thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S avel, no two	ts or other willing P Yes [harmless] Spell Resistance Yes [harmless] Yes Yes es, no two of which are Yes [harmless,object] eapon, or fifty No No htered on you; see text Yes (harmless) or Yes see text of which can be more	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy  [Water]  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy  [Death]	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216
Teleports you back to designated place.  Name  Animalistic Power, Mass  Teleports your Animalistic Power, Mass  Teleports y	pc 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note that the same that th	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 ominutes: see text 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level I Permanent I Instantaneous 1 minute/level I Instantaneous	Range Touch Target: Willing living Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five lin more than 30 ft. apart Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: 1 creature // than 30 ft. apart Close (45 ft.) Target: 1 creature // than 30 ft. apart Close (45 ft.) Target: 1 creature // than 30 ft. apart Close (45 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ving creaturat V,S,M,DF iving creaturat V,S,M,DF iving creaturat V,S,S,F solvel, no two V,S,F	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless]  Yes Yes Yes Yes Yes Yes Yes Yes Yes Ye	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Death]  Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218
Teleports you back to designated place.	pc 23 anstitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]  Will negates Fortitude half  Will negates [harmless, object]  None  Sk that cannot exceed 1  None  Will half (harmless) or Will half; see text	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 ominutes: see text 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level I Permanent I Instantaneous 1 minute/level I Instantaneous	Range Touch Target: Willing living  Range Touch Target: Creature tou Touch Target: Creature tou Close (45 ft.) Target: Up to five in more than 30 ft. apa Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called in 2 miles  Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/In than 30 ft. apart Close (45 ft.) Target: 1 creature/In than 30 ft. apart Close (45 ft.) Target: 1 creature/In than 30 ft. apart Close (45 ft.) Target: One creature/In than 30 ft. apart Close (45 ft.) Target: One creature/In than 30 ft. apart Close (45 ft.)	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S or thrown w V,S,M,DF iving creature t V,S,M,DF iving creature t V,S,S,C or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes Yes Yes within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Exocation [Lawfu]  Caster Level: 9  Evocation [Lawfu]	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218
Teleports you back to designated place.  Teal of Pact  Name  Animalistic Power, Mass  Teal of Pact  Subject is imbued with +2 to Strength, Dexterity and Condition  Bestow Curse, Greater  Teal of Pacinic Pac	DC 23 anstitution 23 23 23 23 23 23 23 23 23 23 23 23 23 2	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note: Will negates Will negates [harmless,object] None Will half (harmless) or Will half; see text  Fortitude partial  None or Will negates; see text	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 ominutes: 10 minutes: 10 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration I 1 minute/level I Permanent I Instantaneous I minute/level I 1 minute/level I 1 minute/level I 1 minute/level I 1 minute/level I Instantaneous I Instantaneous I Instantaneous I Instantaneous	Range Touch Target: Willing living Target: Willing living Touch Target: Creature to Touch Target: Creature to Close (45 ft.) Target: Up to five limore than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called li 2 miles Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/lithan 30 ft. apart Close (45 ft.) Target: 1 creature/lithan 30 ft. apart Close (45 ft.) Target: One creature 40 ft. Target: Nonlawful c centered on you	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S uched V,S,M,DF iving creature to V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V	so rother willing Pes [harmless] Duched  Spell Resistance Yes [harmless] Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Death]  Necromancy [Death]  Evocation [Lawful Caster Level: 9  Evocation [Lawful Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  , PHB: pg.220
Teleports you back to designated place.  Teleports you back to designated place.  Telect: Gain +4 bonus and deal double damage against opposite  Name  Animalistic Power, Mass  Telect: Subject is imbued with +2 to Strength, Dexterity and Continuous Bestow Curse, Greater  Telect: Beals 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage to subject. Save halves damage against 266 Con damage against 266 Con damage to subject. Save halves damage against 266 Con damage a	pc 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless]	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 ominutes: 10 minutes: 10 standard action 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level I Permanent I Instantaneous 1 minute/level I Instantaneous	Range Touch Target: Willing living Target: Willing living Touch Target: Creature for Touch Target: Creature for Close (45 ft.) Target: Up to five lin more than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called l 2 miles Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/It than 30 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It varies V	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S or thrown w V,S,M,DF iving creature t V,S,M,DF iving creature t V,S,S,C or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes Yes Yes Yes Yes within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Lawful]  Caster Level: 9  Transmutation	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218
Teleports you back to designated place.  Teleports Gain +4 bonus and deal double damage against opposite gain +4 bonus and deal double damage against opposite gain +4 bonus and deal double damage against opposite gain +2 to Strength, Dexterity and Conditional Bestow Curse, Greater effect:  Teleports you back to Strength, Dexterity and Conditional Bestow Curse, Greater effect:  Teleports you back to deal of Strength, Dexterity and Conditional Bestow Curse, Greater effect:  Teleports you bestow Curse options.  Teleports Besto	DC 23 anstitution 23 23 23 23 23 23 23 23 23 23 23 23 23 2	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note: Will negates Will negates [harmless,object] None Will half (harmless) or Will half; see text  Fortitude partial  None or Will negates; see text	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 ominutes: 1 standard action 10 minutes: 2 see text 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration I 1 minute/level I Permanent I Instantaneous I minute/level I 1 minute/level I 1 minute/level I 1 minute/level I 1 minute/level I Instantaneous I Instantaneous I Instantaneous I Instantaneous	Range Touch Target: Willing living Target: Willing living Touch Target: Creature to Touch Target: Creature to Close (45 ft.) Target: Up to five limore than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called li 2 miles Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/lithan 30 ft. apart Close (45 ft.) Target: 1 creature/lithan 30 ft. apart Close (45 ft.) Target: One creature 40 ft. Target: Nonlawful c centered on you	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S uched V,S,M,DF iving creature to V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V	so rother willing Pes [harmless] Duched  Spell Resistance Yes [harmless] Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Death]  Necromancy [Death]  Evocation [Lawful Caster Level: 9  Evocation [Lawful Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  , PHB: pg.220
Teleports you back to designated place.	DC 23 anstitution 23 23 23 23 23 23 23 23 23 23 23 23 23 2	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] Note: Will negates Will negates [harmless,object] None Will half (harmless) or Will half; see text  Fortitude partial  None or Will negates; see text	Time 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration I 1 minute/level I Permanent I Instantaneous I minute/level I 1 minute/level I 1 minute/level I 1 minute/level I 1 minute/level I Instantaneous I Instantaneous I Instantaneous I Instantaneous	Range Touch Target: Willing living Target: Willing living Touch Target: Creature for Touch Target: Creature for Close (45 ft.) Target: Up to five lin more than 30 ft. apa Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called l 2 miles Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/It than 30 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It than 50 ft. apart Close (45 ft.) Target: One creature/It varies V	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S uched V,S uched V,S,M,DF iving creature to V,S,M,DF or thrown w V,S,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V	so rother willing Pes [harmless] Duched  Spell Resistance Yes [harmless] Yes	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Divination  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Lawful]  Caster Level: 9  Transmutation	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  , PHB: pg.220
Teleports you back to designated place.  Teleports you back to deal double damage against opposite siffect:  Subject is imbued with +2 to Strength, Dexterity and Conditional Bestow Curse, Greater  Teleports you back to Strength, Dexterity and Conditional Bestow Curse, Greater  Teleports you back to Strength, Dexterity and Conditional Bestow Curse, Greater  Teleports you back to Strength, Dexterity and Conditional Bestow Curse you better the same performing and the strength of the str	DC 23 ansititution 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] . Will negates Fortitude half  Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text  Fortitude partial  None or Will negates; see text  None	Time 1 standard action	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level	Range Touch Target: Willing living  Range Touch Target: Creature too Touch Target: Creature too Close (45 ft.) Target: Up to five lin more than 30 ft. ape Long (780 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called li 2 miles  Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/Ir than 30 ft. apart Close (45 ft.) Target: One creature/Ir than 30 ft. apart Close (45 ft.) Target: Nonlawful c centered on you Personal Target: You	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ving creatura tr V,S,M,DF iving creatur tr V,S,M,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V reatures in a V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless] Yes Yes Yes Ses, no two of which are Yes Ures within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text Yes Yes Ado-ftradius spread No Yes [harmless]	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Water]  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Necromancy [Death]  Caster Level: 9  Transmutation  Caster Level: 9  Conjuration	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  , PHB: pg.220  PHB: pg.227
Teleports you back to designated place.	DC 23 ansititution 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates [harmless] nent once spell is activa  Saving Throw Will negates [harmless] . Will negates Fortitude half  Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text  Fortitude partial  None or Will negates; see text  None	Time 1 standard action 10 minutes: see text 1 standard action 1 minutes	round/level successful hit; see text.  LEVEL 7  Duration 1 minute/level 1 Permanent 1 Instantaneous 1 minute/level 1 1 minute/level	Creatures Touch Target: Willing living Range Touch Target: Creature tot Touch Target: Creature tot Close (45 ft.) Target: Up to five lin more than 30 ft. apt Long (760 ft.) Target: Up to eight Close (45 ft.) Target: One melee projectiles Close (45 ft.) Target: One called li 2 miles  Target: 2-mile-radiu Close (45 ft.) Target: 1 creature/lithan 30 ft. apart Close (45 ft.) Target: Nonlawful c centered on you Personal Target: You Touch	V,S,DF,XF g creature to  Comp. V,S,M uched V,S uched V,S ving creatura tr V,S,M,DF iving creatur tr V,S,M,DF,XF kolyarut V,S s circle, cer V,S evel, no two V,S,F e V reatures in a V,S	ts or other willing P Yes [harmless] Duched  Spell Resistance Yes [harmless] Yes Yes Yes Ses, no two of which are Yes Ures within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text Yes Yes Ado-ftradius spread No Yes [harmless]	Caster Level: 9  Evocation  Caster Level: 9  School  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Transmutation  Caster Level: 9  Divination  [Mind-Affecting]  Caster Level: 9  Transmutation  Caster Level: 9  Evocation [Lawfu]  Caster Level: 9  Evocation [Lawfu]  Caster Level: 9  Transmutation  Caster Level: 9	Source PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  , PHB: pg.220  PHB: pg.227

				Cleric Spells					
□□□□ Holy Transformation	23	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SC: Pg.116
iffect: Change to good lawful outsider, size medium, gain abilitie	s and a	annearance of a hound		ng 16] +4 Str & Con Darkvision 60' +	Target: You			Caster Level: 10	
acred Bonus to Saves, DR:5/evil; see text	23	None or Will negates;	-		40 ft.	V	Yes	Evocation [Good,	PHB: pg.242
Effect:		see text	action			eatures in a	40-ftradius spread	Sonic] Caster Level: 10	
Kills, paralyzes, blinds, or deafens nongood subjects.  Implict Serious Wounds, Mass	23	Will half		Instantaneous	centered on you Close (45 ft.)	V,S	Yes	Necromancy	PHB: pg.244
ffect:			action			evel, no two	of which can be more	Caster Level: 9	
Deals 3d8 +1/level [max +35] damage to many creatures.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	23	Will negates [harmless]		10 minutes/level	than 30 ft. apart Touch	V,S,M/DF	No; see text	Abjuration	SC: Pg.158
iffect: Area around creature emulates it's native plane [gravity, te	mpora		action		Target: 10-ftradius	emanation	from touched creature	Caster Level: 9	
nea around creature emplaces its native plane (gravity, te	23	Will partial	1 standard action	Instantaneous	Long (760 ft.)	V,S,F	Yes	Evocation [Light]	SC: Pg.164
iffect: Deals 1d6 damage per caster level [max 15d6] and dazes	creatu	res.	dollori		Target: 20-ftradius	burst		Caster Level: 9	
⊒□□□ Refuge		None	1 standard action	Permanent until discharged	Touch	V,S,M	No	Conjuration (Teleportation)	PHB: pg.269
Effect: Alters item to transport its possessor to you.					Target: Object touch	ned		Caster Level: 9	
□□□□ Regenerate	23	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
Effect: Subject's severed limbs grow back, cures 4d8+ +1/level [n					Target: Living create			Caster Level: 9	
⊒□□□□ Renewal Pact 	23	Will negates [harmless]	10 minutes	Permanent until triggered	Touch		Yes [harmless]	Conjuration (Healing)	SC: Pg.173
Effect: Reverses certain effects when contracted.					Target: Willing living			Caster Level: 9	B115 451
Repulsion	23	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level			Abjuration	PHB: pg.271
Creatures can't approach you.	23	Will negates	10 minutes	Instantaneous	Target: 10 ft. radius	/level eman	ation centered on you  Yes (harmless)	Caster Level: 9 Conjuration	PHB: pg.272
」」」」 Restoration, Greater  ###################################	20	(harmless)	.o minutes		Target: Creature tou		. 55 (11411111655)	(Healing) Caster Level: 9	. 110. pg.212
As restoration, plus restores all levels and ability scores.	23	Will negates	1 round	Instantaneous	Close (45 ft.)	V,S,M	Yes [harmless]	Caster Level: 9  Conjuration	SC: Pg.174
□□□□□ Restoration, Mass  ##################################		[harmless]			Target: One creatur			(Healing) Caster Level: 9	g r
Restores level and ability score drains to each creature.	23	None; see text	10 minutes	Instantaneous	more than 30 ft. apa	art	Yes (harmless)	Conjuration	PHB: pg.272
Effect:					Target: Dead creatu			(Healing) Caster Level: 9	=
Fully restore dead subject.  DDDD Righteous Burst	23	None or Will half; see		Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
Effect:		text	action		Target: 30-ftradius	- burst cent	ered on you	Caster Level: 10	
Heals all allies 1d8 +1/caster level [max +35], each enemy	take a	Will negates	1 standard	for half] 1 hour/level	See text	V,S	Yes	Divination	PHB: pg.275
Effect: As scrying, but faster and longer.			action		Target: Magical sen	sor		(Scrying) Caster Level: 9	
Slime Wave	23	Reflex negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.192
Effect: Green slime covers everything in area, dealing damage to	everyt	hing; see text.			Target: 15 ftradius	spread		Caster Level: 9	
□□□□□ Spell Resistance, Mass	23	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
Effect: Each target gains Spell Resistance 12 + caster level.					be more than 30 ft.	apart		Caster Level: 9	
□□□□□ Summon Monster VII	23	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: pg.287
Effect: Calls extraplanar creature to fight for you.				_	which can be more	than 30 ft. a	apart	Caster Level: 9	
□□□□□ Symbol of Stunning	23	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.291
Effect: Triggered rune stuns nearby creatures.					Target: One symbol	ı		Caster Level: 9	
Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
Effect: Triggered rune weakens nearby creatures.					Target: One symbol	l		Caster Level: 9	
Symphonic Nightmare	23	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion)	SC: Pg.218
Effect:					Target: Living create	ure touched	l; see text	[Mind-Affecting] Caster Level: 9	
Causes creature not to be able to rest; see text.	23	Fortitude negates		Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
Effect:			action		Target: Living create	ure touched		Caster Level: 9	
Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.  LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Antimagic Field	24	None		10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
Effect: Negates magic within 10 ft.					Target: 10-ftradius		·	Caster Level: 9	
DDDDBrilliant Aura	24	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
Functions as brilliant blade, except all subject creatures we				Instantaneous	two of which are mo	re than 30	ft. apart		DHR III ac 405
בובוב Chain Dispel	24	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	no two of which can be	Abjuration  Caster Level: 9	PHB II: pg.105
Each creature is affected as if by a targeted dispel magic [ Cure Critical Wounds, Mass	max ca	aster level added to che Will half (harmless) or		Instantaneous	more than 30 ft. apa Close (45 ft.)	e creatures, art V,S	Yes (harmless) or Yes		PHB: pg.215
Juluu Cure Critical Wounds, Mass		Will half; see text	action				see text of which can be more	(Healing)	
Cures 4d8 +1/level [max +40] damage for many creatures.  DDDDeath Pact	24	None	10 minutes	Permanent until triggered	than 30 ft. apart	V,S,M/DF		Necromancy	SC: Pg.60
Effect:				- <u>99</u>	Target: Willing living			Caster Level: 9	<b>3</b>
Brings target back to life but with a price; see text.	24	Will negates [harmless]	1 standard action	1 minute/level	Close (45 ft.)	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.61
		[nanness]	action		Target: One creatur		two of which can be	Caster Level: 9	
Effect:	ts to to	raeted creatures			more than 30 ft and	art			
Effect: Grants immunity to death spells and negative energy effect		rgeted creatures. None	1 standard	1 day/level	more than 30 ft. apa Medium (190 ft.)		Yes	Abjuration	PHB: pg.221
Effect:	24		1 standard action	1 day/level	Medium (190 ft.)	V,S	Yes centered on a point in	-	PHB: pg.221

	Cleric Spells								
Discern Location	24	None	10 minutes Instantaneous	ι		,S, DF	No	Divination	PHB: pg.222
Effect: Reveals exact location of creature or object.				7	Target: One creature	or object		Caster Level: 9	
Earthquake	24	See text	1 standard 1 round action	L	Long (760 ft.) V	,S, DF	No	Evocation [Earth]	PHB: pg.225
Effect: Intense tremor shakes 80-ftradius.				7	Target: 80-ftradius s	pread [S]		Caster Level: 9	
included the control of the control	24	Reflex half	1 round Instantaneous	N	Medium (190 ft.) V	,S	Yes	Evocation [Fire]	PHB: pg.231
Effect: Deals 1d6/level [max 20d6] fire damage.				7	Target: 2 10-ft. cubes/	/level [S]		Caster Level: 9	
□□□□ Heat Drain	24	Fortitude negates	1 standard Instantaneous action	2	20 ft. V	,S,DF	Yes	Necromancy [Cold	I]SC: Pg.112
ffect:				ī	Target: 20-ftradius b	urst cente	ered on you	Caster Level: 9	
Deals 1d6/caster level [max 20d6] cold damage, for every Holy Aura	ry living 24	See text	1 standard 1 round/level [D]	2	20 ft. V	,S,F	Yes (harmless)	Abjuration [Good]	PHB: pg.241
Effect:			action	7	Target: 1 creature/leve	el in a 20-	ftradius burst	Caster Level: 10	
+4 to AC, +4 resistance, and SR 25 against evil spells.	24	Will half	1 standard Instantaneous	c	centered on you	,S	Yes	Necromancy	PHB: pg.244
Inflict Critical Wounds, Mass			action					•	
ffect: Deals 4d8 +1/level [max +40] damage to many creatures				t	than 30 ft. apart		of which can be more		
∐□□□□ Lion's Roar	24	Fortitude partial or Wi negates [harmless]	Il 1 standard Instantaneous or 1 minute, action				Yes or Yes [harmless] see text		SC: Pg.133
Effect: Deals 1d8/caster level [max 10d8] sonic damage to enem	nies; all	lies get +1 on attack and	I saves against fear, plus temporary hp.		Target: 120-ftradius	burst cen	tered on you	Caster Level: 9	
⊒⊒⊒⊒⊒ Planar Ally, Greater	24	None	10 minutes Instantaneous	(	Close (45 ft.) V	,S, DF, P	No	Conjuration (Calling) [See	PHB: pg.261
Stact:							ontale or outsiders	Text]	
ffect: As lesser planar ally, but up to 18 HD.				t		18 HD, no	two of which can be	Caster Level: 9	
□□□□□ Planar Exchange, Greater	24	None	1 round 1 round/level [D]		more than 30 ft. apart 0 ft. V	when the ',S,DF	No No	Conjuration	SC: Pg.159
Effect:				1	Target: One called cre	eature		(Calling) Caster Level: 9	
Call a celestial creature see list; see text	24	Will negates	1 standard Instantaneous		-	,S,F	Yes	Conjuration	SC: Pg.159
Greater		. g	action		Target: Creature touch			(Teleportation) Caster Level: 9	
As many as eight subjects travel to another plane.	0.4	Contant	A stee dead 4 seconds - 1703	C	creatures joining hand	ls	ŭ ŭ		I DUD: 070
⊒□□□□ Shield of Law 	24	See text	1 standard 1 round/level [D] action			,S,F	Yes (harmless)	Abjuration [Lawful	гнв: pg.278
Effect: +4 to AC, +4 resistance, and SR 25 against chaotic spells				C	Target: 1 creature/leventered on you			Caster Level: 9	
□□□□□ Spell Immunity, Greater	24	Will negates (harmless)	1 standard 10 minutes/level action	1	Touch V	,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 2 spells, up to 8th-level spells.		,		7	Target: Creature touch	hed		Caster Level: 9	
Stormrage	24	N/A	1 standard 1 minute/level [D]	F	Personal V	,S,DF	N/A	Transmutation	SC: Pg.210
Effect:			action	1	Target: You			[Electricity] Caster Level: 9	
Launch lightning bolts 1d6 per level; see text.	24	None	1 round 1 round/level [D]	(	Close (45 ft.) V	,S,F/DF	No	Conjuration	PHB: pg.287
Effect:				7	Target: One or more s	summone	d creatures, no two of	(Summoning) Caster Level: 9	
Calls extraplanar creature to fight for you.	24	Fortitude negates	10 minutes See text	V	which can be more the			Necromancy	PHB: pg.289
JUJUSymbol of Death		Torritade negates	10 minutes dec text			,0,141	103	[Death]	111b. pg.200
Effect: Triggered rune slays nearby creatures.					Target: One symbol			Caster Level: 9	
□□□□□ Symbol of Insanity	24	Will negates	10 minutes See text	C	0 ft.; see text V	,S,M	Yes	Enchantment (Compulsion)	PHB: pg.290
Effect:				7	Target: One symbol			[Mind-Affecting] Caster Level: 9	
Triggered rune renders nearby creatures insane.	24		10 minutes 1 hour/level or until discha	arned F	Personal V	,S		Divination	PHB II: pg.128
			To minutes a riouple version of until desire	-	Target: You	,0		Caster Level: 9	
Effect:		to Armor Class; discha				,S,DF	No	Abjuration	SC: Pg.234
Gain +2 sacred bonus on all saving throws and +2 dodge		None	1 standard 1 minute/level		Close (45 ft.) V			.,	
Gain +2 sacred bonus on all saving throws and +2 dodge  Gain +2 sacred bonus on all saving throws and +2 dodge  Gain +2 sacred bonus on all saving throws and +2 dodge		None	1 standard 1 minute/level action			whose a	rea is up to one 10-ft	Caster I evel· o	
Gain +2 sacred bonus on all saving throws and +2 dodge  Gain +2 sacred bonus on all saving throws and +2 dodge  Gain +2 sacred bonus on all saving throws and +2 dodge		None		7		whose a	rea is up to one 10-ft.	Caster Level: 9	
Gain +2 sacred bonus on all saving throws and +2 dodge  Gain +2 sacred bonus on all sa		None		ī	Target: A straight wall	whose a	rea is up to one 10-ft.	Caster Level: 9	
Gain +2 sacred bonus on all saving throws and +2 dodge	24 DC	Saving Throw	LEVEL Time Duration	9	Target: A straight wall square/level	comp.	Spell Resistance	School	Source
Gain +2 sacred bonus on all saving throws and +2 dodge	24		action LEVEL	9	Target: A straight wall square/level  Range C Touch V	comp. r,S,M	Spell Resistance Yes	School Necromancy	Source PHB: pg.201
Gain +2 sacred bonus on all saving throws and +2 dodge	24 DC 25	Saving Throw None	LEVEL Time Duration 30 minutes See text	9	Target: A straight wall square/level  Range C Touch V Target: You plus one levels touched	comp. ',S,M additional	Spell Resistance Yes willing creature/2	School Necromancy Caster Level: 9	PHB: pg.201
Gain +2 sacred bonus on all saving throws and +2 dodge	24 DC	Saving Throw	LEVEL Time Duration	9	Target: A straight wall square/level  Range C Touch V Target: You plus one : levels touched Touch V	comp. /,S,M additional	Spell Resistance Yes	School Necromancy Caster Level: 9 Transmutation	
Gain +2 sacred bonus on all saving throws and +2 dodge  Company Wall of Greater Dispel Magic  Effect:  As wall of dispel magic, but is like great dispel magic.  Name  Company Astral Projection  Effect:  Projects you and companions onto Astral Plane.	DC 25	Saving Throw None Will negates [harmless]	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous	9	Target: A straight wall square/level  Range C Touch V Target: You plus one elevels touched Touch V	comp. ',S,M additional ',S,M,XP	Spell Resistance Yes willing creature/2 Yes [harmless]	School Necromancy Caster Level: 9	PHB: pg.201
Gain +2 sacred bonus on all saving throws and +2 dodge	DC 25	Saving Throw None Will negates [harmless]	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous	9	Target: A straight wall square/level  Range C Touch V Target: You plus one elevels touched Touch V	comp. /,S,M additional	Spell Resistance Yes willing creature/2 Yes [harmless]	School Necromancy Caster Level: 9 Transmutation	PHB: pg.201
Gain +2 sacred bonus on all saving throws and +2 dodge	DC 25 25 e sentien 25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Cha]. 10 minutes Instantaneous	9	Target: A straight wall square/level  Range C Touch V  Target: You plus one levels touched Touch V  Target: One construct	comp. ',S,M additional ',S,M,XP	Spell Resistance Yes willing creature/2 Yes [harmless]	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration	PHB: pg.201 SC: Pg.21
Gain +2 sacred bonus on all saving throws and +2 dodge  Gain +2 sacred bonus on all saving throws and +2 dodge  Wall of Greater Dispel Magic  Siffect: As wall of dispel magic, but is like great dispel magic.  Name  Gain +2 sacred bonus  Name  Astral Projection  Siffect: Projects you and companions onto Astral Plane.  Gain Awaken Construct  Siffect: You awaken a humaniod-shaped construct to humanlike  Gain Call Marut  Siffect: You recieve the aid of a Marut inevitable in performing on	DC 25 25 e sentien 25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Chal. 10 minutes Instantaneous  Dur. 1 standard Instantaneous	9	Target: A straight wall square/level  Range C Touch V  Target: You plus one: levels touched Touch V  Target: One construct  Close (45 ft.) V  Target: One called ma	comp. ',S,M additional ',S,M,XP	Spell Resistance Yes willing creature/2 Yes [harmless]	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful]	PHB: pg.201 SC: Pg.21
Gain +2 sacred bonus on all saving throws and +2 dodge	DC 25 25 e sentien 25 ne task	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & O None that cannot exceed 1 hr	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  chal, 10 minutes Instantaneous	9	Target: A straight wall square/level  Range C Touch V  Target: You plus one: levels touched Touch V  Target: One construct  Close (45 ft.) V  Target: One called me	comp. (S,M additional (S,M,XP (S,M,XP	Spell Resistance Yes willing creature/2 Yes [harmless]	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9	PHB: pg.201 SC: Pg.21 SC: Pg.42
Gain +2 sacred bonus on all saving throws and +2 dodge	DC 25 25 e sentien 25 ne task	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  chal. 10 minutes Instantaneous  our. 1 standard Instantaneous action  1 standard 1 minute/level [D]	9	Target: A straight wall square/level  Range C Touch V  Target: You plus one elevels touched Touch V  Target: One construct Close (45 ft.) V  Target: One called ma	comp. (S,M additional (S,M,XP (S,M,XP	Spell Resistance Yes willing creature/2 Yes [harmless]	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy	PHB: pg.201 SC: Pg.21 SC: Pg.42
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25  sentien 25  ne task 25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Chal. 10 minutes Instantaneous  Dur. 1 standard Instantaneous action	9	Range C Touch V Target: You plus one elevels touched Touch V Target: One construct Close (45 ft.) V Target: One called ma Close (45 ft.) V Target: Ray of negativ Touch; see text V	comp. (S,M) additional (S,M,XP) (S,DF,XP) arut (S,S)	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation	PHB: pg.201 SC: Pg.21 SC: Pg.42 PHB: pg.226
Gain +2 sacred bonus on all saving throws and +2 dodge companies of the care o	24  DC 25  25  25  sentien 25  ne task 25  25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None	action  LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  chal. 10 minutes Instantaneous  our. 1 standard Instantaneous action  1 standard 1 minute/level [D] action	9	Range C Touch V Target: You plus one elevels touched Touch V Target: One construct Close (45 ft.) V Target: One called ma Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of	comp.  ,'s,M  additional  ,'s,M,XP  ,'s,DF,XP  arut  ,'s  ,'e energy  ,'s  other touc	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9	PHB: pg.201 SC: Pg.21 SC: Pg.42 PHB: pg.226 PHB: pg.228
Gain +2 sacred bonus on all saving throws and +2 dodge companies of the co	24  DC 25  25  25  sentien 25  ne task 25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  chal. 10 minutes Instantaneous  our. 1 standard Instantaneous action  1 standard 1 minute/level [D]	9  Figure 1  Control of the control	Range C Touch V Target: You plus one: levels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of Medium (190 ft.) V S	comp. (S,M) additional (S,M,XP) (S,DF,XP) arut (S,S)	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) (Caster Level: 9 Conjuration (Calling) Creation)	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234
Gain -2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 exercises 25  ne task 25  25  25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None that cannot exceed 1 hr Fortitude partial; see text for enervation  None  None	action  LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Chal, 10 minutes Instantaneous  our. 1 standard Instantaneous action  1 standard 1 minute/level [D] action  1 standard Instantaneous or concentration  1 standard Instantaneous or concentration	9  Final Control of the Control of t	Range C Touch V Target: You plus one: levels touched Touch V Target: One construct Close (45 ft.) V Target: One called ma Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of Medium (190 ft.) V Target: See text	comp. (',S,M' additional (',S,M,XP' arut (',S,S,DF,XP' arut (',S,S,S,S,S,S,S,S,S,S,S,S,S,S,S,S,S,S,S	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels No	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25  sentien 25  ne task 25  25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Cha]. 10 minutes Instantaneous  Dur. 1 standard Instantaneous action  1 standard 1 minute/level [D] action  1 standard Instantaneous or concentrations.	9  Final Control of the Control of t	Range C Touch V Target: You plus one: levels touched Touch V Target: One construct Close (45 ft.) V Target: One called ma Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of Medium (190 ft.) V Target: See text	comp. (,S,M additional (,S,M,XP (,S,DF,XP arut (,S,S) //e energy (,S) other touc (,S, XP;	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) (Caster Level: 9 Conjuration (Calling) Creation)	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 exercises 25  ne task 25  25  25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  Will negates	action  LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  2ha]. 10 minutes Instantaneous  bur. 1 standard Instantaneous action  1 standard Instantaneous or concentration text  1 standard Instantaneous	9  Fig. 1  Control of the control of	Range C Touch V Target: You plus one included Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of the decium (190 ft.) V Target: See text Close (45 ft.) V	.S.M.XP .S.DF,XP .S.D	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels No	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 exercises 25  ne task 25  25  25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  Will negates	action  LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  2ha]. 10 minutes Instantaneous  bur. 1 standard Instantaneous action  1 standard Instantaneous or concentration text  1 standard Instantaneous	9  FINAL PROPERTY OF THE PROPE	Target: A straight wall square/level  Range C Touch V Target: You plus one: levels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negative Touch; see text V Target: You and one of Medium (190 ft.) V Target: See text Close (45 ft.) V Target: One or more of Target: One or More	As,	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels No Yes (harmless)	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration Caster Level: 9 Conjuration Caster Level: 9 Conjuration	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 sentien 25  nne task 25  25  25  25	Saving Throw None  Will negates [harmless] noe. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  None  Will negates (harmless)	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  2ha]. 10 minutes Instantaneous  2ur. 1 standard Instantaneous action  1 standard 1 minute/level [D] action  1 standard Instantaneous or concentration	9  Figure 1  Compared to 1  Transfer 1  Tr	Range C Touch V Target: You plus one: levels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of the construct Close (45 ft.) V Target: See text Close (45 ft.) V Target: One or more conserved.	As A	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels No Yes (harmless) no two of which can be No	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Caster Level: 9 Conjuration (Summoning) Cood, Lawful]	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234  PHB: pg.239
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 sentien 25  nne task 25  25  25  25	Saving Throw None  Will negates [harmless] noe. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  Will negates (harmless)	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous 20a]. 10 minutes Instantaneous  20ur. 1 standard Instantaneous action  1 standard Instantaneous or concentration 1 ominutes 10 minutes/level	9  Final Control of See Market Control of Se	Range C Touch V Target: You plus one elevels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of the construct Close (45 ft.) V Target: One called maximum of the construct Touch; see text V Target: You and one of the construct Touch; see text V Target: You and one of the construct Target: One or more of the construct Target: One or more of the construct Target: Two or more swhich are more than 30 ft. apart	Additional distribution of the control of the contr	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes  Yes hed creature/3 levels No Yes (harmless) no two of which can be No d creatures, no two of	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Summoning) [Good, Lawful] Caster Level: 10	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234  PHB: pg.239  SC: Pg.113
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 sentien 25  nne task 25  25  25  25	Saving Throw None  Will negates [harmless] noe. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  None  Will negates (harmless)	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  2ha]. 10 minutes Instantaneous  2ur. 1 standard Instantaneous action  1 standard 1 minute/level [D] action  1 standard Instantaneous or concentration	9  Final Control of See Market Control of Se	Range C Touch V Target: You plus one elevels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of the construct Close (45 ft.) V Target: One called maximum of the construct Touch; see text V Target: You and one of the construct Touch; see text V Target: You and one of the construct Target: One or more of the construct Target: One or more of the construct Target: Two or more swhich are more than 30 ft. apart	.S.M. Additional S.S.M.XP .S.D.F.XP	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes  Yes hed creature/3 levels No Yes (harmless) no two of which can be No d creatures, no two of	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Caster Level: 9 Conjuration (Summoning) Cood, Lawful]	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234  PHB: pg.239
Gain +2 sacred bonus on all saving throws and +2 dodge companies of the co	24  DC 25  25  25 sentien 25  nne task 25  25  25  25	Saving Throw None  Will negates [harmless] noe. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  Will negates (harmless)	LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Chal. 10 minutes Instantaneous  Dur. 1 standard Instantaneous action  1 standard Instantaneous or concentration text  1 standard Instantaneous or concentration 10 minutes 10 minutes/level  1 standard Concentration [up to 4 round	9  Fration 0; see  Market State Stat	Range C Touch V Target: You plus one elevels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: You and one of the construct Close (45 ft.) V Target: One called maximum of the construct Touch; see text V Target: You and one of the construct Touch; see text V Target: You and one of the construct Target: One or more of the construct Target: One or more of the construct Target: Two or more swhich are more than 30 ft. apart	S.D.F.XP.  (S.D.F.XP.  (S.D.F.	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels No Yes (harmless) no two of which can be No d creatures, no two of t Yes	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Summoning) [Good, Lawful] Caster Level: 10	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234  PHB: pg.239  SC: Pg.113
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 sentien 25  nne task 25  25  25  25	Saving Throw None  Will negates [harmless] noe. [3d6 for Int, Wis & C None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  Will negates (harmless)	action  LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  Chal. 10 minutes Instantaneous  our. 1 standard Instantaneous action 1 standard Instantaneous or concentration 1 standard Instantaneous or concentration 10 minutes 10 minutes/level 1 standard Concentration [up to 4 rour action 1 standard Concentration [up to 4 rour action 1 standard See text	9  Fration 0; see M  Tration 0; see M	Target: A straight wall square/level  Range C Touch V Target: You plus one levels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: See text Close (45 ft.) V Target: One o	As A	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Yes hed creature/3 levels No Yes (harmless) no two of which can be No d creatures, no two of t Yes	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Healing) Caster Level: 9 Conjuration (Summoning) [Good, Lawful] Caster Level: 10 Evocation	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234  PHB: pg.239  SC: Pg.113
Gain +2 sacred bonus on all saving throws and +2 dodge	24  DC 25  25  25 sentien 25  ne task 25  25  25  25  25  25	Saving Throw None  Will negates [harmless] nce. [3d6 for Int, Wis & G None  that cannot exceed 1 hr Fortitude partial; see text for enervation  None  Will negates (harmless)  None	action  LEVEL Time Duration 30 minutes See text  8 hours Instantaneous  chal. 10 minutes Instantaneous  our. 1 standard Instantaneous action  1 standard Instantaneous or concentration text  1 standard Instantaneous action	9  Fration 0; see  Market State Stat	Target: A straight wall square/level  Range C Touch V Target: You plus one levels touched Touch V Target: One construct Close (45 ft.) V Target: Ray of negativ Touch; see text V Target: See text Close (45 ft.) V Target: One o	.S.M.XP .S.DF,XP .S.DF,XP .S.DF,XP .S.DF,XP .S.DF,XP .S.DF,XP .S.S.DF,XP .S.DF,XP .S.	Spell Resistance Yes willing creature/2 Yes [harmless] No Yes Hed creature/3 levels No Yes (harmless) no two of which can be No d creatures, no two of t Yes	School Necromancy Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling) [Lawful] Caster Level: 9 Transmutation Caster Level: 9 Transmutation Caster Level: 9 Conjuration (Calling, Creation) Caster Level: 9 Conjuration (Healing) Good, Lawful] Caster Level: 9 Conjuration (Summoning) [Good, Lawful] Caster Level: 10 Evocation Caster Level: 10	PHB: pg.201  SC: Pg.21  SC: Pg.42  PHB: pg.226  PHB: pg.228  PHB: pg.234  PHB: pg.234  PHB: pg.213  PHB: pg.243

				Cleric Spells					
Soul Bind	25	Will negates	1 standard	Permanent	Close (45 ft.)	V,S,F	No	Necromancy	PHB: pg.281
Effect: Traps newly dead soul to prevent resurrection.					Target: Corpse			Caster Level: 9	
□□□□□ Storm of Vengeance	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (760 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285
Effect: Storm rains acid, lightning, and hail.					Target: 360-ftradi	us storm clo	oud	Caster Level: 9	
Summon Elemental Monolith	25	None	1 round	Concentration, up to 1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
Effect: Summon monolith to do your bidding.					Target: One summ	oned eleme	ntal monolith	Caster Level: 9	
□□□□□ Summon Golem	25	None	1 round	1 minute/level	Close (45 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: pg.126
Effect: Summon a flesh, clay, stone or iron golem. Golem acts o	n your	next turn.			Target: One summ	oned golem	ı	Caster Level: 9	
Summon Monster IX	25	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		ed creatures, no two of apart	Caster Level: 9	
True Resurrection	25	None; see text	10 minute:	s Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.296
Effect: As resurrection, plus remains aren't needed.					Target: Dead creat	ure touched	l	Caster Level: 9	
Undeath's Eternal Foe	25	None	1 standard	d 1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.226
Effect: Grant subjects special abilities against undead; see text					Target: One creatu	ire/5 levels		Caster Level: 10	
Under Visage of the Deity, Greater	25	N/A	1 standard	d 1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
Effect: Your form becomes more like your deity's - become half-	celestia	al or half-fiend; see text	GOLOIT		Target: You			Caster Level: 9	
* =Domain/Speciality Spell									

## **Notes:**

## **Character Sheet Notes:**

FAITH: \_\_\_\_\_

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35