

EQUIF	PMENT			
ITEM	LOCATION	QTY	WT	COST
Backpack	Equipped	1	2.0	2.0
12 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Everburning Torch, Lamp (Common), 2 Oil (1 Pt. Flask), 4 Potion of Cure Mode Wounds				
Bedroll	Backpack	1	5.0	0.1
Blanket (Winter)	Backpack	1	3.0	0.5
Everburning Torch	Backpack	1	1.0	110.0
Holy Symbol (Silver)	Equipped	1	1.0	25.0
Lamp (Common)	Backpack	1	1.0	0.1
Oil (1 Pt. Flask)	Backpack	2	1.0	0.1 (0.2)
aa			(2.0)	
Explorer's Outfit	Equipped	1	8.0	10.0
Potion of Cure Moderate Wounds	Backpack	4	0.0	300.0
			(0.0)	(1200.0)
Pouch (Belt) o lbs.	Equipped	1	0.5	1.0
Quarterstaff	Equipped	1	4.0	0.0
Sack o lbs.	Equipped	1	0.5	0.1
TOTAL WEIGHT CARRIE	ED/VALUE		20 lbs	. 1349.0 gp

	'	WEIGHT ALLO	WANC	Ē	
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off around	200	Push / Drag	500

	Special Attacks
Warcraft	[Eclipse, p.10
+1 BAB	

Special Qualities	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

^{+7/+2+7/+2}

Feats	
Feat Conversion to CP ~ 6 (3x)	[Eclipse, p.9]
Covert regular feat to six Character Points	
Alertness	[PHB, p.89]
+2 bonus on Listen and Spot checks.	

PROFICIENCIES

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

LANGUAGES

Common, Gnome, Sylvan, Treant

TEMPLATES

	Familia	r: Phaed	dra (Cat)		
HP:	12	AC:	18	INIT:	+2
FORT:	+4	REF:	+6	WILL:	+3
*Claw (Natural/Primary)	+8/+8	DAM:	1d2-4	CRIT:	20/x2
*Bite (Natural/Secondary)	+0	DAM:	1d3-4	CRIT:	20/x2
Special:					

Recurring Bonuses

Duties

[Eclipse, p.17] (+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties

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

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

Restrictions (Won't wear Armor)

[Eclipse, p.17]

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

DISADVANTAGES

History [Eclipse, p.19]

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

Hunted (GM and Player to Determine)

[Eclipse, p.19]

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

Obligations (Must perform seasonal rituals)

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

Spell Caster Information

Cleric

[Eclipse, p.11]

Cleric Level 5, Casterlevel is 5

Eclipse Abilities

Adept (Heal, Knowledge (Arcana), Knowledge (Nature), Perception)

[Eclipse, p.24]

(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.

Companion

[Eclipse, p.27]

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

Companion - Great Form

[Eclipse, p.27]

(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.

Companion - Might

[Eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect

Companion - Transform

[Eclipse, p.27]

(+6 CP) allows you to take a form similar to your Companion's, and the Companion to take a form of your species. You both need not use this ability at the same time but may if you wish.

Eldritch

[Eclipse, p.31]

(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be 'turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic

Familiar

[Eclipse, p.27]

You have a familiar companion

Immunity (Initial 1st level purchases with Innate Enchantment (2cp))

[Eclipse, p.34]

See immunity

Improved Initiative

[Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Innate Enchantment

[Eclipse, p.34]

With Innate Enchantment, a character has two options - His or her innate power may duplicate the effects of a magical item or items valued at up to 5000 GP (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP

Innate Enchantment / Detect Magic (+700) At-will personal use at L1 caster level.

[Eclipse]

Innate Enchantment / Enhanced Attribute (+2 Intelligence)

[Eclipse]

Wisdom)

Innate Enchantment / Enhanced Attribute (+2 [Eclipse] Innate Enchantment / Force Armor I [Eclipse]

Occult Skill ~ Psychic Ability

[Is This It]

You have the potential to acquire psychic feats and skills Occult Skill ~ Psychic Ability ~ Clairsentience You have the potential to learn clairsentience skills

[Is This It]

[Is This It]

Occult Skill ~ Psychic Ability ~ Pyschoportation

You have the potential to learn psychoportation skills. Occult Skill ~ Psychic Ability ~ Telepathy

[Is This It]

You have the potential to learn telepathy skills.

[Eclipse, p.39]

Power Words (6 CP). Power Words enable the character to store up to (Con score/3) total spell levels and release them as Move-Equivalent Actions. A character may release one

spell per round in this fashion.

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

LEVEL 0

Comp. Spell Resistance School
V,S Yes [object] Transmutation

Source SC: p.9

 DC
 Saving Throw
 Time
 Duration

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

____Amanuesis

LLLL Amanuesis	14	vviii negates [object]	action	10 minute/level	Close (35 ft.) V,S	Yes [object]	Transmutation	SC: p.9
Effect: Copies 250 words per minute.					Target: Object or objects	s with writing	Caster Level: 5	
Copies 250 words per minute.		None		Instantaneous	Close (35 ft.) V,S	S No	Conjuration	PHB: p.215
Effect:			Action		Target: Up to 2 gallons/le	evel of water	(Creation) [Water] Caster Level: 5	
Creates 2 gallons/level of pure water.	14	Will half (harmless);	Standard	Instantaneous	Touch V,S		Conjuration	PHB: p.216
Cure Minor Wounds	14	see text	Action	Instantaneous		text	(Healing)	F11B. p.210
Effect: Cures 1 point of damage.					Target: Creature touched	d	Caster Level: 5	
Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft. V,S	No No	Divination	PHB: p.219
Effect:			ACTION		Target: Cone-shaped em	nanation	Caster Level: 5	
Detects spells and magic items within 60 ft.		None	Standard	Instantaneous	Close (35 ft.) V,S	S No	Divination	PHB: p.219
		110110	Action	motaria no suo				1 11B. p.210
Effect: Detects poison in one creature or small object.					Target: One creature, on	ne object, or a 5-ft. cube	Caster Level: 5	
□□□□□ Guidance	14	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch V,S	Yes	Divination	PHB: p.238
Effect:		(namiess)	Action		Target: Creature touched	d	Caster Level: 5	
+1 on one attack roll, saving throw, or skill check.	14	Will negates	Standard	Instantaneous	Touch V,S	S Yes	Necromancy	PHB: p.244
		·····-g	Action				-	
Effect: Touch attack, 1 point of damage.					Target: Creature touched		Caster Level: 5	
□□□□□ Light		None	Standard Action	10 minutes/level [D]	Touch V, N	M/DF No	Evocation [Light]	PHB: p.248
Effect:					Target: Object touched		Caster Level: 5	
Object shines like a torch.	14	Will negates	Standard	Instantaneous	10 ft. V,S	Yes (harmless, object)) Transmutation	PHB: p.253
Effect:		(harmless, object)	Action		Target: One object of up		Caster Level: 5	
Makes minor repairs on an object.		AAPH	0	Latertonic				DUD OCT
□□□□□ Purify Food and Drink	14	Will negates (object)	Standard Action	Instantaneous	10 ft. V,S	Yes (object)	Transmutation	PHB: p.267
Effect: Purifies 1 cu. ft./level of food or water.					Target: 1 cu. ft./level. of	contaminated food and water	Caster Level: 5	
Read Magic		None		10 minutes/level	Personal V,S,	,F No	Divination	PHB: p.269
Effect:			Action		Target: You		Caster Level: 5	
Read scrolls and spellbooks.	14	Will negates	Standard	1 minuto	-	M/DE Voc /h		DUD: p 070
Resistance	14	(harmless)	Standard Action	1 minute	Touch V,S,	S,M/DF Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.					Target: Creature touched	d	Caster Level: 5	
UUUU Virtue	14	Fortitude negates	Standard	1 min.	Touch V,S,	5, DF Yes (harmless)	Transmutation	PHB: p.298
Effect:		(harmless)	Action		Target: Creature touched	:d	Caster Level: 5	
Subject gains 1 temporary hp.					· ·			
				LEVEL 1				
Name	DC	O	Time	B	D		0.11	_
Humo	DC	Saving Throw	Time	Duration	Range Con	mp. Spell Resistance	School	Source
□□□□□ Anarchic Water	15			Instantaneous	Touch V,S,		Transmutation	SC: p.11
□□□□□Anarchic Water Effect:						S,M Yes [object]		
□□□□□ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points.	15	Will negates [object]	1 minute	Instantaneous	Touch V,S, Target: Flask of water to	s,M Yes [object]	Transmutation [Chaotic] Caster Level: 5	SC: p.11
Anarchic Water Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water			1 minute	Instantaneous	Touch V,S, Target: Flask of water to Touch V,S,	ouched 5,M Yes [object]	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful]	
□□□□□ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points.	15 15 ge.	Will negates [object] Will negates [object]	1 minute 1 minute	Instantaneous	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to	i,M Yes [object] buched i,M Yes [object] buched	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5	SC: p.11
□□□□□ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. □□□□□□ Axiomatic Water Effect:	15	Will negates [object]	1 minute 1 minute	Instantaneous	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to	ouched 5,M Yes [object]	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful]	SC: p.11
□□□□□ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. □□□□□ Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage	15 15 ge.	Will negates [object] Will negates [object]	1 minute 1 minute Standard	Instantaneous	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to	i,M Yes [object] buched i,M Yes [object] buched	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear,	SC: p.11
☐☐☐☐☐ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. ☐☐☐☐☐ Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage ☐☐☐☐☐ Bane	15 15 ge.	Will negates [object] Will negates [object]	1 minute 1 minute Standard	Instantaneous	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to	;,M Yes [object] ouched f,M Yes [object] ouched f, DF Yes	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion)	SC: p.11
Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	15 15 ge.	Will negates [object] Will negates [object]	1 minute 1 minute Standard Action	Instantaneous Instantaneous 1 minute/level	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within	i,M Yes [object] puched i,M Yes [object] puched i, DF Yes iin 50 ft.	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203
Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane Effect: Enemies take -1 on attack rolls and saves against fear.	15 15 ge.	Will negates [object] Will negates [object] Will negates	1 minute 1 minute Standard	Instantaneous	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S	i,M Yes [object] puched i,M Yes [object] puched i, DF Yes iin 50 ft. iin No	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy	SC: p.11
Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	15 15 ge. 15	Will negates [object] Will negates [object] Will negates	1 minute 1 minute Standard Action 1 swift action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withit Touch V,S Target: Weapon touched	i,M Yes [object] ouched i,M Yes [object] ouched i, DF Yes iin 50 ft. No	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203
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Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage and analysis of damage. Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pt.	15 15 ge. 15	Will negates [object] Will negates [object] Will negates Will negates	1 minute 1 minute Standard Action 1 swift action a total of 3c	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage.	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S,	i,M Yes [object] puched i,M Yes [object] puched i, DF Yes in 50 ft. in No d i, DF Yes (harmless)	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] (Mind-Affecting) [Mind-Affecting]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103
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Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage and the state of the st	15 15 15 15 17 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates [object] Will negates None mage the weapon deals None Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster	i,M Yes [object] ouched i,M Yes [object] ouched is, DF Yes iin 50 ft. iin 50	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	15 15 15 15 17 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates [object] Will negates Will negates None Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S	i,M Yes [object] ouched i,M Yes [object] ouched i,D Yes [object] ouched iii 50 ft. ii 50 ft	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205
### Anarchic Water ###################################	15 15 15 15 15 15 he spre	Will negates [object] Will negates [object] Will negates Will negates Mone Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched: 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S, Target: 50 ft. spread, cer Touch V,S, Target: 50 ft. spread, cer	i,M Yes [object] ouched i,M Yes [object] ouched i,DF Yes on 50 ft. in 5	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Mone Will negates [harmless] sead. Will negates (object)	1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard action 1 minute	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to	i,M Yes [object] ouched ii,M Yes [object] ouched ii, M Yes [object] ouched ii, DF Yes iin 50 ft. iii, No iii,	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
### Anarchic Water ###################################	15 15 15 15 15 15 he spre	Will negates [object] Will negates [object] Will negates None Mill negates Will negates [harmless] sead. Will negates (object) Will negates Will negates Will negates Will negates Will negates	1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched: 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S, Target: 50 ft. spread, cer Touch V,S, Target: 50 ft. spread, cer	i,M Yes [object] ouched ii,M Yes [object] ouched ii, M Yes [object] ouched ii, DF Yes iin 50 ft. iii, No iii,	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Will negates [harmless] ad. Will negates (object) Will negates [harmless]	1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard Action 1 minute 1 swift action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster and a centered on the caster to ft. Touch V,S, Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S	i,M Yes [object] ouched ii,M Yes [object] ouched ii, M Yes [object] ouched ii, DF Yes iin 50 ft. iii, No iii,	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205
### Company of the Co	15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Will negates [harmless] ad. Will negates (object) Will negates [harmless]	1 minute 1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard Action 1 minute 1 swift action rement; see Standard	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster and a centered on the caster to ft. Touch V,S, Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) all allies within a 50-ft. burst, is No contered on you is,M Yes (object) couched is Yes [harmless] is e with Intelligence 4 or higher	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
### Company of Company	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] and. Will negates (object) Will negates [harmless] and. Will negates [harmless] ck with a 20 ft range income	1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) all allies within a 50-ft. burst, couched is,DF Yes (object) couched is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Necromancy [Fear Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
### Anarchic Water ###################################	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates None Will negates [harmless] ad. Will negates (object) Will negates (barmless) ack with a 20 ft range inc: Will partial	1 minute 1 minute 1 minute Standard Action 1 swift action s a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S, Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes isin 50 ft. is No d is,DF Yes (harmless) all allies within a 50-ft. burst, is No intered on you is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes ure with 5 or fewer HD	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Necromancy [Feat Mind-Affecting] Caster Level: 5 Necromancy [Feat Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
## Company of the com	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates Mone Will negates (base [harmless]) Bead. Will negates (object) Will negates (base [harmless]) Will negates (base [harmless]) Will negates (base [harmless])	1 minute 1 minute 1 minute Standard Action 1 swift action 3 a total of 3c Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action 1 standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level 1 minute/level Instantaneous 1 round text	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S, Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) all allies within a 50-ft. burst, couched is,DF Yes (object) couched is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Necromancy [Fear Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33
### Company of the Co	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] and. Will negates (object) Will negates [harmless] cad. Will negates [harmless] ck with a 20 ft range inc. Will partial	1 minute 1 minute 1 minute Standard Action 1 swift action 3 a total of 3c Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action 1 standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level I minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S Target: One fire source [is,M Yes [object] couched is,M Yes [object] couched is,DF Yes isin 50 ft. is No d is,DF Yes (harmless) all allies within a 50-ft. burst, is No intered on you is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes ure with 5 or fewer HD	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear. Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Necromancy [Feamind-Affecting] Caster Level: 5 Transmutation [Feamind-Affecting] Caster Level: 5 Transmutation [Feamind-Affecting] Caster Level: 5 Transmutation	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
## Company of the Com	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates Will negates [harmless] and. Will negates (object) Will negates [harmless] cad. Will negates [harmless] ck with a 20 ft range inc. Will partial	1 minute 1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 swift action 1 standard action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S	i,M Yes [object] ouched i,M Yes [object] ouched i,M Yes [object] ouched i,DF Yes ouched in 50 ft. in 50 ft	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Transmutation [Good] Caster Level: 5 Transmutation [Codd] Caster Level: 5 Enchantment	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208
### Company of the Co	15 15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Will negates [harmless] sad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 swift action 1 standard action 1 standard action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the easter 50 ft. V,S Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S, Target: One living creature Close (35 ft.) V,S, Target: One fire source [creature; see text]	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) couched is,DF Yes (harmless) couched is Yes (object) couched is Yes (parmless) couched is Yes (object) couched is Yes (parmless) couched is Yes (object)	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear. Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Transmutation [Good] Caster Level: 5 Transmutation [Good] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Transmutation [Feaming-Mind-Affecting] Caster Level: 5 Transmutation [Cold] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
### Command	15 15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Will negates [harmless] sad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 swift action 1 standard action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S Target: One fire source [creature; see text Close (35 ft.) V,S	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) all allies within a 50-ft. burst, couched is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes cure with 5 or fewer HD is,DF Yes [creature] [up to a 20-ft. cube] or one Yes	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [Good] Caster Level: 5 Necromancy [Fear Mind-Affecting] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
## Company of the Com	15 15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Will negates [harmless] sad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute 1 swift action 1 standard action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies withi Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the easter 50 ft. V,S Target: 50 ft. spread, cer Touch V,S, Target: Flask of water to Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S, Target: One living creature Close (35 ft.) V,S, Target: One fire source [creature; see text]	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) all allies within a 50-ft. burst, couched is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes cure with 5 or fewer HD is,DF Yes [creature] [up to a 20-ft. cube] or one Yes	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Enchantment (Compulsion) Caster Level: 5 Transmutation [Cold] Caster Level: 5 Enchantment (Compulsion) Language-Depen	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	15 15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates None Will negates [harmless] sad. Will negates (object) No [fire] or Fortitude half	1 minute 1 minute 1 minute Standard Action 1 swift action 3 a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute Standard Action Standard Action Standard Action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature]	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S Target: One fire source [creature; see text Close (35 ft.) V,S Target: One living creature Target: One living creature Close (35 ft.) V,S Target: One living creature Target: One living creature	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes couched is,DF Yes couched is,DF Yes couched is,DF Yes (harmless) all allies within a 50-ft. burst, couched is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes cure with 5 or fewer HD is,DF Yes [creature] [up to a 20-ft. cube] or one Yes	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [Good] Caster Level: 5 Necromancy [Fear Mind-Affecting] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.33 r,PHB: p.208 SC: p.50 PHB: p.211
## Command	15 15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates Mone Will negates (harmless) sead. Will negates (object) Will negates (barmless) sead. Will negates (barmless) sead. Will negates (barmless) No [fire] or Fortitude half Will negates	1 minute 1 minute 1 minute Standard Action 1 swift action a total of 3c Standard Action 1 standard action 1 minute 1 swift action rement; see Standard Action 1 standard Action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S Target: One fire source [creature; see text Close (35 ft.) V,S Target: One living creature Target: One living creature Close (35 ft.) V,S Target: One living creature Target: One living creature	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes isin 50 ft. is No d is,DF Yes (harmless) all allies within a 50-ft. burst, is No intered on you is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes ure with 5 or fewer HD is,DF Yes [creature] [up to a 20-ft. cube] or one Yes ure	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Recromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Transmutation [Good] Caster Level: 5 Evocation Caster Level: 5 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 5	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.30 SC: p.30 PHB: p.208 SC: p.50 PHB: p.211 dent,
## Anarchic Water ###################################	15 15 15 15 15 15 15 15 15 15	Will negates [object] Will negates [object] Will negates Will negates Mone Will negates (harmless) sead. Will negates (object) Will negates (barmless) sead. Will negates (barmless) sead. Will negates (barmless) No [fire] or Fortitude half Will negates	1 minute 1 minute 1 minute Standard Action 1 swift action 3 a total of 3c Standard Action 1 standard action 1 minute 1 swift action 1 minute 1 swift action 1 minute Standard Action Standard Action Standard Action Standard Action	Instantaneous Instantaneous 1 minute/level 1 round/level or until discharged d6 extra damage. 1 minute/level Instantaneous 1 round text 1d4 rounds or 1 round; see text 1 minute/level [fire source] or Instantaneous [creature] 1 round	Touch V,S, Target: Flask of water to Touch V,S, Target: Flask of water to 50 ft. V,S, Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, Target: The caster and a centered on the caster 50 ft. V,S, Target: Flask of water to Close (35 ft.) V,S Target: A single creature Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S Target: One fire source [creature; see text Close (35 ft.) V,S Target: One living creature Close (35 ft.) V,S	is,M Yes [object] couched is,M Yes [object] couched is,DF Yes isin 50 ft. is No d is,DF Yes (harmless) all allies within a 50-ft. burst, is No intered on you is,M Yes (object) couched is Yes [harmless] ie with Intelligence 4 or higher is Yes ure with 5 or fewer HD is,DF Yes [creature] [up to a 20-ft. cube] or one Yes ure	Transmutation [Chaotic] Caster Level: 5 Transmutation [Lawful] Caster Level: 5 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Divination Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Evocation Caster Level: 5 Enchantment (Compulsion) [Feat Mind-Affecting] Caster Level: 5 Transmutation [Cold] Caster Level: 5 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 5 Divination	SC: p.11 SC: p.22 PHB: p.203 PHB II: p.103 PHB: p.205 SC: p.31 PHB: p.205 SC: p.30 SC: p.30 PHB: p.208 SC: p.50 PHB: p.211 dent,

				Cleric Spells				
Conviction	15	Will negates [harmless]	1 standard	10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:	E at 10t		4011011		Target: Creature touched		Caster Level: 5	
+2 morale bonus to saves, +1 for every six levels [max +	15 15	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	PHB: p.215
Cures 1d8 +1/level [max +5] damage. Delay Disease Effect:	15	Will negates [harmless]	1 standard action	24 hours	Touch V,S,DF Target: Creature touched	Yes [harmless]	Conjuration (Healing) Caster Level: 5	SC: p.63
Halts any nonmagical disease for the duration of the spe	ell.	None	Standard Action	Concentration, up to 10 minutes/level [D]60 ft. V,S, DF Target: Cone-shaped emanat	No	Divination Caster Level: 5	PHB: p.218
Reveals creatures, spells, or objects of selected alignment	ent.	None	01	0	ů ,			DUD . 040
Detect Evil		None	Action	Concentration, up to 10 minutes/level [D	•	No	Divination	PHB: p.218
Reveals creatures, spells, or objects of selected alignment	ent.				Target: Cone-shaped emanat		Caster Level: 5	
Detect Good Effect:		None	Standard Action	Concentration, up to 10 minutes/level [D	J60 ft. V,S, DF Target: Cone-shaped emanat	No	Divination Caster Level: 5	PHB: p.219
Reveals creatures, spells, or objects of selected alignme Detect Law	ent.	None		Concentration, up to 10 minutes/level [D]60 ft. V,S, DF	No	Divination	PHB: p.219
Effect:			Action		Target: Cone-shaped emanat	ion	Caster Level: 5	
Reveals creatures, spells, or objects of selected alignme Detect Undead	ent.	None	Standard	Concentration, up to 1 minutes/level [D]	60 ft. V,S,M/DF	- No	Divination	PHB: p.220
Effect:			Action		Target: Cone-shaped emanat	ion	Caster Level: 5	
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (150 ft.) V,S	No	Abjuration	SC: p.67
Effect:			action		Target: One warded object or	area	Caster Level: 5	
Functions like dispel magic; see text		Ness	Ctandard	A miles de				DUD: - 204
Divine Favor		None	Standard Action	i minute		No	Evocation	PHB: p.224
You gain +1 on attack and damage rolls. [Every three ca					Target: You		Caster Level: 5	
Effect:	15	Will negates	Standard Action	1 minute/level	Medium (150 ft.) V,S, DF Target: One living creature	Yes	Necromancy [Fea Mind-Affecting] Caster Level: 5	r,PHB: p.225
One subject takes -2 on attack rolls, damage rolls, saves	s, and cr	None		10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect: See normally in darkness both magical and natural.			action		Target: Creature touched		Caster Level: 5	
□□□□□ Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch V,S	Yes (harmless)	Abjuration	PHB: p.226
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched		Caster Level: 5	
□□□□ Entropic Shield		None	Standard Action	1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Effect: Ranged attacks against you have 20% miss chance.					Target: You		Caster Level: 5	
□□□□□ Faith Healing	15	Will negates [harmless]	1 standard action	Instantaneous	Touch V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
Effect: Heal 8 + caster level [max +5] hit points.		[namicos]	action		Target: Living creature touche	d	Caster Level: 5	
Foundation of Stone		None	1 standard action	1 round/level	Close (35 ft.) V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
Effect:			action		Torget: One greature/level no	two of which are more		
		attack to the sale						
As long as subjects don't move they gain +2 AC and +4	to Str ag	gainst bull rush. N/A	1 swift	1 round	than 30 ft. apart Personal V,DF	N/A	Divination [Good]	SC: p.107
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect:	15	N/A	1 swift action	1 round	than 30 ft. apart			SC: p.107
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you	15	N/A	action		than 30 ft. apart Personal V,DF		Divination [Good]	SC: p.107
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light	15	N/A e ability.	action	1 round 1 minute/level [D]	than 30 ft. apart Personal V,DF **Target: You** Long (600 ft.) V,S	N/A Yes	Divination [Good] Caster Level: 5 Evocation	
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks	15 have th	N/A e ability. None	action 1 standard action	1 minute/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar	N/A Yes dius burst	Divination [Good] Caster Level: 5 Evocation Caster Level: 5	SC: p.108
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest	15	N/A e ability.	action 1 standard	1 minute/level [D]	than 30 ft. apart Personal V,DF **Target: You Long (600 ft.) V,S **Target: Creatures in a 5-ftrait Close (35 ft.) V,S	N/A Yes dius burst Yes [harmless]	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing)	
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate.	15 have th	N/A e ability. None Will negates [harmless]	1 standard action 10 minutes	1 minute/level [D] 24 hours	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, nc more than 30 feet apart	N/A Yes dius burst Yes [harmless] two of which can be	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5	SC: p.108
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate.	15 have th	N/A e ability. None Will negates	1 standard action 10 minutes	1 minute/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, nomore than 30 feet apart Touch V,S, DF	N/A Yes dius burst Yes [harmless] two of which can be Yes	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration	SC: p.108
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level.	15 have th	N/A e ability. None Will negates [harmless] Will negates (harmless); see text	action 1 standard action 10 minutes Standard Action	1 minute/level [D] 24 hours 10 minutes/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature	N/A Yes dius burst Yes [harmless] two of which can be Yes	Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level.	15 have th	N/A e ability. None Will negates [harmless] Will negates	action 1 standard action 10 minutes Standard Action	1 minute/level [D] 24 hours	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrat Close (35 ft.) V,S Target: One creature/level, ncmore than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF	N/A Yes dius burst Yes [harmless] two of which can be Yes	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold]	SC: p.108
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level.	15 have th	N/A e ability. None Will negates [harmless] Will negates (harmless), see text	action 1 standard action 10 minutes Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature	N/A Yes dius burst Yes [harmless] two of which can be Yes	Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Guidead can't perceive 1 subject/level.	15 have th	N/A e ability. None Will negates [harmless] Will negates (harmless), see text	action 1 standard action 10 minutes Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrai Close (35 ft.) V,S Target: One creature/level, nmore than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S	N/A Yes dius burst Yes [harmless] two of which can be Yes Ylevel N/A	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting]	SC: p.108 SC: p.111 PHB: p.241
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level. Guiden Cauntlet Effect: Attack as if wearing a +1 spiked guantlet. Deals normal	15 have th	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrai Close (35 ft.) V,S Target: One creature/level, nc more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b	N/A Yes dius burst Yes [harmless] two of which can be Yes Ylevel N/A	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion)	SC: p.108 SC: p.111 PHB: p.241 SC: p.119
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Undead can't perceive 1 subject/level. Undead can't perceive 1 subject/level. I ce Gauntlet Effect: Attack as if wearing a +1 spiked guantlet. Deals normal incite Effect:	15 have th	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 colc	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrai Close (35 ft.) V,S Target: One creature/level, nmore than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S	N/A Yes dius burst Yes [harmless] two of which can be Yes Ylevel N/A	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting]	SC: p.108 SC: p.111 PHB: p.241 SC: p.119
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Guiding Light Effect: Undead can't perceive 1 subject/level. Guidead can't perceive 1 subject/level.	15 have th 15 15 damage 15 n.	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrai Close (35 ft.) V,S Target: One creature/level, nc more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you guiding Light Effect: +2 on ranged attacks Grave Strike Healthful Rest Effect: Doubles the natural healing rate. Grave Hide from Undead Effect: Undead can't perceive 1 subject/level. Grave Gauntlet Effect: Attack as if wearing a +1 spiked guantlet. Deals normal grave. Effect: Forces creature to act, it cannot delay or ready an action	15 have th 15 15 damage 15 n.	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 1 standard action 10 minutes Standard Action 1 standard action 4 standard action Standard darmage. 1 swift action Standard Action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Necromancy	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Guiding Light Effect: Doubles the natural healing rate. Guiding Light Effect: Undead can't perceive 1 subject/level. Guiding Light Effect: Undead can't perceive 1 subject/level. Guiding Light Effect: Doubles the natural healing rate. Guiding Light Effect: Light Wounds Effect: Touch deals 1d8 +1/level [max +5] damage. Guiding Light Effect: Touch deals 1d8 +1/level [max +5] damage.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard Action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched	N/A Yes dius burst Yes [harmless] two of which can be Yes Yes N/A Yes urst Yes	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Necromancy Caster Level: 5 Enchantment (Compulsion)	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Guiding Light Effect: Doubles the natural healing rate. Guidead can't perceive 1 subject/level.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will half Will half (harmless);	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action 1 standard action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, nc more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S	N/A Yes dius burst Yes [harmless] two of which can be Yes Yes Ves Yes Yes Yes Yes Ye	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Conjuration	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Guiding Light Effect: Doubles the natural healing rate. Guidead can't perceive 1 subject/level.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action 1 standard action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, nc more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: One creature Touch V,S Target: One creature Touch V,S Target: Creature touched	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes urst Yes Yes	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Guidead can't perceive 1 subject/level. Guidead can't perceive 1 subject/level. Gundead can't perceive 1 subject/level. Guidead can	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1	action 1 standard action 10 minutes Standard Action 1 standard action 4 standard action Standard Action 1 swift action 1 standard action 1 standard action 1 standard action minute. On	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: One creature Touch V,S Target: Creature touched Medium (150 ft.) V,S	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes urst Yes Yes Yes Yes Yes Yes Yes Y	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Caster Level: 5 Caster Level: 5 Conjuration (Conjuration) Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Undead can't perceive 1 subject/level. Effect: Forces creature to act, it cannot delay or ready an action Undead 1d8 +1/level [max +5] damage.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text	action 1 standard action 10 minutes Standard Action 1 standard action 4 standard action Standard Action 1 swift action 1 standard action 1 standard action 1 standard action minute. On	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: One creature Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: Creature touched Touch V,S Target: Creature touched V,S Target: Creature touched V,S Target: Creature touched V,S,M	N/A Yes dius burst Yes [harmless] two of which can be Yes Yes Ves Yes Yes Yes Yes Ye	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Cold] Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Guidead can't perceive 1 subject/level. Guidead can't perceive 1 subject/level. Gundead can't perceive 1 subject/level. Guidead can	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will half (harmless); see text d gains DR:1/evil for 1 Will negates	action 1 standard action 10 minutes Standard Action 1 standard action 1 standard action Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: One creature Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: Creature touched Target: Creature touched S Touch V,S,M Target: Creature touched S Touch V,S,M Target: Creature touched	N/A Yes dius burst Yes [harmless] two of which can be Yes //es //evel N/A Yes urst Yes Yes Yes (harmless); see text	Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Cold] Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: Allows you to make sneak attacks against undead if you Guiding Light Effect: +2 on ranged attacks Guiding Light Effect: Doubles the natural healing rate. Guidead can't perceive 1 subject/level. Guidead can't	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates	action 1 standard action 10 minutes Standard Action 1 standard action 1 standard action Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: One creature Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: Creature touched Touch V,S Target: Creature touched V,S Target: Creature touched V,S Target: Creature touched V,S,M	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes urst Yes Yes Yes Yes Yes Yes Yes Y	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Cold] Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: +2 on ranged attacks Goubles the natural healing rate. Hide from Undead Effect: Undead can't perceive 1 subject/level. Goubles the natural healing rate. Incite Effect: Attack as if wearing a +1 spiked guantlet. Deals normal incite Effect: Touch deals 1d8 +1/level [max +5] damage. Inhibit Effect: Subject is forced to delay; see text. Incite client: Living creature healed 1d4 +1 per two caster levels [mad of damage from a weapon that overcomes DR/good. Incite client: Living creature healed 1d4 +1 per two caster levels [mad of damage from a weapon that overcomes DR/good. Incite client: Living creature healed 1d4 +1 per two caster levels [mad of damage from a weapon that overcomes DR/good. Incite client: Light radiating 30-ft. and 20-ft further of dim light, next Effect: Light radiating 30-ft. and 20-ft further of dim light, next Light Protect of the light, next Effect: Light radiating 30-ft. and 20-ft further of dim light, next Light Protect of the light in the light, next Effect: Light radiating 30-ft. and 20-ft further of dim light, next Light Protection and content and conten	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text td gains DR:1/evil for 1 Will negates Ons. None	action 1 standard action 10 minutes Standard Action 1 standard action 1 standard action Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: Creature touched Touch V,S,M Target: Creature touched Medium (150 ft.) V,S	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes Yes Yes Yes Yes Yes Yes(harmless); see text Yes; see text	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Cold] Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Recromancy Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Conjuration Caster Level: 5 Abjuration Caster Level: 5 Evocation [Good,	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: +2 on ranged attacks Gliebet: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate. Gliebet: Undead can't perceive 1 subject/level. Gliebet: Attack as if wearing a +1 spiked guantlet. Deals normal incite Effect: Attack as if wearing a +1 spiked guantlet. Deals normal incite Effect: Touch deals 1d8 +1/level [max +5] damage. Gliebet: Subject is forced to delay; see text. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good. Gliebet: Living creature healed 1d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good.	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text d gains DR:1/evil for 1 Will negates ons. None ou can use the light as	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D] dealing 1d6 [double against undead and	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, no more than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: Creature toucheds Touch V,S, M Target: Creature touched Medium (150 ft.) V,S Target: You and up to two ray defined to the control of	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes urst Yes Yes Yes Yes Yes Yes Yes Yes Yes; see text s; see text	Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Evocation [Cold] Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Evocation (Healing) Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Evocation [Good, Light] Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126 SC: p.132
As long as subjects don't move they gain +2 AC and +4 Grave Strike Effect: +2 on ranged attacks Globels the natural healing rate. Healthful Rest Effect: Doubles the natural healing rate. Globels the natural healing rat	15 15 15 15 15 15 15 15 15 15 15 15 15 1	N/A e ability. None Will negates [harmless] Will negates (harmless); see text N/A for your size + 1d4 cold Will negates Will half Will negates Will half (harmless); see text td gains DR:1/evil for 1 Will negates Ons. None	action 1 standard action 10 minutes Standard Action 1 standard action damage. 1 swift action Standard Action 1 standard action	1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D] 1 minute/level Instantaneous Instantaneous Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level 10 minutes/level [D]	than 30 ft. apart Personal V,DF Target: You Long (600 ft.) V,S Target: Creatures in a 5-ftrar Close (35 ft.) V,S Target: One creature/level, nomore than 30 feet apart Touch V,S, DF Target: One touched creature Personal V,DF Target: You Close (35 ft.) V,S Target: Creatures in a 10-ft. b Touch V,S Target: Creature touched Medium (150 ft.) V,S Target: Creature touched Sample: Creature touched Medium (150 ft.) V,S Target: You and up to two ray of the control of the contr	N/A Yes dius burst Yes [harmless] two of which can be Yes //evel N/A Yes urst Yes Yes Yes Yes Yes Yes (harmless); see text Yes; see text yes (harmless, object)	Divination [Good] Caster Level: 5 Evocation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Cold] Caster Level: 5 Evocation [Cold] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Conjuration (Healing) Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Enchantment (Conjuration (Healing) Caster Level: 5 Evocation [Good, Light] Caster Level: 5	SC: p.108 SC: p.111 PHB: p.241 SC: p.119 SC: p.121 PHB: p.244 SC: p.123 PHB II: p.115 SC: p.126
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Domain/Speciality Spel

				Cieric Spells					
□□□□ Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V,	,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect: Weapon gains +1 bonus.					Target: Weapon touch	ned		Caster Level: 5	
□□□□ Moon Lust ###################################	15	Will negates [harmless]	1 standard action	1 round/level	Medium (150 ft.) V, Target: Creature touch	,S,F ned		Illsion (Pattern) [Mind-Affecting] Caster Level: 5	SC: p.143
Creature becomes fascinated for the duration of the spell. Nightshield	15	N/A		1 minute/level [D]	Personal V	,s	N/A	Abjuration	SC: p.148
Effect:			action		Target: You			Caster Level: 5	
+1 resistance on Saving throws, increases to +2 at caster	level 6	th and +3 at caster leve N/A		tes magic missiles. 1 minute/level or until discharged [D]	Personal V,	,S,DF	N/A	Evocation [Light]	SC: p.148
effect:			action		Target: You			Caster Level: 5	
Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus	1 point per round that's None		nce casting to max of [1d8 + caster level] 1 minute/level		',S	No	Conjuration	PHB: p.258
Effect:			Action					(Creation)	
Fog surrounds you.	15	N/A	1 round	Instantaneous	high Personal V.	,F	N/A	Divination	SC: p.149
ffect:					Target: You	•		Caster Level: 5	
Brief supplication gives you a vision that hints at how dang	gerous	None	1 standard	; see text. 1 hour/level	Close (35 ft.)	,s	No	Transmutation	SC: p.161
Effect:			action		Target: One interplana	ar gate or	portal	Caster Level: 5	
Up to six creatures can be chosen to recieve mental beac	on. 15	Will negates		1 minute/level [D]	Touch V,	,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.266
Effect:		(harmless)	Action		Target: Creature touch	hed		Caster Level: 5	
+2 to AC and saves, counter mind control, hedge out elen	nentals 15	Will negates		1 minute/level [D]	Touch V,	,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
ffect:		(harmless)	Action		Target: Creature touch	ned		Caster Level: 5	
+2 to AC and saves, counter mind control, hedge out elen	nentals 15	Will negates		1 minute/level [D]				Abjuration	PHB: p.266
		(harmless)	Action		Target: Creature touch	hed		[Chaotic] Caster Level: 5	
+2 to AC and saves, counter mind control, hedge out elen	nentals 15	and outsiders. Will negates	Standard	10 minutes; see text		,s		Abjuration	PHB: p.271
Effect:		(harmless)	Action				two of which can be	•	•
Suppresses fear or gives +4 on saves against fear for one	subje	ct/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. apart			Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature touch			Caster Level: 5	
Grants limited protection from a plane's alignment traits; s	ee text 15	Will negates	1 standard	Instantaneous	-	,S,DF	Yes [harmless]	Abjuration	SC: p.174
didididikesurgence		[harmless]	action		Target: Creature touch			Caster Level: 5	
Allows one retry on a failed save against an ongoing spell	, spell- 15	like ability, or supernatu Will negates		1 round/level	-	,S, DF	No	Abjuration	PHB: p.274
□□□□□ Sanctuary	10	vviii riegates	Action	Troundrever	Target: Creature touch		140	Caster Level: 5	1110. p.214
Opponents can't attack you, and you can't attack.		None	Standard	Concentration, up to 5 rounds	-	,S,M,F	No	Divination	Race Des: p.167
□□□□□ Scholar's Touch Effect:		None	Action	Concentration, up to 3 founds	Target: One book/rour		NO	Caster Level: 5	Nace Des. p. 107
Absorb the contents of an entire book as if you had read it					-		V (hl)		DUD 070
□□□□□Shield of Faith	15	Will negates (harmless)	Action	1 minute/level		,S,M	Yes (harmless)	Abjuration	PHB: p.278
Aura grants +2 deflection bonus.	45	NI/A	4	40 minutes/level as wall disabased	Target: Creature touch		NI/A	Caster Level: 5	00: - 400
⊒□□□□Sign	15	N/A	action	10 minutes/level or until discharged	Personal V,	,S,M		Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
effect: +4 bonus on your next initiative check.					Target: You			Caster Level: 5	
DDDD Snowshoes	15	Will negates [harmless]	1 standard	1 hour/level [D]	Touch V,	,,\$	Yes [harmless]	Transmutation	SC: p.194
Effect: Speed increases by 10 ft. and no Balance checks or Refle			action		Target: Creature touch	hed		Caster Level: 5	
Speed increases by 10 ft. and no balance checks of Relie	15	N/A		1 round/level	Personal V,	,\$	N/A	Transmutation	SC: p.198
Effect:			action		Target: You			Caster Level: 5	
Hold the charge of one touch spell per arm; see text.		None	1 round	1 round/level [D]	Close (35 ft.)	,S,F/DF		Conjuration	PHB: p.285
Effect:					Target: One summone	ed creatur		(Summoning) Caster Level: 5	
Calls extraplanar creature to fight for you.	15	N/A	1 swift	Instantaneous	Personal V,	,S,M	N/A	Conjuration	SC: p.228
Effect:			action		Target: You			(Creation) [Air] Caster Level: 5	
Gain 10 ft. per level of altitude, and then gently float back	to the	Will negates		10 rounds + 1 round/level [max 15]	Touch V,	,s	Yes [harmless]	Conjuration	SC: p.229
- Effect:		[harmless]	action		Target: Living creature	e touched		(Healing) Caster Level: 5	
Grants target fast healing ability for the duration of the spe	ell. Hea	Is 1 hp automatically pe None	1 standard	1 minute or until discharged		,S,DF	Yes	Divination	SC: p.231
Effect:			action	·	Target: Creature touch			Caster Level: 5	
Grants a +1 morale bonus to a single saving throw [target	s choic	Fortitude negates	1 standard	1 minute/level		,М	Yes [harmless]	Transmutation	SC: p.240
Effect:		[harmless]	action		Target: Creature touch			Caster Level: 5	
Increases creatures swim speed by 30 ft.					-				
				LEVEL 2					
Name Aid	DC	Saving Throw None		Duration 1 minute/level		omp. ,S, DF	Spell Resistance Yes (harmless)	School Enchantment	Source PHB: p.196
			Action					(Compulsion) [Mind-Affecting]	
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]	tempo	rary hp.			Target: Living creature	e touched		Caster Level: 5	
Align Weapon	16	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V,	,S, DF	Yes (harmless, object)	Transmutation	PHB: p.197
3, .					Target: Weapon touch must be in contact with	ned or fifty h each off	projectiles [all of which	Caster Level: 5	
Effect:						- 30.1 011			
Effect: Weapon becomes good, evil, lawful, or chaotic.	16	Will negates	1 standard	1 minute/level	casting]	S.M	Yes [harmless]	Transmutation	PHB II: p.101
Effect: Weapon becomes good, evil, lawful, or chaotic.	16	Will negates [harmless]	1 standard action	1 minute/level	casting] Touch V	,S,M	Yes [harmless]	Transmutation Caster Level: 5	PHB II: p.101
Effect: Weapon becomes good, evil, lawful, or chaotic. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		[harmless]	action		casting] Touch V, Target: Creature touch	ned		Caster Level: 5	
ffect: Weapon becomes good, evil, lawful, or chaotic. Animalistic Power		[harmless]	action	1 minute/level	casting] Touch V, Target: Creature touch	ned	Yes [harmless]		PHB II: p.101 PHB: p.202

March Marc					Cleric Spells					
Mary Part Pa	D□□□□ Aura Against Flame	16	N/A		1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
March Marc		auiobo	a flamas, and tout	action		Target: You			Caster Level: 5	
Mary		iguisrie			1 minute/level	20 ft.	٧	Yes [harmless]	Abjuration	SC: p.19
				action			e/level in a	20-ft. radius burst	Caster Level: 5	
## Part				1 standard	1 round/level		V,S,M/DF	N/A	Transmutation	SC: p.24
Marchand Series Serie				action		Target: You			Caster Level: 5	
Section of the Control of Section 1 Se			Will negates	Standard	1 minute/level	Touch	V.S. DF	Yes	Transmutation	PHB: p.203
Second content in the content of t										
March Marc	Subject gains +4 to Con for 1 minutes/level.	40	Mall	4	lestestes e co	-		V		DI ID II 402
The control of Sec. Act Temporal build showed 1 mail by 5 control hand 1 mail by 5 control han		10	will negates		instantaneous	, ,		res	(Compulsion) [Mind-Affecting]	РПВ II: р. 103
Control And Cont	If the target fails it's save, it immediately takes damage as									
	ffect:		(harmless)	action		Target: Two willing of		Yes (harmless)		PHB II: p.103
Secret Separation Secretary on poly and no refer 16% "Ever mark 15] process disagrant data as some secretary with a meritary of the part of the control of 16% 16% elementary of the control of 16% 16% elementary of the control of 16% 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% elementary of 16% 16% elementary of 16% 16% elementary of 16% 16%		w, both	recipients can roll and	use the mo:	st favorable result. If both saves fail, bot	h				
Signature light blacks areas your labely allow of the 14th of 14th o	Body Blades	16	N/A		1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.35
		3 +1/lev	el (max +5) piercing da	mage with a	melee attack: see text	Target: You			Caster Level: 5	
The proper plane and plane		5 1 1/101		1 standard		Touch	V,S,M	No	Transmutation	SC: p.38
Marie						Target: Wooden wea	apon touch	ed	Caster Level: 5	
Content of the first minimicial content of the minimicial content of	- · · · · · · · · · · · · · · · · · · ·		Will negates	Standard		Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Part			(riarmiess)	ACUON		Target: Creature tou	ıched		Caster Level: 5	
Mary Content Mary		16	Will negates		Concentration, up to 1 round/level [D]	Medium (150 ft.)	V,S, DF	Yes		PHB: p.207
Column Carline Carli				Action		Target: Creatures in	a 20-ftrad	dius spread	[Mind-Affecting]	
Page 1 Page 1 Page 2 Page 2 Page 3 Page 3 Page 3 Page 4 P	Calms creatures, negating emotion effects.	16	Will half [harmless]	1	Instantaneous					SC: p.48
Description Pressure Pressu		.5		immediate					(Healing)	p. 10
Case						-				
Each pound as a line action you can relate a surpress your can even with 30 ft. Attracts borns — Caster level 1 Key Abilty. ** Caster Level 5	Cloud of Knives				1 round/level	Personal	V,S,M		Conjuration	PHB II: p.107
Consecrate None	Each round as a free action you can release a knife at	any op	ponent you can see wi	thin 30 ft. A	ttack bonus = Caster level + Key Ability				Caster Level: 5	
File are with people entroly, making undead eventure. Commend			None		2 hours/level	Close (35 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: p.212
Curse Moderate Wounds 16						Target: 20-ftradius	emanation		Caster Level: 5	
Course 3 for 1 file of times + 10 dismans Decision Section	Cure Moderate Wounds	16			Instantaneous				(Healing)	PHB: p.216
Rect Carrier Service						-				
Cause 3, parelly on attack roles, saving throws, ability checks and sell check Security Cause	Curse of III Fortune	16	Will negates		1 minute/level	Medium (150 ft.)	V,S,DF	Yes	Necromancy	SC: p.56
Contact Cont		ecks an	d skill checks.			Target: One living cr	eature		Caster Level: 5	
			None		10 minutes/level [D]				[Darkness]	PHB: p.216
action Target One bridge of force 5 ft. wide, 1 in. thick, and Caster Level 5 Crised an aborbility, weightless, unbreakable bridge. Target One bridge of force 5 ft. wide, 1 in. thick, and Caster Level 5 Crised an aborbility, weightless, unbreakable bridge. Target One creature	•		None	1 standard	1 round/level	Close (35 ft.)	VSDE	Yes	Illusion (Shadow)	SC: n 58
Create a robornike, weightless, unbreakable bridge. Create a robornike, weightless, unbreakable bridge.	•				Tround Toron					СС. р.СС
Transpect One creature Causes (1662 caster levels Max 5d6 or 1 difcracester levels max 1 dd5 max	Create a ribbonlike, weightless, unbreakable bridge.	40	AAPH L - M	4	Latertana a	up to 20 ft./level long	g			00 . 00
Delific Vengeance 16 Will half Slandard Instantaneous Close (35 ft.) V.S. DF Ves Conjuration Countries Close (35 ft.) V.S. DF Ves Conjuration Closer Level: 5	ffect:				Instantaneous	` '		Yes	(Summoning)	SC: p.62
Action Target: One creature Touch V.S. DF Ves (harmless) Target: Creature touched Caster Level: 5 Conjugation (Healing) Target: Creature touched Target: Creature touched Target: One creature Target: One creature					Instantaneous	Close (35 ft.)	V,S,DF	Yes		cmpdiv: null
Fortitude negates (harmless) Standard 1 hour/level Fortitude negates (harmless) Standard 1 hour/level Fortitude negates (harmless) Standard 1 hour/level or until discharged [D] Personal V.S.DF NA Divination Sc: p.70	ffect:					, ,			(Summoning)	
Stops polison from harming subject for 1 hour/level. Caster Level: 5 Stops polison from harming subject for 1 hour/level. 16 N/A 1 standard 1 hour/level or until discharged [D] Personal V.S.DF N/A Divination SC: p.70		16			1 hour/level	Touch	V,S, DF	Yes (harmless)		PHB: p.217
Science Personal V,S,DF NA Divination Science Scienc			(Halliness)	AGUUIT		Target: Creature tou	ched			
Caser Level: 5 Caser Lev		16	N/A		1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: p.70
Close (35 ft.) V Ves or No [object]; see Abjuration SC: p.70		heck d	uring the duration of the			Target: You			Caster Level: 5	
Target: 10ftradius emanation centered on a creature, Caster Level: 5 complete on the protection 16 Will negates 1 standard 1 minute/level action Medium (150 ft.) V,S,DF Yes [harmless] Enchantment (Completion) Mind-Affecting] Medium (150 ft.) V,S,DF Yes [harmless] Sc: p.70 Mind-Affecting] Medium (150 ft.) V,S,DF Yes [harmless] Sc: p.70 Mind-Affecting] Medium (150 ft.) V,S,DF Yes [harmless] Sc: p.70 Mind-Affecting] Medium (150 ft.) V,S,DF Yes [harmless] Sc: p.70 Mind-Affecting] Mind-Affectin			Will negates or None	1 standard	1 round/level	Close (35 ft.)	V		Abjuration	SC: p.70
Sc. p.70 Protection 16 Will negates 1 standard 1 minute/level action 1 standard 1 minute/level Target: Allies in a 20-ftradius burst Caster Level: 5			(ODJOOL), SEE LEXI	GOLOTT					,Caster Level: 5	
Iffact:	_ · · · · · · · · · · · · · · · · · · ·	16			1 minute/level			Yes [harmless]		SC: p.70
+1 morale bonus to AC and saving throws. Caster Level: 5	Wast.		[narmiess]	action		Towns All			[Mind-Affecting]	
Caster Level: 5 Caster Level: 5 Caster Level: 5 Caster Level: 5	+1 morale bonus to AC and saving throws.	,-	NACH	01	4 2 4 4 4					DUD
Subject gains +4 to Cha for 1 minutes/level. Caster Level: 5 Find Traps Caster Level:	· ·	16			1 minute/level			Yes		PHB: p.225
action Target: Touch Target: Touch										
Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text Caster Level: 5	•		None		1 round/level		V,S,DF		text]	SC: p.79
Charm) Fifect: Captivates all within 100 ft. +10 ft./level Personal V N/A Transmutation SC: p.86 Fifect: Extends your tentacles by 5 ft. Caster Level: 5	Protects against on energy type [fire, cold, electricity, acid				1 hour or loss	-	VS	Vos		DHR: p 227
Captivates all within 100 ft. +10 ft./level Captivates all within 100 ft. +10 ft./level Captivates all within 100 ft. +10 ft./level V N/A Transmutation SC: p.86	ffect:	16	vviii negates; see text	round	I HOUR OF IESS				(Charm)	PHB: p.227
action Target: You Caster Level: 5 Extends your tentacles by 5 ft. Find Traps None Standard 1 minute/level Action Target: You Caster Level: 5 Find Traps None Standard 1 minute/level Action Target: You Caster Level: 5 Notice traps as a rogue does.		16	N/A	1 standard	Instantaneous					SC: p.86
Extends your tentacles by 5 ft.		-								1 **
Action Target: You Caster Level: 5 Notice traps as a rogue does.	Extends your tentacles by 5 ft.		None	Standard	1 minute/level		V.S	No		PHB: p.230
Notice traps as a rogue does.	· ·		140116		i illilitate/level	i Cisoridi	٠,٠	110	Divination	1 11b. p.230
* =Domain/Speciality Spell				71011011		Target: Vo.			Castor Lovelle	

				Cleric Spells					
□□□□□ Frost Breath	16	Reflex half	1 standard action	Instantaneous	30 ft. V	/,S,M	Yes	Evocation [Cold]	SC: p.100
Effect:	. 141			7. III. D. 6.	Target: Cone-shaped	burst		Caster Level: 5	
Breath a cone of cold that deal 1d4/2 caster levels [max 5	16	Fortitude negates	1 standard	10 minutes/level	Touch V	/,S	Yes [harmless]	Transmutation	SC: p.100
Effect:		[harmless]	action		Target: Creature with	at least tw	o arms or tentacles	Caster Level: 5	
Gain +4 Str for every set of limbs fused to the primary lim Gentle Repose	b. 16	Will negates (object)	Standard	1 day/level	touched Touch V	/.S.M/DF	Yes (object)	Necromancy	PHB: p.235
Effect:		3 (,	Action		Target: Corpse touche		,	Caster Level: 5	,
Preserves one corpse.	40	NAPH	4 -1 - 1 - 1	A selection of	- '		V 11 1		00 . 100
Ghost Touch Armor	16	Will negates [harmless]	action	1 minute/level			Yes [harmless]	Transmutation	SC: p.102
Effect: Armor gains Ghost Touch property.					Target: Armor of crea	ture touche	ed	Caster Level: 5	
□□□□ Hand of Divinity		None	1 minute	1 minute/level	Touch V	/,S,DF	No	Evocation [See text]	SC: p.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touc	hed		Caster Level: 5	
————Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal V	/,S,M	N/A	Divination	SC: p.110
Effect:					Target: You			Caster Level: 5	
Allows caster with Heal ranks to remove other ailments w	hen usi 16		Standard	1 round/level [D]; see text	Medium (150 ft.)	/,S,F/DF	Yes	Enchantment	PHB: p.241
			Action					(Compulsion) [Mind-Affecting]	
Effect: Paralyzes one humanoid for 1 round/level.					Target: One humanoi	d creature		Caster Level: 5	
Inflict Moderate Wounds	16	Will half	Standard Action	Instantaneous	Touch V	/,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature touc	hed		Caster Level: 5	
Touch attack, 2d8 +1/level [max +10] damage.		None		10 minutes/level	30 ft. V	/,S,M	No	Conjuration	SC: p.123
Effect:			action		Target: 30-ftradius s	pread cen	tered on you	(Creation) Caster Level: 5	
Inky cloud that works under water. Insight of Good Fortune	16	Will negates	1 standard	1 minute/level or until discharged	-		Yes (harmless)	Divination	PHB II: p.115
Effect:		(harmless)	action		Target: One creature			Caster Level: 5	
Reroll once after making an attack, skill check, saving three	ow or a	•			-	185	Von (horreles)		Page Design 400
Insignia of Alarm		None	Action	Instantaneous			Yes (harmless)	Abjuration	Race Des: p.166
Effect: Spell alerts all wearers.					Target: All wearers of		-	Caster Level: 5	
□□□□ Iron Silence	16	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch V	/,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
Effect: Hide and Move Silent check ignore the Armor penalty dur	ina the	duration of the spell.			Target: One suit of an	mor touche	ed/3 levels	Caster Level: 5	
Light of Mercuria		None	1 standard action	10 minutes/level [D]	Medium (150 ft.) V	/,S	Yes; see text	Evocation [Good, Light]	SC: p.132
Effect:			action		Target: You and up to	two rays;	see text	Caster Level: 5	
Same as light of Lunia except damage is 2d6 or 4d6 vs. u	16	Fortitude negates		1 minute/level	Touch V	/,S,DF	Yes [harmless]	Necromancy	SC: p.134
Effect:		[harmless]	action		Target: Creature touc	hed		Caster Level: 5	
Not subject to sneak attacks or criticals; -4 penalty to Cha	score.	Will negates	Standard	Instantaneous	Close (35 ft.)	/,S	Yes (harmless, object)) Transmutation	PHB: p.252
	10	(harmless, object)	Action				u. ft./level		
Effect: Repairs an object.		(harmless, object)		1 round/lavel	Target: One object of	up to 10 c		Caster Level: 5	
Effect: Repairs an object. Mark of Judgement	16			1 round/level	Target: One object of Medium (150 ft.)	up to 10 co	Yes	Caster Level: 5 Necromancy	PHB II: p.119
Effect: Repairs an object.	16 ack ags	(harmless, object) Will negates inst the marked creature	1 standard action	ser heals 2 points of damage.	Target: One object of Medium (150 ft.) V Target: One creature/ more than 30 ft. apart	up to 10 co /,S,DF /3 levels, no	Yes no two of which are	Caster Level: 5 Necromancy Caster Level: 5	PHB II: p.119
Effect: Repairs an object. Repai	16	(harmless, object) Will negates	1 standard action	ser heals 2 points of damage.	Target: One object of Medium (150 ft.) V Target: One creature/ more than 30 ft. apart Close (35 ft.) V	up to 10 co /,S,DF /3 levels, no	Yes	Caster Level: 5 Necromancy Caster Level: 5 Necromancy	
Effect: Repairs an object.	16 ack ags	(harmless, object) Will negates inst the marked creature	1 standard action e, that attack	ser heals 2 points of damage.	Target: One object of Medium (150 ft.) V Target: One creature/ more than 30 ft. apart	up to 10 co /,S,DF /3 levels, no	Yes no two of which are	Caster Level: 5 Necromancy Caster Level: 5	PHB II: p.119
Effect: Repairs an object. Graphics and Graphics an	16 ack ags	(harmless, object) Will negates inst the marked creatur Will negates Will negates	1 standard action e, that attack 1 standard action	ser heals 2 points of damage.	Target: One object of Medium (150 ft.) V Target: One creature/ more than 30 ft. apart Close (35 ft.) V	up to 10 co /,S,DF /3 levels, no t /,S,DF	Yes no two of which are	Caster Level: 5 Necromancy Caster Level: 5 Necromancy	PHB II: p.119
Effect: Repairs an object. Graphics and	16 ack ags 16	(harmless, object) Will negates inst the marked creatur Will negates	1 standard action e, that attack	ter heals 2 points of damage. Permanent	Target: One object of Medium (150 ft.) V Target: One creature/more than 30 ft. apart Close (35 ft.) V Target: One creature	up to 10 co /,S,DF /3 levels, no t /,S,DF	Yes no two of which are Yes	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination	PHB II: p.119 SC: p.138
Effect: Repairs an object. Iffect: Whenever a creature succeeds on a melee or ranged atta Iffect: Creates an indelible mark on the subjects face; see text. Iffect: Creates an indelible mark on the subjects face; see text. Iffect: Creates an indelible mark on the subjects face; see text. Iffect: Subject gains +4 insight bonus to one skill check.	16 ack ags 16	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action	ker heals 2 points of damage. Permanent Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature/more than 30 ft. apart (Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature	up to 10 cr	Yes to two of which are Yes Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119
Effect: Repairs an object.	16 ack ags 16	(harmless, object) Will negates inst the marked creatur Will negates Will negates	1 standard action e, that attack 1 standard action 1 immediate action	ter heals 2 points of damage. Permanent	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V	up to 10 ci	Yes to two of which are Yes Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation	PHB II: p.119 SC: p.138
Effect: Repairs an object.	16 ack ags 16 16	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action	ser heals 2 points of damage. Permanent Instantaneous 1 minute/level	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apeat Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touck	up to 10 ci	Yes to two of which are Yes Yes (harmless) Yes	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259
Effect: Repairs an object.	16 ack ags 16 16	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action	ker heals 2 points of damage. Permanent Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apeat Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touck	up to 10 ci	Yes to two of which are Yes Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation	PHB II: p.119 SC: p.138 PHB II: p.119
Effect: Repairs an object. Image: Mark of Judgement Effect: Whenever a creature succeeds on a melee or ranged attate. Image: Mark of the Outcast Effect: Creates an indelible mark on the subjects face; see text. Image: Master's Touch (Skillful) Effect: Subject gains +4 insight bonus to one skill check. Image: Master's Wisdom Effect: Subject gains +4 to Wis for 1 minutes/level. Image: Mark of the Outcast	16 ack ags 16 16	(harmless, object) Will negates inst the marked creature Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard	ser heals 2 points of damage. Permanent Instantaneous 1 minute/level	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apeat Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touck	up to 10 cd //s,DF /3 levels, not t //s,DF	Yes to two of which are Yes Yes (harmless) Yes	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259
Effect: Repairs an object.	16 16 16 16 ggy attac	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action	ser heals 2 points of damage. Permanent Instantaneous 1 minute/level	Target: One object of Medium (150 ft.) V Target: One creature/more than 30 ft. apart. Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touc Touch V Target: Creature touc	up to 10 cd	Yes to two of which are Yes Yes (harmless) Yes	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259
Effect: Repairs an object.	16 16 16 16 16 16	(harmless, object) Will negates inst the marked creature Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] k. Will negates [harmless]	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action	cer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature/more than 30 ft. apart. Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touc Touch V Target: Creature touc	up to 10 cd //S,DF //S levels, not t //S,M/DF //S,M/DF ched //S ched	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless]	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163
Effect: Repairs an object.	16 16 16 16 16 16	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] k. Will negates [harmless]	standard action e, that attack 1 standard action standard action Standard Action 1 standard action	ser heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: Creature touc Close Creature Close Clos	up to 10 cd //S,DF /3 levels, not t//S,DF / //S,M/DF /ched //S //S,M/DF /ched //S //S //S //S //S //S //S //S //S //	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless]	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163
Effect: Repairs an object.	16 16 16 16 16 y attack	(harmless, object) Will negates inst the marked creature Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates [harmless]	standard action e, that attack that attack 1 standard action Standard Action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action	ser heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apent more than 30 ft. apent Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touch V	up to 10 cd //S,DF // salevels, not //S,M/DF // shed //S,DF	Yes no two of which are Yes Yes (harmless) Yes Yes [harmless] Yes [harmless]	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163
Effect: Repairs an object.	16 16 16 16 16 16 16 17 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	(harmless, object) Will negates inst the marked creature Will negates Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] k. Will negates [harmless]	standard action e, that attack 1 standard action standard action Standard Action Standard Action 1 standard action	cer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Creature touc Close Clos	up to 10 cd //S,DF /3 levels, not //S,DF / //S,M/DF ched //S ched //S ched //S,DF	Yes to two of which are Yes Yes (harmless) Yes Yes [harmless] Yes [harmless] Ourst	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Effect: Repairs an object.	16 16 16 16 16 y attack	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] k. Will negates [harmless]	standard action e, that attack 1 standard action standard action Standard Action Standard Action 1 standard action	ser heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level	Target: One object of Medium (150 ft.) V Target One creature more than 30 ft. apant Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Creature touch V	up to 10 cd //S,DF //S levels, not //S,DF //S,M/DF //S,M/DF //S,hed //S ched //S,DF ftradius b	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes [harmless]	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Coster Level: 5 Conjuration Caster Level: 5 Conjuration	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16	(harmless, object) Will negates inst the marked creature Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates (harmless) k. Will negates (harmless) Will negates (harmless) Will negates (harmless)	standard action e, that attack 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four creature touch V Target: Up to four creature V Target: Up to four	up to 10 cd //S,DF //S,DF //S,M/DF //S,M/DF ched //S ched //S,DF ftradius b	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Use [harmless] Use [harmless] Use [harmless] Use (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16	(harmless, object) Will negates inst the marked creature Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates [harmless] k. Will negates [harmless] Will negates [harmless] Will negates [harmless] Will negates [harmless]	standard action e, that attack 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action	cer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V	up to 10 cd //S,DF /3 levels, not //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,DF //S,DF //S,DF //S,DF //S,DF	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Yes [harmless]	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] k. Will negates [harmless] k. Will negates [harmless] Will negates [harmless] Fortitude negates (harmless)	standard action e, that attack 1 standard action standard action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four creature touch V Target: Up to four creature V Target: Up to four	up to 10 cd //S,DF /3 levels, not //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,DF //S,DF //S,DF //S,DF //S,DF	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Use [harmless] Use [harmless] Use [harmless] Use (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16	(harmless, object) Will negates inst the marked creatur Will negates (will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates [harmless] k. Will negates (harmless) Fortitude negates (harmless) Fortitude negates (harmless) Will negates (harmless) Will negates (harmless)	standard action action action action action that attact 1 standard action Standard Action Standard Action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature from 30 ft. apart Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V Target: Creature touch V Target: Creature touch V Target: Creature touch V Target: Creature touch V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Creature touch V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch Carget: Creature touch V Target: Creature touch V Target: Creature touch Carget: Creature touch V Target: Creature touch Carget:	up to 10 cd //S,DF //3 levels, not //S,M/DF // //S,M/DF // //S,M/DF // //S,ched //S ched //S,DF ftradius b //S catures, not //S, DF	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Use [harmless] Use [harmless] Use [harmless] Use (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16	(harmless, object) Will negates inst the marked creatur Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates [harmless] k. Will negates (harmless) Fortitude negates (harmless) pe.	standard action action action action action that attact 1 standard action Standard Action Standard Action 1 standard action 1 standard action Standard Action Standard Action Standard Action Standard Action	cer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 1 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature from 30 ft. and to 150 ft.) V Target: One creature from 50 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Allies in a 20-10 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V	up to 10 cd //S,DF // Slevels, not //S,DF // S,M/DF ched //S ched //S ched //S,DF ftt-radius b //S catures, no	Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] ourst Yes (harmless) two of which can be Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Abjuration Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16	(harmless, object) Will negates inst the marked creatur Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates (harmless) k. Will negates (harmless) Fortitude negates (harmless) pe. Will negates (harmless) Will negates (harmless)	standard action e, that attack 1 standard action standard Action	cer heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 1 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apart Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Up to four creature touch V Target: Up to four creature touch V Target: Creature touch County County V Target: Creature touch County	up to 10 cd //S,DF /3 levels, not //S,DF //S,M/DF ched //S ched //S,DF ftradius b //S,DF ched	Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] ourst Yes (harmless) two of which can be Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration Chealing)	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creature Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Fortitude negates (harmless) Pe. Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action Standard Action 3 standard Action 3 rounds	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apart Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Touch V Target: Up to four creature touch V Target: Up to four creature touch V Target: Creature touch County County V Target: Creature touch County	up to 10 cd //S,DF //S levels, not //S,DF //S,M/DF //S,M/DF //S,M/DF //S //S,DF //S //S,DF	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Conjuration Chealing) Caster Level: 5 Conjuration Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creature Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates [harmless] ck. Will negates [harmless] k. Will negates [harmless] Fortitude negates (harmless) Pe. Will negates (harmless) Will negates (harmless) Will negates (harmless)	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 2 standard action 3 standard Action Standard Action 3 rounds 1 round ank in the sk	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touc Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touc Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touc Close (35 ft.) V Target: Treature touc Close (35 ft.) V Target: Treatu	up to 10 cd //S,DF //S levels, not //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,DF	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creatur Will negates (harmless) Will negates (harmless) Will negates (harmless) 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 ra Will negates (object); Will negates (object)	1 standard action e, that attact 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 2 standard action 3 standard Action Standard Action 3 rounds 1 round ank in the sk	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touc Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touc Close (35 ft.) V Target: Creature touc Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touc Close (35 ft.) V Target: Treature touc Close (35 ft.) V Target: Treatu	up to 10 cd //S,DF //S levels, not //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,DF	Yes to two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creatur Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) k. Will negates (harmless) Portitude negates (harmless) pe. Will negates (harmless) Will negates (harmless) will negates (harmless) Will negates (harmless)	1 standard action e, that attack 1 standard action 1 immediate action Standard Action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard Action 3 rounds 1 round 1 round 1 standard action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature from 30 ft. apart Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature touch V Target: Creature touch V Target: Creature touch V Target: Creature touch V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V	up to 10 cd //S,DF //S levels, not //S,M/DF //S,M/DF //S,DF //S,M/DF //S,M/DF //S,M/DF	Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Ves (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creatur Will negates (harmless) Will negates (harmless) Will negates (harmless) 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 (harmless) as one has at least 1 re Will negates (harmless) as one has at least 1 re vill negates (harmless) as one has at least 1 re vill negates (harmless) as one has at least 1 re vill negates (harmless)	1 standard action e, that attact 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 3 standard Action 3 rounds 1 round 1 round 1 round	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Il. Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apart Close (35 ft.) V Target: One creature Touch V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Creature touch V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Two willing cn Close (35 ft.) V Target: 5-ftradius sp crystalline creature	up to 10 cd //S,DF // Slevels, not //S,DF // S,M/DF ched //S ched //S ched //S ched //S,DF ftradius b //S catures, no a //S, M/DF ched //S,M/DF	Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Ourst Yes (harmless) Ves (harmless) Ves (harmless) Ves (harmless) Yes (harmless) Yes (harmless) Yes (object)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic]	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272 PHB II: p.124 PHB: p.278
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creatur Will negates Will negates (harmless) Will negates (harmless) Will negates [harmless] k. Will negates [harmless] Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) pe. Will negates (harmless) will negates (harmless) as one has at least 1 ra Will negates (barmless) as one has at least 1 ra Will negates (object); Will negates (object) or Fortitude half; see	1 standard action e, that attact 1 standard action Standard Action 1 standard action 1 standard action 1 standard action 1 standard action Standard Action 3 standard Action 3 rounds 1 round 1 round 1 round	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apart Close (35 ft.) V Target: One creature Close (35 ft.) V Target: One creature touch V Target: Up to four creature touch V Target: Up to four creature touch V Target: Creature touch V Target: Creature touch V Target: Creature touch V Target: Up to four creature touch V Target: Creature touch V Target: Creature touch V Target: Creature touch V Target: Two willing creature touch V Target: Two willing creature Close (35 ft.) V Target: S-fttadius specrystalline creature Close (35 ft.) V	up to 10 cd //S,DF // Slevels, not //S,DF // S,M/DF ched //S ched	Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Ves (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Evocation (Healing) Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic]	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object) Will negates inst the marked creatur Will negates (harmless) Will negates (harmless) Will negates (harmless) 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 ra Will negates (harmless) as one has at least 1 ra Will negates (object) Will negates (or Fortitude half; see text Will negates	1 standard action e, that attact 1 standard action Standard Action 1 standard action 1 standard action 1 standard action Standard Action Standard Action Standard Action 3 rounds 1 round Ink in the sk Standard Action Standard Action Standard Action Standard Action Standard Action Standard Action	ter heals 2 points of damage. Permanent Instantaneous 1 minute/level 10 minutes/level 1 round Instantaneous 10 minutes/level Instantaneous 10 minutes/level Il. Instantaneous	Target: One object of Medium (150 ft.) V Target: One creature more than 30 ft. apart Close (35 ft.) V Target: One creature Touch V Target: Allies in a 20-1 Close (35 ft.) V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Creature touch V Target: Up to four cremore than 30 ft. apart Touch V Target: Creature touch V Target: Two willing cn Close (35 ft.) V Target: 5-ftradius sp crystalline creature	up to 10 cd //S,DF // Slevels, not //S,DF // S,M/DF ched //S ched //S ched //S ched //S,DF ftradius b //S catures, no a //S, M/DF ched //S,M/DF	Yes no two of which are Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless] Ourst Yes (harmless) Ves (harmless) Ves (harmless) Ves (harmless) Yes (harmless) Yes (harmless) Yes (object)	Caster Level: 5 Necromancy Caster Level: 5 Necromancy Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evocation [Sonic]	PHB II: p.119 SC: p.138 PHB II: p.119 PHB: p.259 SC: p.163 SC: p.163 SC: p.164 PHB: p.271 PHB: p.272 PHB: p.272 PHB: p.272

Cleric Spells
1 standard 10 minutes/level [D]

				Cleric Spells					
□□□□□ Shroud of Undeath	16	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
Effect:					Target: You			Caster Level: 5	
Shroud yourself in invisbile negative energy so noninte opposite effect on you as if you were undead.	elligent	undead percieve you a	as a fellow	undead. Cure and inflict spells have the	•				
□□□□□ Silence	16	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (600 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
Effect:		or none (object)	71011011				centered on a creature	, Caster Level: 5	
Negates sound in 15-ft. radius. Sound Burst	16	Fortitude partial	Standard	Instantaneous	object, or point in sp Close (35 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
Effect:			Action		Target: 10-ftradius	spread		Caster Level: 5	
Deals 1d8 sonic damage to subjects; may stun them.	40	MACH	4 - 1 - 1 - 1	41	-		V N		00 107
Spawn Screen	16	Will negates [harmless]	action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
Effect: Subject will not rise as spawn if killed by an undead capa	able of c	reating spawn.			Target: One creature	e/level		Caster Level: 5	
□□□□□Spell Immunity, Lesser	16	Will negates	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 5	
Protects one creature from a single 1st- or 2nd-level spel	ll; see te	ext. None	Standard	1 round/level [D]	Medium (150 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
Effect:			Action					Caster Level: 5	,
Magical weapon attacks on its own.					Target: Magic weapo				
Stabilize	16	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
Effect: Spell designed for battle fields, heals all creatures for 1 h	n to sta	halize them undead tal	e 1 point of	damage [Will negates]	Target: 50-ftradius	burst cente	red on you	Caster Level: 5	
Commission of Salar India an ordanic of the Commission of the Comm	16	Will negates	Standard	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
Effect:		(harmless)	Action		Target: One/per 3 le	vels living o	creatures touched	Caster Level: 5	
Monitors condition, position of allies.	16	Will negates	1	Instantaneous	Medium (150 ft.)	V	Yes	Enchantment	PHB II: p.126
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	10	vviii riegates	immediate	mstantaneous	wicdiam (150 it.)	•	103	(Charm)	1 110 II. p. 120
Effect:			action		Target: One humano	oid		[Mind-Affecting] Caster Level: 5	
Target refrains from attacking you or targetting you with s	spells fo	r the remainder of the o Will negates		l. 10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
Effect:		[harmless]	action						
Target gains natural armor AC bonus of +3.					Target: Corporeal ur			Caster Level: 5	
Stone Fist		None	Standard Action	5 rounds [D]	Personal	V,S,DF	No	Transmutation	Race Sto: p.163
Effect: Acts as if armed and your hands become hard inflicting of	lamage	see text			Target: You			Caster Level: 5	
Acts as if armed and your names become hard inflicting of	16	Will negates	1 swift	One attack	0 ft.	V	Yes (harmless, object)	Transmutation	PHB II: p.126
Effect:		(harmless, object)	action		Target: Melee weap	on wielded		Caster Level: 5	
Adds 5 feet of reach for one attack.		None	10 minutes	8 hours		V,S,DF	No	Conjuration	SC: p.214
Summon Elysian Thrush		Notic	10 minutes	onouis	Close (55 ft.)	V,3,DI	140	(Summoning)	30. p.214
Effect:					Target: One summo	ned Elysiar	thrush	[Good] Caster Level: 5	
Summons a Elysian thrush [Planar Handbook 118]; see to Summon Monster II	text	None	1 round	1 round/level [D]	Close (35 ft.)	V,S,F/DF	No	Conjuration	PHB: p.286
		140110	riouna	Troundrever [D]	` ′			(Summoning)	1 11b. p.200
Effect: Calls extraplanar creature to fight for you.					which can be more t		d creatures, no two of part	Caster Level: 5	
									PHB: p.297
Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (35 ft.)	V,S	Yes (object)	Abjuration	FIID. p.291
Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (35 ft.) Target: One creature		Yes (object)	Caster Level: 5	FIID. p.291
Undetectable Alignment Effect: Conceals alignment for 24 hours.	16	Will negates (object) N/A	Action 1 standard	24 hours 1 minute/level	Target: One creature		Yes (object) N/A	Caster Level: 5	SC: p.228
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetectable Alignment Onceals alignment for 34 hours.			Action		Target: One creature	e or object		Caster Level: 5 Evocation [Darkness]	
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment.	16	N/A	Action 1 standard action	1 minute/level	Target: One creature Personal Target: You	e or object V,S	N/A	Caster Level: 5 Evocation [Darkness] Caster Level: 5	SC: p.228
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetectable Alignment Conceals alignment for 24 hours. Effect: Effect:			Action 1 standard action		Target: One creature Personal Target: You	e or object		Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion)	
Undetectable Alignment Effect: Conceals alignment for 24 hours. Understand Veil of Shadow Effect: Grants you a 20% miss chance from concealment.	16	N/A	Action 1 standard action Standard	1 minute/level	Target: One creature Personal Target: You Close (35 ft.)	v,s V,s, DF	N/A	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment	SC: p.228
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetectable Alignment Conceals alignment for 24 hours. Undetectable Alignment Well of Shadow Effect: Grants you a 20% miss chance from concealment. Undetectable Alignment	16	N/A	Action 1 standard action Standard	1 minute/level	Target: One creature Personal Target: You	v,s V,s, DF	N/A	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting]	SC: p.228
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetected of Shadow Effect: Grants you a 20% miss chance from concealment. Undetected of Truth	16	N/A	Action 1 standard action Standard	1 minute/level	Target: One creature Personal Target: You Close (35 ft.)	v,s V,s, DF	N/A	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting]	SC: p.228
Undetectable Alignment Effect: Conceals alignment for 24 hours. Underectable Alignment Ffect: Grants you a 20% miss chance from concealment. Underectable Alignment Effect: Subjects within range cannot lie.	16	N/A Will negates	Action 1 standard action Standard Action	1 minute/level 1 minute/level LEVEL 3 Duration	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius	e or object V,S V,S, DF emanation Comp.	N/A Yes Spell Resistance	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.228 PHB: p.303 Source
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetectable Alignment Conceals alignment for 24 hours. Undetectable Alignment Effect: Subjects within range cannot lie.	16	N/A Will negates	Action 1 standard action Standard Action	1 minute/level 1 minute/level LEVEL 3	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius	e or object V,S V,S, DF emanation	N/A Yes	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment	SC: p.228 PHB: p.303
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Under Alignment Manage Concealment Name Concealment Aid, Mass	16	N/A Will negates	Action 1 standard action Standard Action Time 1 standard 1 standard 1	1 minute/level 1 minute/level LEVEL 3 Duration	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.)	e or object V,S V,S, DF emanation Comp. V,S,DF	N/A Yes Spell Resistance Yes [harmless]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting]	SC: p.228 PHB: p.303 Source
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetectable Alours. Grants you a 20% miss chance from concealment. Undetectable Alignment Effect: Subjects within range cannot lie.	16 16 DC +1/cast	N/A Will negates Saving Throw None er level [max 15] tempor	Action 1 standard action Standard Action Time 1 standard action action	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa	e or object V,S V,S,DF emanation Comp. V,S,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Undetectable Alignment Grants you a 20% miss chance from concealment. Undetect: Subjects within range cannot lie. Name Undetectable Alignment Effect: Name Undetectable Alignment Effect: Subjects within range cannot lie.	16 16	N/A Will negates Saving Throw None	Action 1 standard action Standard Action Time 1 standard action action	1 minute/level 1 minute/level LEVEL 3 Duration	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa	e or object V,S V,S,DF emanation Comp. V,S,DF	N/A Yes Spell Resistance Yes [harmless]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting]	SC: p.228 PHB: p.303 Source
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Under Aid, Mass Effect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect:	16 16 DC +1/cast	N/A Will negates Saving Throw None er level [max 15] tempor Will negates	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard attion	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa	e or object V,S V,S, DF emanation Comp. V,S,DF c creatures, rt S,M/DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	16 16 DC +1/cast	N/A Will negates Saving Throw None r level [max 15] tempor Will negates [harmless] Will negates	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action 1 standard action	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu	e or object V,S V,S, DF emanation Comp. V,S,DF c creatures, rt S,M/DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation	SC: p.228 PHB: p.303 Source SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under of Shadow Effect: Grants you a 20% miss chance from concealment. Under of Truth Effect: Subjects within range cannot lie. Name Under of Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under of Air Breathing Effect: Grants creatures the ability to breath air.	16 16 DC +1/cast 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless]	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.)	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF urres touche V,S,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Under Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple we	16 DC +1/cast 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action 1 standard action	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apar	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF ures touche V,S,DF v/s,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Did Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Did Air Breathing Effect: Grants creatures the ability to breath air. Did Align Weapon, Mass Effect:	16 DC +1/cast 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object]	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action 1 standard action 1 standard action ce. 1 immediate immediate	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apar	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF urres touche V,S,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text]	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Under Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple we Under Alter Fortune Effect:	16 DC +1/cast 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan	Action 1 standard action Standard Action Time 1 standard action 1 standard action 1 standard action 1 standard action ce. 1	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apar	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF urres touche V,S,DF v/evel, no to	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Subjects within range cannot lie. Name Under Aid, Mass Effect: H on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Effect: Target must reroll any die roll it just made taking the sect	16 DC +1/cast 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt s,S,M/DF urres touche V,S,DF v/level, no to	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 PHB II: p.101
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Under Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple we Under Alter Fortune Effect:	16 DC +1/cast 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action 1 standard action ce. 1 immediate action	1 minute/level 1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF urres touche V,S,DF v/evel, no to	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation)	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Under Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple we Under Alter Fortune Effect: Target must reroll any die roll it just made taking the section. Effect: Target must reroll any die roll it just made taking the section. Effect: Target must reroll any die roll it just made taking the section. Effect:	16 DC +1/cast 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None	Action 1 standard action Standard Action Time 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF ures toucher V,S,DF V evel, no to V,X V,S,M,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Conjuration	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 PHB II: p.101
Undetectable Alignment Effect: Conceals alignment for 24 hours. Underectable Alignment Effect: Grants you a 20% miss chance from concealment. Underectable Alignment Effect: Subjects within range cannot lie. Name Underectable Alignment Name Underectable Alignment Effect: Grants road within range cannot lie. Name Underectable Alignment Effect: Grants creatures the ability to breath air. Underectable Alignment Effect: Functions like align weapon, except it effects multiple weapon. Effect: Target must reroll any die roll it just made taking the section. Effect: Target must reroll any die roll it just made taking the section. Effect: Storm imposes penalties and damages lawful creatures.	16 DC +1/cast 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None	Action 1 standard action Standard Action Time 1 standard action 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20-	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF urres touche V,S,DF V,S,DF V,S,DF vlevel, no to V,X V,S,M,DF Locations V,X Locations V,S,M,DF Locations V,S,M,DF Locations L	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation) (Creation) (Chaotic, Water]	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 PHB II: p.101
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Subjects within range cannot lie. Name Under Aid, Mass Effect: H1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Air Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple we Under Alter Fortune Effect: Target must reroll any die roll it just made taking the section of the control of the	16 16 DC +1/cast 17 17 apons c	N/A Will negates Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distan None None	Action 1 standard action Standard Action Time 1 standard action 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D]	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20- Close (35 ft.)	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt,S,M/DF ures touche V,S,DF V/level, no to V,X e V,S,M,DF ft. radius, 2 V,S,M,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless]	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation) [Chaotic, Water] Caster Level: 5 Abjuration	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 PHB II: p.101 SC: p.11
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Mane Mane Mane Mane Mane Mane Mane Man	16 DC +1/cast 17 17 papons of the control of th	N/A Will negates Saving Throw None Property of the property	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apar Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20- Close (35 ft.)	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF ares touche V,S,DF V/s,DF V,S,M,DF eft. radius, 2 V,S,M,DF rt rt	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No 10 ft. high] Yes [harmless] no two of which are	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation) (Chaotic, Water] Caster Level: 5 Abjuration Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Aid Breathing Effect: Grants creatures the ability to breath air.	16 16 16 17 17 17 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distan None Will negates [harmless]	Action 1 standard action Standard Action Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apar Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20- Close (35 ft.)	e or object V,S V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF ures toucher V,S,DF V/S,DF V/S,M/DF J/S levels, r	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No 10 ft. high] Yes [harmless] no two of which are	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation) [Chaotic, Water] Caster Level: 5 Abjuration	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 PHB II: p.101 SC: p.11
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under of Shadow Effect: Grants you a 20% miss chance from concealment. Under of Truth Effect: Subjects within range cannot lie. Name Under of Truth Effect: Hon attack rolls, +1 against fear, all creatures gain 1d8 Under of Truth Effect: Grants creatures the ability to breath air. Under of Truth Effect: Grants creatures the ability to breath air. Under of Truth Effect: Target must reroll any die roll it just made taking the section of the concentration of the	16 DC +1/cast 17 17 17 17 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] q dragon, bonus increas N/A	Action 1 standard action Standard Action Time 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu Close (35 ft.) Target: One weapon than 30 ft. apar Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20- Close (35 ft.)	e or object V,S, DF emanation Comp. V,S,DF creatures, rt S,M/DF dress touche V,S,DF v/evel, no to V,X V,S,M/DF ft. radius, 2 V,S,M,DF a/2 levels, r, rt V,S,M/DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No 10 ft. high] Yes [harmless] no two of which are	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation) (Chaotic, Water] Caster Level: 5 Abjuration Caster Level: 5	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Veil of Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Aid Breathing Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Effect: Target must reroll any die roll it just made taking the section. Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. Under Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against Under Attune Form	16 DC +1/cast 17 17 17 17 17 17	N/A Will negates Saving Throw None er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distant None Will negates [harmless] q dragon, bonus increas N/A	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20-Close (35 ft.) Target: One creature 10 ft. Target: One creature 11 Target: One creature 12 Target: One creature 13 Target: One creature 14 Target: One creature 15 Target: One creature	e or object V,S, DF emanation Comp. V,S,DF creatures, rt S,M/DF dress touche V,S,DF v/evel, no to V,X V,S,M/DF ft. radius, 2 V,S,M,DF a/2 levels, r, rt V,S,M/DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No 10 ft. high] Yes [harmless] no two of which are	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Conjuration (Creation) [Chaotic, Water] Caster Level: 5 Abjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Enchantment	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Align Weapon, Mass Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Effect: Target must reroll any die roll it just made taking the section. Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. Under Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against Under Attune Form Effect: Altunes the affected creatures to the plane you are curre. Altunes the affected creatures to the plane you are curre.	16 DC +1/cast 17 17 17 anything 17 ntty on,	N/A Will negates Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distan None Will negates [harmless] dragon, bonus increas N/A negating harmful effect	Action 1 standard action Standard Action Time 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 8 standard action 8 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20-Close (35 ft.) Target: One creature 10 ft. Target: One creature 11 Target: One creature 12 Target: One creature 13 Target: One creature 14 Target: One creature 15 Target: One creature	e or object V,S, DF emanation Comp. V,S,DF creatures, rt S,M/DF vrest toucher V,S,DF V,S,DF V,S,M,DF V,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) (Imid-Affecting) Caster Level: 5 School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 5 Transmutation Caster Level: 5 Transmutation (See text) Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Enchantment (Compulsion) Caster Level: 5 Enchantment (Compulsion) Caster Level: 5 Enchantment (Compulsion) Fear, Good, Fear, Fear	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.14
Undetectable Alignment Effect: Conceals alignment for 24 hours. Under Shadow Effect: Grants you a 20% miss chance from concealment. Under Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Under Align Weapon, Mass Effect: Grants creatures the ability to breath air. Under Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Alter Fortune Effect: Target must reroll any die roll it just made taking the section. Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. Under Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against Under Attune Form Effect: Altunes the affected creatures to the plane you are curre. Altunes the affected creatures to the plane you are curre.	16 DC +1/cast 17 17 17 anything 17 ntty on,	N/A Will negates Saving Throw None er level [max 15] tempo Will negates [harmless] Will negates [harmless, object] or projectiles at a distan None Will negates [harmless] dragon, bonus increas N/A negating harmful effect	Action 1 standard action Standard Action Time 1 standard action rary hp. 1 standard action	1 minute/level LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Target: One creature Personal Target: You Close (35 ft.) Target: 20-ftradius Range Close (35 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature Close (35 ft.) Target: One weapon than 30 ft. apart Close (35 ft.) Target: One creature 20 ft. Target: Cylinder [20- Close (35 ft.) Target: One creature than 30 ft. apar Touch Target: One creature Touch	e or object V,S,DF emanation Comp. V,S,DF creatures, rt S,M/DF rres touche V,S,DF V,S,M,DF V,S,M,DF	N/A Yes Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No No No Yes [harmless, object] wo of which are more No No Yes [harmless] no two of which are N/A Yes	Caster Level: 5 Evocation [Darkness] Caster Level: 5 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5 Transmutation [See text] Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Transmutation [Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: p.228 PHB: p.303 Source SC: p.8 SC: p.8 SC: p.9 PHB II: p.101 SC: p.11 SC: p.14
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				Cleric Spells					
□□□□□ Bestow Curse	17	Will negates	Standard Action	Permanent	Touch V,	S	Yes	Necromancy	PHB: p.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks	s: or 50	% chance of losing each			Target: Creature touch	ied		Caster Level: 5	
Blade of Pain and Fear		Will partial		1 minute/level [D]	0 ft. V,	S,DF	Yes	Evocation	SC: p.30
Effect:		fijektere d fee d dd			Target: Swordlike colu	mn of gn	ashing teeth	Caster Level: 5	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	17	Fortitude negates	Standard	Permanent [D]	Medium (150 ft.) V		Yes	Necromancy	PHB: p.206
Effect:			Action		Target: One living crea	ature		Caster Level: 5	
Makes subject blinded or deafened. Blindsight	17	Will negates	1 standard	1 minute/level	Touch V,	S	Yes [harmless]	Transmutation	SC: p.32
Effect:		[harmless]	action		Target: Creature touch	ied		Caster Level: 5	
Grant blindsight to 30 ft.	17	Will negates	1 standard	1 hour/level	Touch V,		Yes	Divination	SC: p.45
Chain of Eyes	17	will riegates	action	i noul/level			res		3C. p.45
Scrying sensor passed along by touch.			_		Target: Living creature			Caster Level: 5	
Channeled Divine Shield			See text	1 round/level	Personal V, Target: You	S		Abjuration Caster Level: 5	PHB II: p.106
Gain DR based upon casting time; See text.		None	1 standard	1 round/level [D]	-	S,DF	No	Evocation [Lawful]	SC: p.46
Checkmate's Light		None	action	i round/ievei [D]			NO		SC: p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	+5 at	15th level] and is Lawfu	I aligned. A	lies gain +1 morale bonus vs. fear in 20 f	Target: Melee weapon t	touched		Caster Level: 5	
radius of red light.	17	N/A	1 minute	Instantaneous	Personal V,	s	N/A	Divination	SC: p.46
Effect:					Target: You			Caster Level: 5	
Get direction and general status of a known target. Cloak of Bravery	17	Will negates		10 minutes/level	60 ft. V,	S	Yes [harmless]	Abjuration	SC: p.47
Effect:		[harmless]	action		Target: 60-ftradius er	manation	centered on you	[Mind-Affecting] Caster Level: 5	
You and your allies gain a morale bonus on saves against Cloak Pool	t fear et 17	Will negates	1 standard	x +10]. 1 hour/level [D]	Close (35 ft.) V,	S	No	Illusion (Glamer)	SC: p.48
Effect:		[harmless,object]	action		Target: One color pool			[Mind-Affecting] Caster Level: 5	
Causes a color pool on the Astral Plane to seemingly cease Continual Flame	se to ex	kist. None	Standard	Permanent		S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touched			Caster Level: 5	
Makes a permanent, heatless torch.	17	Will negates	1 atondord	10 minutes/level	,	ŭ			SC: n = 2
LILL Conviction, Mass	17	[harmless]	action	To minutes/lever		S,M	Yes [harmless]	Abjuration	SC: p.52
Effect: Same as conviction, except it affects multiple allies at a di					Target: Allies in a 20-ft			Caster Level: 5	
Corona of Cold	17	Fortitude negates	1 standard action	1 round/level [D]	10 ft. V,	S,DF	Yes	Evocation [Cold]	SC: p.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in you	our area	a of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed fo	Target: 20-ftradius sp r	oread		Caster Level: 5	
as ong as they remain in the area. Create Food and Water		None	10 minutes	24 hours; see text	Close (35 ft.) V,	S	No	Conjuration	PHB: p.214
Effect:					Target: Food and water	er to susta	ain 3 humans/level or	(Creation) Caster Level: 5	
Feeds 3 humans or 1 horses/level.	17	Will negates	1 standard	1 hour/level [D] or until discharged	one horse/level for 24		Yes (harmless)	Necromancy	PHB II: p.108
Effect:	17	(harmless)	action	Thoursever [b] or until discharged			res (namiess)		7 115 II. p. 100
Wearer can compel undead with a one-word command or					Target: Creature touch			Caster Level: 5	B. 18 11 122
Crown of Might	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged		S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +2 Strength enhancement or discharge for +8 Strength for					Target: Creature touch			Caster Level: 5	
Crown of Protection	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch V,	S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect: +1 deflection bonus to AC and +1 resistance bonus on all	saves.				Target: Creature touch	ied		Caster Level: 5	
Crown of Smiting	17	Will negates (harmless)	1 standard	1 hour/level [D] or until discharged	Touch V,	S,F	Yes (harmless)	Evocation	PHB II: p.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once po	or minu	,	is on dama	ae rolls no nevt melee or ranged attack i	Target: Creature touch	ied		Caster Level: 5	
the opponent has the designated alignment or Discharge for	ra +8 b	onus.		Instantaneous		c	Voc (harmlass): ass	Conjugation	DUD: n 246
Cure Serious Wounds	17	Will half (harmless); see text	Action	Instantaneous	Touch V,		Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature touch			Caster Level: 5	
Curse of Arrow Attraction	17	Will negates	1 standard action	1 round/level	Medium (150 ft.) V,	S,M	Yes	Transmutation	PHB II: p.109
Effect: Subjects AC against any ranged attack is -5, including	projecti	ile weapons, thrown we	eapons, and	d ranged attacks. In addition, any critica	Target: One creature			Caster Level: 5	
threats are automatically confirmed.		None			0 ft. V,	S	Yes	Evocation [Fire]	SC: p.59
Effect:			action		Target: Flame in your p			Caster Level: 5	
Produce a flame that can be used for touch attack or rang Daylight	ed atta	ck [120 ft. no penalty] d None		2 levels [Max 5d6]. 10 minutes/level [D]	Touch V,		No		PHB: p.216
Effect:			Action		Target: Object touched			Caster Level: 5	p.210
60-ft. radius of bright light.		None	Ctondo I	1 day/leval (D)			No		DUD: n 047
Deeper Darkness		None	Standard Action	1 day/level [D]		, M/DF	No	Evocation [Darkness]	PHB: p.217
Effect: Object sheds supernatural shadow in 60-ft. radius.					Target: Object touched			Caster Level: 5	
Demon Dirge	17	NWill half	1 standard action	1d6 rounds; see text	Close (35 ft.) V,	S,DF	Yes	Transmutation	SC: p.63
Effect: Deals 2d6 damage to any creature with both Chaotic and	Evil sul	btypes [No Save. If the	creature is	Tanar'ri it is also stunned unless it saves.	Target: Living creature	:		Caster Level: 5	
Devil Blight	17	None or Fortitude partial; see text		1d6 rounds	Close (35 ft.) V,	S,DF	Yes	Transmutation	SC: p.64
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [i	no save			d	Target: Living creature			Caster Level: 5	
Creatures of Evil and Lawful subtypes take 206 damage [o save	None	Standard	u Instantaneous	Medium (150 ft.) V,	s	No	Abjuration	PHB: p.223
Effect:			Action		Target: One spellcaste	er, creatu	re, or object; or	Caster Level: 5	
Cancels magical spells and effects. Dipini Divine Retaliation		None	1 swift	1 round	20-ftradius burst 0 ft. V,	S,DF	No	Evocation [Force]	PHB II: p.110
Effect:			action		Target: Magic weapon	of force		Caster Level: 5	
Create divine weapon that mimics deity's favored weapon same as base weapon + 1-1/2 Str or Wis modifier [your choi									
Downdraft		Reflex partial; see text			Long (600 ft.) V,	S,M	Yes	Evocation [Air]	SC: p.72
Effect:	ko fall :	damage if they collide		nd [1d6 par 10 ft]	Target: Cylinder [20-ft.	radius, 1	00 ft. high]	Caster Level: 5	
Either send a flying creature down 50 ft. or 100 ft. They ta	ke fall (uarriage if they collide w	ntri the grou	nd [1d6 per 10 ft.]. * =Domain/Speciality Spell					

				Cleric Spells					
Effect:		None	1 standard action	1 round/level	Touch Target: Touch	V,S,DF	No	Abjuration [See text] Caster Level: 5	SC: p.79
As lesser energized shield, except energy resistance is 1	10 and 17	damage dealt is 2d6 Will negates (harmless)	1 immediate	1 round	Close (35 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
Effect: Gain resistance 20 against one energy type for one attac	·k	(namicos)	action		Target: One creatu	re		Caster Level: 5	
Energy Vortex	17	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
Effect: Choose a energy type and it causes 1d8 +1/caster leve as well.	l [max -	+20]. You may double th	e damage i	f you forgoe a save and take the damag	Target: All creature ecentered on you	s within a 2	0-ftradius burst	Caster Level: 5	
□□□□□ Energy Vulnerability	17	Will negates	1 standard action	1 round/level	Medium (150 ft.)	V,S,M/DF		Abjuration	PHB II: p.112
Effect: You can affect a number of creatures with total hit dice energy type and that creature takes an additional 50% dam	equal to	twice your caster level.	You select	which creatures are affected. Choose a		e creatures	within a 10-ftradius	Caster Level: 5	
□□□□□ Favorable Sacrifice Effect:	17	Will negates [harmless]	1 standard action	1 hour/level	Touch Target: Creature to	V,S,M	Yes [harmless]	Abjuration Caster Level: 5	SC: p.89
Gain benefit from deity; see text.	17	Fortitude negates	1 standard	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 5	
Deal 1d6 damage per size category difference. Damage per size category difference.		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
Effect: Normal or masterwork weapon becomes temporary +1 fl					Target: Nonmagica			Caster Level: 5	
Ghost Touch Weapon	17	Will negates [harmless,object]	1 standard action	1 minute/level	Close (35 ft.)	V,S	Yes [harmless,object] ojectiles [all in contact at		SC: p.102
Hit incorporeal normally. Girallon's Blessing	17	Fortitude negates		10 minutes/level	time of casting] Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
Effect:		[harmless]	action		Target: Creature to			Caster Level: 5	
Gain an additional pair of arms; see text	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	see text	Abjuration	PHB: p.236
Effect: Inscription harms those who pass it.	,-	NVA		A 10 1	Target: Object touc		5 sq. ft/level	Caster Level: 5	00 . 407
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft.	17 -20 pei	N/A nalty to Hide checks.	1 swift action	1 round/level	Personal Target: You	V	N/A	Transmutation [Good] Caster Level: 5	SC: p.107
□□□□□ Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage. ———————————————————————————————————		None	Standard	1 hour/level	Target: Creature to 5 miles	v,S, DF	No	Caster Level: 5 Evocation	PHB: p.239
Effect:		110110	Action		Target: Ghostly har			Caster Level: 5	. 11B. p.200
Ghostly hand leads subject to you. —————Hesitate	17	Will negates; see text	immediate	1 round/level [D]; see text	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB II: p.114
Effect: Creature can only take move action on it's turn; retry sav	e each	round (swift action).	action		Target: One living of	creature		[Mind-Affecting] Caster Level: 5	
Holy Storm		None	1 standard action	1 round/level [D]	20 ft. Target: Cylinder [20]	V,S,M,DF		Conjuration (Creation) [Good, Water]	SC: p.115
-4 penalty to Listen, Spot, and Search checks, -4 ranged	attack	s. Evil creatures take 2d6 None		ach round [double if outsiders]. 1 round/level [D]	0 ft.	V,S,M	Yes	Caster Level: 5 Evocation [Cold]	SC: p.118
Effect:	401		action		Target: Battleaxe-s	haped wear	oon of swirling ice	Caster Level: 5	
Axe deals 2d12 of cold damage +1/2 caster level [max +	10].	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature to			Caster Level: 5	
□□□□ Insignia of Blessing Effect:		None	Standard Action	5 minutes	Long (600 ft.)	V,S,F	Yes (harmless) nsignia within range	Enchantment (Comulsion) [Mind-Affecting] Caster Level: 5	Race Des: p.166
+1 morale bonus on attack rolls and on saving throws ag	ainst fe	ear effects. Will half (Harmless)		Instantaneous	Long (600 ft.)	V,S,F	Yes (harmless);see	Conjuration	Race Des: p.166
Effect: Heals 1d8+5 to all wearers.			Action				text nsignia within range	(Healing) Caster Level: 5	
□□□□□ Insignia of Warding	17	Will negates (Harmless)	Standard Action	5 minutes	Long (600 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
### ##################################	17	Will pogetee	1 stonder	24 hours/lovel	Target: All wearers One creature	·	nsignia within range	Caster Level: 5	SC: p.124
Effect: Send 25 words or less to the targeted creature; see text.	17	Will negates [harmless]	1 standard action	24 hours/level	Target: One creatu	V,S re	Yes [harmless]	Evocation [Language-Depen Caster Level: 5	
Invest Moderate Protection	17	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
Effect: Living creature healed 3d4 +1 per two caster levels [m failed save undead take an extra 3 points of damage from a	ax +6] a weap	and gains DR:1/evil for on that overcomes DR/a	1 minute, u	indead damaged by likewise amount. O	Target: Creature to n	uched		Caster Level: 5	
□□□□□Invisibility Purge Effect:		None		1 minute/level [D]	Personal Target: You	V,S	No	Evocation Caster Level: 5	PHB: p.245
Dispels invisibility within 5 ft./level Knight's Move Effect:	17	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 5	SC: p.129
Teleport and end up flanking an opponent. Comparison of the compa	17	Will negates	1 standard action	Instantaneous	Close (35 ft.) Target: One creatu	S,DF	Yes	Divination Caster Level: 5	SC: p.129
Learn strengths or weaknesses of opponent; see text.	17	Will negates		Instantaneous	Close (35 ft.)	V,S	Yes	Divination	SC: p.129
Effect:		-	action		Target: One creatu			Caster Level: 5	
Learn any vulnerabilities and resistances the target has. Light of Venya Effect:		None	1 standard action	10 minutes/level [D]	Medium (150 ft.) Target: You and up	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 5	SC: p.132
Same as light of Lunia except damage is 3d6 or 6d6 vs.	undead	or outsiders; see text		* =Domain/Speciality Spell	g 100 and up	o iaya			

□□□□□Locate Object Effect:				Cienc Spens					
		None	Standard Action	-	Long (600 ft.)	V,S,F/DF	No	Divination	PHB: p.249
Senses direction toward object [specific or type].			71011011		Target: Circle, cente 40 ft. per level	red on you	, with a radius of 400 +	Caster Level: 5	
□□□□□ Magic Circle against Chaos	17	Will negates (harmless)	Standard Action	10 minutes/level		V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
<pre>iffect: +2 to AC and saves, counter mind control, hedge out elem</pre>	nantale			0 minutes/level	Target: 10-ftradius	emanation	from touched creature	Caster Level: 5	
Magic Circle against Evil	17	Will negates	Standard	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
ffect:		(harmless)	Action		Target: 10-ftradius	emanation	from touched creature	Caster Level: 5	
+2 to AC and saves, counter mind control, hedge out elem	nentals 17	Will negates	Standard	0 minutes/level 10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	PHB: p.250
Effect:		(harmless)	Action		Target: 10-ftradius	emanation	from touched creature	[Chaotic] Caster Level: 5	
+2 to AC and saves, counter mind control, hedge out elem	nentals 17	and outsiders in 10-ft. Will negates		0 minutes/level. 1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect:		(harmless, object)	Action		Target: Armor or shi			Caster Level: 5	, .
Armor or shield gains +1/4 levels [max +5] enhancement	17	N/A	1 standard	10 minutes/level [D]	-	V,S,M	N/A	Abjuration [Chaos]	SC: n 137
□□□□□ Mantle of Chaos	17	N/A	action	To minutes/lever [D]		v,o,ivi	N/A		30. p.137
ffect: Gain SR 12 + your caster level against spells with the lawf					Target: You			Caster Level: 5	
□□□□□ Mantle of Law	17	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A		SC: p.138
iffect: Gain SR 12 + your caster level against spells with the char	os des	criptor.			Target: You			Caster Level: 5	
□□□□ Mark of Doom		None	1 standard action	1 round/level	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
ffect: Subject marked takes 1d6 damage any time it continues fi	iahtina:	see text			Target: One creature	9		Caster Level: 5	
	99,	None		10 minutes/level	Personal	V,S, DF	No	Transmutation	PHB: p.252
iffect:			Action		Target: You			[Earth] Caster Level: 5	
You and your gear merge with stone. Mold Touch		None		Instantaneous	Touch	V,S, DF	No	Conjuration	PGtF: p.106
ffect:			Action		Target: Patch of bro	wn mold		(Creation) Caster Level: 5	
NATURE GRANTED:Create 5-foot-diameter patch of brow	vn mol	d to appear; see text Fortitude negates	1 standard	Instantaneous		V,S,M	No	Conjuration	SC: p.146
□□□□□Nauseating Breath	.,	. Simulae negates	action		Target: Cone-shape			(Creation) Caster Level: 5	_0. p. 170
Creatures in area must save or be nauseated for 1d6 roun		Mail	Ota : 1	0 haves [D]	· ·		V (-b')		DUD OSS
Obscure Object	17	Will negates (object)	Standard Action	8 hours [D]			Yes (object)	Abjuration	PHB: p.258
iffect: Masks object against scrying.					Target: One object to	ouched of t	up to 100 lbs/level	Caster Level: 5	
⊒□□□□ Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.264
Effect:					Target: All allies and	I foes within	a 40-ftradius burst	[Mind-Affecting] Caster Level: 5	
Allies +1 bonus on most rolls, enemies -1 penalty.	17	Fortitude negates	Standard	10 minutes/level or until discharged	centered on you	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
□□□□□ Protection from Energy iffect:	.,	(harmless)	Action				. 30 (Caster Level: 5	p.200
Absorb 12 points of damage/level [max 120] from one kind			Ot- 1	la-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta-ta	Target: Creature tou		Van (harrier)		DUD 070
Remove Blindness/Deafness	17	Fortitude negates (harmless)	Standard Action	Instantaneous		V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.270
iffect: Cures normal or magical conditions.					Target: Creature tou			Caster Level: 5	
Remove Curse	17	Will negates (harmless)	Standard Action	Instantaneous		V,S	Yes (harmless)	Abjuration	PHB: p.270
Effect: Frees object or person from curse.					Target: Creature or i	tem touche	ed	Caster Level: 5	
Remove Disease	17	Fortitude negates (harmless)	Standard Action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
Effect: Cures all diseases affecting subject.			. 10.1011		Target: Creature tou	ched		Caster Level: 5	
		Fortitude negates		10 minutes/level	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
	17					allowed no t	wo of which can be		
Resist Energy, Mass		[harmless]	action		Target: One creature			Caster Level: 5	
□□□□□ Resist Energy, Mass Effect: As resist energy, except that it affects all targeted creature				Instantaneous	more than 30 ft. apa		Yes [harmless]	Caster Level: 5 Abjuration	SC: p.175
□□□□ Resist Energy, Mass iffect: As resist energy, except that it affects all targeted creature □□□□□ Resurgence, Mass	es.	[harmless]		Instantaneous	more than 30 ft. apa Close (35 ft.)	rt V,S,DF	Yes [harmless]	Abjuration	SC: p.175
Resist Energy, Mass Control Resist energy, except that it affects all targeted creature Resurgence, Mass Control Resurgence, Mass Control Resurgence, except it affects multiple targets.	es. 17	[harmless] Will negates [harmless]	1 standard action		more than 30 ft. apa Close (35 ft.)	rt V,S,DF e/level, no t	Yes [harmless]		SC: p.175
Resist Energy, Mass Control Resist Energy, Mass As resist energy, except that it affects all targeted creature Resurgence, Mass Control Resurgence, Mass Control Resurgence, except it affects multiple targets. Control Resist Energy, Mass	es. 17	[harmless] Will negates [harmless]	1 standard action save agair 1 standard		more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa	rt V,S,DF e/level, no t	Yes [harmless]	Abjuration Caster Level: 5 Conjuration	SC: p.175
Resist Energy, Mass Control Resist Energy, Mass Control Resurgence, Mass Control Resurgence, Mass Control Resurgence, Mass Control Resurgence, except it affects multiple targets.	es. 17 Allows	[harmless] Will negates [harmless] s one retry on a failed N/A	1 standard action save agair 1 standard action	nst an ongoing spell, spell-like ability, o 1 minute/level	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa	rt V,S,DF e/level, no t rt	Yes [harmless] wo of which can be	Abjuration Caster Level: 5	
Resist Energy, Mass Flect: As resist energy, except that it affects all targeted creature Resurgence, Mass Flect: Same as resurgence, except it affects multiple targets. Upernatural ability. Ring of Blades Flect: Deals 1d6 +1 per caster level [max +10] points of damage	es. 17 Allows	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates	1 standard action save agair 1 standard action opes apply to 1 standard	nst an ongoing spell, spell-like ability, o 1 minute/level damage.	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You	rt V,S,DF e/level, no t rt	Yes [harmless] wo of which can be	Abjuration Caster Level: 5 Conjuration (Creation)	
Resist Energy, Mass Effect: As resist energy, except that it affects all targeted creature Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. upernatural ability. Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage	Allows 17 4 to all a	[harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless]	1 standard action save agair 1 standard action opes apply to	nst an ongoing spell, spell-like ability, o 1 minute/level damage.	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You	rt V,S,DF e/level, no t rt V,S,M	Yes [harmless] wo of which can be	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5	SC: p.177
Resist Energy, Mass Effect: As resist energy, except that it affects all targeted creature Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. upernatural ability. Ring of Blades Effect: Deals 1d6+1 per caster level [max +10] points of damage under Safety Effect: Subject can find the shortest, most direct route to safety; s	Allows 17 4 to all a	[harmless] Will negates [harmless] one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless]	1 standard action save again 1 standard action pes apply to 1 standard action	nst an ongoing spell, spell-like ability, o 1 minute/level damage.	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou	rt V,S,DF e/level, no t rt V,S,M	Yes [harmless] wo of which can be	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration	SC: p.177
Resist Energy, Mass iffect: As resist energy, except that it affects all targeted creature Resurgence, Mass iffect: Same as resurgence, except it affects multiple targets. upernatural ability. Ring of Blades iffect: Deals 1d6+1 per caster level [max +10] points of damage Safety iffect: Subject can find the shortest, most direct route to safety; s	Allows 17 4 to all a	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t.	1 standard action save again 1 standard action pes apply to 1 standard action	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.)	rt V,S,DF e/level, no t rt V,S,M V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5	SC: p.177
Resist Energy, Mass Effect: As resist energy, except that it affects all targeted creature Resurgence, Mass Effect: Same as resurgence, except it affects multiple targets. upernatural ability. Ring of Blades Effect: Deals 166+1 per caster level [max +10] points of damage Safety Effect: Subject can find the shortest, most direct route to safety; s Company Searing Light Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level	Allows 17 17 to all a 17	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t. None	1 standard action save again 1 standard action coes apply to 1 standard action Standard Action	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.)	rt V,S,DF e/level, no t rt V,S,M V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5 Evocation	SC: p.177
Resist Energy, Mass iffect: As resist energy, except that it affects all targeted creature	Allows 17 17 to all a 17	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates	1 standard action save agair 1 standard action ones apply to 1 standard action Standard Action 5 to undea 1 standard 1 standard 1 standard	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.) Target: Ray	rt V,S,DF e/level, no t rt V,S,M V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5 Evocation	SC: p.177
### Resist Energy, Mass ##################################	Allows 17 Allows 17 to all a 17 see text	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t. None	1 standard action save agair 1 standard action Des apply to 1 standard action Standard Action 5 to undea	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ud vulnerable to bright light; construct o	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.) Target: Ray	rt V,S,DF e/level, no tr rt V,S,M V,S,M V,S ched V,S V,S,DF	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5 Evocation Caster Level: 5	SC: p.177 SC: p.179 PHB: p.275
Resist Energy, Mass iffect: As resist energy, except that it affects all targeted creature	Allows 17 Allows 17 to all a 17 see text	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates	1 standard action save again 1 standard action 2 standard action Des apply to 1 standard action Standard Action 5 to under 1 standard action 1 standard	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ud vulnerable to bright light; construct o	more than 30 ft. apa Close (35 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.) Target: Ray Touch Target: Living creature	rt V,S,DF e/level, no tr rt V,S,M V,S,M V,S ched V,S V,S,DF	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5 Evocation Caster Level: 5 Abjuration	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
Resist Energy, Mass ffect: As resist energy, except that it affects all targeted creature Comparison of Parison of Pa	Allows 17 Allows 17 to all a 17 feee tex 17 Imax 17 ddamag 17	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless]	1 standard action save again 1 standard action obes apply to 1 standard action Standard Action 5 to under 1 standard action 1 standard act	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous d vulnerable to bright light; construct o 1 minute/level	more than 30 ft. apa Close (35 ft.) Target: One creature more than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.) Target: Ray Touch Target: Living creature	rt V,S,DF z/level, no tr rt V,S,M V,S,M V,S v,S,DF re touched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5 Evocation Caster Level: 5 Abjuration Caster Level: 5	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
### Resist Energy, Mass ##################################	Allows 17 Allows 17 to all a 17 feee tex 17 Imax 17 ddamag 17	[harmless] Will negates [harmless] s one retry on a failed N/A Adjacent squares. DR d None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless]	1 standard action save again 1 standard action obes apply to 1 standard action Standard Action 5 to under 1 standard action 1 standard act	nst an ongoing spell, spell-like ability, o 1 minute/level damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level	more than 30 ft. apa Close (35 ft.) Target: One creature rmore than 30 ft. apa Personal Target: You Touch Target: Creature tou Medium (150 ft.) Target: Ray r Touch Target: Living creatur Touch Target: Living creatur Touch Target: One shield of	rt V,S,DF z/level, no tr rt V,S,M V,S,M V,S v,S,DF re touched V,S	Yes [harmless] wo of which can be N/A No or Yes [harmless] Yes Yes [harmless]	Abjuration Caster Level: 5 Conjuration (Creation) Caster Level: 5 Abjuration Caster Level: 5 Evocation Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration [Good] Caster Level: 5	SC: p.177 SC: p.179 PHB: p.275 SC: p.188
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□□□□□Spark of Life	17	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
Effect: Undead touched temporarily acts as if it were alive and	vulneral	ole as if it weren't undea	d.		Target: Undead cre	eature touch	ed	Caster Level: 5	
□□□□□ Speak with Dead	17	Will negates; see text	10 minutes	1 minute/level	10 ft.	V,S, DF	No	Necromancy [Language-Depen	PHB: p.281 dentl
Effect: Corpse answers one question/2 levels.					Target: One dead	creature		Caster Level: 5	
□□□□□ Spikes		None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
Effect: As brambles, except affected weapon gains +2 enhance	ement h	onus and threat range d	nubled		Target: Wooden w	eapon touch	ed	Caster Level: 5	
□□□□□ Stone Shape		None		Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
Effect: Sculpts stone into any shape.					Target: Stone or st	one object t	ouched, up to 10 cu. ft.		
Summon Monster III		None	1 round	1 round/level [D]	Close (35 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					Target: One or mo which can be more		ed creatures, no two of	Caster Level: 5	
□□□□□ Suppress Glyph	17	Will negates [object]	1 standard	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a	alvoh o	warding: see text			Target: 100-ftradi	us emanatio	on centered on you	Caster Level: 5	
Tremor	17	See text	1 standard	1 round/3 levels	Medium (150 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.					Target: 40-ftradiu	s spread		Caster Level: 5	
UUUU Vigor	17	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing	ability f			utomatically healed per round.	Target: Living crea	ture touched	i	Caster Level: 5	
UUUUVigor, Mass Lesser	17	Will negates [harmless]		10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast hea	aling abi	,		p automatically healed per round.	Target: One creatu		no two of which can be		
□□□□□ Visage of the Deity, Lesser	17	N/A		1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 5	
□□□□ Wall of Light		None	1 standard	1 minute/level [D]	Close (35 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled	d. You c	an see through the wall;	see text.		Target: A straight v		rea is up to one 10-ft. ft./2 levels	Caster Level: 5	
□□□□□ Water Breathing	17	Will negates (harmless)		2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.		,			Target: Living crea	tures touche	ed	Caster Level: 5	
□□□□ Water Walk	17	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation [Water]	PHB: p.300
Effect: Subject treads on water as if solid.		,			Target: One touche	ed creature/l	evel	Caster Level: 5	
□□□□□ Weapon of Energy	17	Fortitude negates [harmless,object]	1 standard	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
Effect: Adds additional damage; see text.		[Target: One weapo	on		Caster Level: 5	
□□□□□ Weapon of Impact	17	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Double threat range of weapon.		,			Target: One bludge projectiles [all of w			Caster Level: 5	
□□□□□ Weapon of the Deity	17	Fortitude negates [harmless,object]	1 standard	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Imbue a weapon favored by your deity with special enha	ancemei				Target: Weapon to	uched		Caster Level: 5	
Wind Wall	17	None; see text		1 round/level	Medium (150 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to	10 ft./level lo	ong and 5 ft./level high	Caster Level: 5	
					1-1				

^{* =}Domain/Speciality Spell

Notes:	
Character Sheet Notes:	