

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

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

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0
Backpack 13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask (Empty), 1 Healer's Kit, 1 lnk (1 Oz. Vial), 1 lnkpen, 3 Paper (Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle	Equipped	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Candle	Backpack	1	0.0	0.01
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Dwarven Mace +2 (Light/Disruption/Mithral) (Mace +2 (Light/Disruption/Mithral)), undead hit must make Will	Carried	1	2.0	34005.0
save (DC 14) or be destroyed, 30hp/inch and 15 hardness Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection) (Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), Reflex save (DC 20+weapon enhancement bonus or spell level) to	Equipped	1	7.5	122020.
deflect any type of ranged attack;1/round, 30hp/inch and 15 hardness Ephod of Authority [Set]	Equipped	1	0.0	0.0
Flask (Empty)	Backpack	1	1.5	0.03
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Healer's Kit	Backpack	1	1.0	50.0
Helmet (WIS +1) Enhancement bonus to ability WIS +1	Equipped	1	0.0	1000.0
Holy Symbol (Silver)	Equipped	1	1.0	25.0
Holy Water (Flask) ⊡⊡⊡	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Oradin's Faithful (Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2	Equipped	1	0.0	152500.
Morningstar +3 (Mithral/Shock/Thundering) 30hp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)	Equipped	1	3.0	53008.0
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)
Pouch (Belt) 3 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)	Equipped	1	0.5	1.0
TOTAL WEIGHT CARRIED/VA	LUE			418748.9
			lbs.	gp

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Rations (Trail/Per Day) □□	Backpack	2	1.0 (2.0)	0.5 (1.0)
Ring of Protection +3	Equipped	1	0.0	18000.0
Sewing Needle	Backpack	1	0.0	0.5
Wand (Protection from Evil/Cleric/5th)	Equipped	1	0.0	1500.0
Waterskin (Filled)	Backpack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VA	ALUE		68.5 lbs.	418748.95 gp

	1	WEIGHT ALLC	WANCE			
Light	50	Medium	100	Heavy	150	
Lift over head	150	Lift off ground	300	Push / Drag	750	
		SPECIAL AB	LITIES			
+1 racial honus on	attack ro	lle againet orce and	l aphlinoid	•		

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 dodge bonus to Armor Class against monsters of the giant type.
Aura of Good (Ex): Overwhelming
Aura of Law (Ex): Overwhelming
Literacy: Character is able to read & write in any language he can speak.
Rebuke Earth (Su) 9/day (turn level 12) (turn damage 2d6+13)

Spontaneous casting - Can spontaneously cast Cure spells
Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.

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

Turn Air (Su) 9/day (turn level 12) (turn damage 2d6+13) Turn Undead (Su) 9/day (turn level 12) (turn damage 2d6+13)

	FEATS
Combat Casting	+4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Divine Metamagic	Spend turn/rebuke attempts to enhance spells with a metamagic feat
Divine Spell Power	Spend turn/rebuke attempts to increase your caster level
Extra Turning	Turn or rebuke creatures four more times per day.
Improved Initiative	+4 bonus on initiative checks.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 $@$ 1st level and an additional 1 per each level beyond]
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected. $ \label{eq:concentration} % \begin{subarray}{ll} \end{subarray} % \begin{subarray}{ll} \end{subarray}$
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

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

LANGUAGES

Celestial, Common, Dwarven, Giant, Terran

TEMPLATES

Truename

Cleric Spells

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

LEVEL 0										
Name	DC	Saving Throw	Time Duration		Comp.	Spell Resistance	School	Source		
Amanuesis Effect:	16	Will negates [object]	1 standard 10 minute/level action	Close (50 ft.) Target: Object or object	V,S jects with v	Yes [object]	Transmutation Caster Level: 11	SC: Pg.9		
Copies 250 words per minute.	16	None	1 standard Instantaneous		V,S	No	Conjuration	PHB: pg.215		
Effect:	10	None	action	Target: Up to 2 gallo			(Creation) [Water] Caster Level: 11			
Creates 2 gallons/level of pure water. Cure Minor Wounds	16		1 standard Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.216		
Effect: Cures 1 point of damage.		see text	action	Target: Creature tou	ıched	text	(Healing) Caster Level: 11			
Detect Magic	16	None	1 standard Concentration, up to 1 minutes/level [D] action		V,S	No	Divination	PHB: pg.219		
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shape			Caster Level: 11			
Detect Poison Effect:	16	None	1 standard Instantaneous action	Close (50 ft.) Target: One creature	V,S e. one obie	No ect. or a 5-ft. cube	Divination Caster Level: 11	PHB: pg.219		
Detects poison in one creature or small object. Guidance	16	Will negates	1 standard 1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: pg.238		
Effect:	.0	(harmless)	action	Target: Creature tou			Caster Level: 11	. 115. pg.200		
+1 on one attack roll, saving throw, or skill check. Inflict Minor Wounds	16	Will negates	1 standard Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244		
Effect:			action	Target: Creature tou	ıched		Caster Level: 11			
Touch attack, 1 point of damage.	16	None	1 standard 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248		
Effect:			action	Target: Object touch	ned		Caster Level: 11			
Object shines like a torch. Mending	16		1 standard Instantaneous	10 ft.	V,S	Yes (harmless, object)) Transmutation	PHB: pg.253		
Effect:		(harmless, object)	action	Target: One object of	of up to 1 lb).	Caster Level: 11			
Makes minor repairs on an object. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Will negates (object)	1 standard Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267		
Effect:			action	Target: 1 cu. ft./level	l. of contar	ninated food and water	Caster Level: 11			
Purifies 1 cu. ft./level of food or water.	16	None	1 standard 10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269		
Effect:			action	Target: You			Caster Level: 11			
Read scrolls and spellbooks. Resistance	16	Will negates	1 standard 1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272		
Effect: Subject gains +1 on saving throws.		(harmless)	action	Target: Creature tou	ıched		Caster Level: 11			
Under Virtue	16	Fortitude negates (harmless)	1 standard 1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298		
Effect: Subject gains 1 temporary hp.				Target: Creature tou	ıched		Caster Level: 11			
	Subject gains 1 temporary hp.									
			LEVEL 1							
Name	DC	Saving Throw	Time Duration		Comp.	Spell Resistance	School	Source		
Name Axiomatic Water Effect:	DC 17			Touch	V,S,M	Yes [object]	School Transmutation [Lawful] Caster Level: 11	Source SC: Pg.22		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage	17	Will negates [object]	Time Duration 1 minute Instantaneous	Touch Target: Flask of water	V,S,M er touched	Yes [object]	Transmutation [Lawful] Caster Level: 11	SC: Pg.22		
Axiomatic Water	17 ge.		Time Duration	Touch Target: Flask of water	V,S,M	Yes [object]	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear,			
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane Effect:	17 ge.	Will negates [object]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level	Touch Target: Flask of water	V,S,M er touched V,S, DF	Yes [object] Yes	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion)	SC: Pg.22		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane	17 ge.	Will negates [object] Will negates	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift 1 round/level or until discharged	Touch Target: Flask of wate 50 ft. Target: All enemies	V,S,M er touched V,S, DF	Yes [object] Yes	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting]	SC: Pg.22		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood Effect:	17 ge. 17	Will negates [object] Will negates None	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift action 1 round/level or until discharged action	Touch Target: Flask of wate 50 ft. Target: All enemies	V,S,M er touched V,S, DF within 50 ft V,S	Yes [object] Yes	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11	SC: Pg.22 PHB: pg.203		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage Bane Effect: Enemies take -1 on attack rolls and saves against fear.	17 ge. 17 17	Will negates [object] Will negates None	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift action 1 round/level or until discharged action	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon touch	V,S,M er touched V,S, DF within 50 ft V,S ched	Yes [object] Yes	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion)	SC: Pg.22 PHB: pg.203		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. 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. Bless Effect:	17 ge. 17 17 s of dan	Will negates [object] Will negates None mage the weapon deals	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift a 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon touch 50 ft. Target: The caster a	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF	Yes [object] Yes No	Transmutation [Lawfui] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment	SC: Pg.22 PHB: pg.203 PHB II: pg.103		
### Description of the Association of the Associati	17 ge. 17 17 s of dan	Will negates [object] Will negates None mage the weapon deals None Will negates	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift a round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF	Yes [object] Yes No Yes (harmless)	Transmutation [Lawfui] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.22 PHB: pg.203 PHB II: pg.103		
□□□□ Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□□ Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□□ Bless Effect: Effect: □□□□□□ Blessed Aim Effect:	17 ge. 17 17 s of dar 17 r. 17	Will negates Will negates None mage the weapon deals None Will negates [harmless]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift action 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level action	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allies ter V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst,	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. The state of the	17 ge. 17 17 s of dar 17 r. 17	Will negates Will negates None mage the weapon deals None Will negates [harmless]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift a 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action	Touch Target: Flask of water 50 ft. Target: All enemies: Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allies ter V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst,	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Transmutation	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. The state of the	17 ge. 17 17 s of dar 17 r. 17	Will negates [object] Will negates None mage the weapon deals None Will negates [harmless]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift a 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action	Touch Target: Flask of water 50 ft. Target: All enemies: Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast 50 ft. Target: 50 ft. spread	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allier ter V,S d, centered V,S,M	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)	Transmutation [Lawfui] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31		
Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. The state of the	17 ge. 17 17 s of dar 17 r. 17	Will negates [object] Will negates None mage the weapon deals None Will negates [harmless] ead. Will negates (object) Will negates	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon tour 50 ft. Target: The caster a centered on the cast of the target: 50 ft. spread Touch Touch Target: Flask of water	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allier ter V,S d, centered V,S,M	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Transmutation [Good]	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31		
□□□□ Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□□ Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□□ Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. □□□□□□□ Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within to □□□□□ Bless Water Effect: Makes holy water. □□□□□□ Blood Wind Effect:	17 19e. 17 17 17 17 17 17	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [harmless]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon touch 50 ft. Target: The caster at centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (50 ft.)	V,S,M er touched V,S, DF within 50 fi V,S ched V,S, DF and all allies ter V,S d, centered V,S,M er touched V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)	Transmutation [Lawfui] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Transmutation [Good] Caster Level: 12	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31 PHB: pg.205		
## Axiomatic Water ### Effect: Water damages chaotic outsiders for 2d4 points of damage. ### ### Bane ### Effect: Enemies take -1 on attack rolls and saves against fear. ### ### Blade of Blood ### Effect: Weapon deals an additional 1d6 damage, if you take 5 pt ### Discourse of the provided of	17 17 17 17 17 17 17 17 17	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [harmless]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous	Touch Target: Flask of water 50 ft. Target: All enemies of the caster at centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (50 ft.) Target: A single creater	V,S,M er touched V,S, DF within 50 fi V,S ched V,S, DF and all allies ter V,S d, centered V,S,M er touched V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless]	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Transmutation [Good] Caster Level: 12 Evocation Caster Level: 11 Necromancy [Fea	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31 PHB: pg.205 SC: Pg.33		
□□□□ Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. The state of the st	17 17 17 17 17 17 17 17 17	Will negates None Mage the weapon deals None Will negates [harmless] and. Will negates (object) Will negates [harmless] cad.	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift atotal of 3d6 extra damage. 1 standard 1 minute/level action 1 minute Instantaneous	Touch Target: Flask of water 50 ft. Target: All enemies of the caster at centered on the cast 50 ft. Target: 50 ft. spread Touch Target: Flask of water Close (50 ft.) Target: A single creater	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allier ter V,S d, centered V,S,M er touched V,S atture with I V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes	Transmutation [Lawfui] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Transmutation [Good] Caster Level: 12 Evocation Caster Level: 11	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31 PHB: pg.205 SC: Pg.33		
## District National Control of Programment C	17 17 17 17 17 17 17 17 17	Will negates None mage the weapon deals None Will negates [harmless] ead. Will negates (object) Will negates [harmless] ead. Will negates (harmless) ck with a 20 ft range income will partial	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift atotal of 3d6 extra damage. 1 standard 1 minute/level action 1 minute Instantaneous	Touch Target: Flask of water 50 ft. Target: All enemies of the caster at centered on the cast of the the cast of	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allier ter V,S d, centered V,S,M er touched V,S atture with I V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes	Transmutation [Lawfui] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 12 Evocation Caster Level: 12 Evocation Caster Level: 11 Necromancy [Feamind-Affecting]	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31 PHB: pg.205 SC: Pg.33		
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□□□□ Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□ Blade of Blood Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless Effect: Allies gain +1 on attack rolls and +1 on saves against fear. □□□□□ Blessed Aim Effect: +2 morale bonus on ranged attacks for your allies within the provided by the	17 17 17 17 17 17 17 17 17 17	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [harmless] and Will negates [harmless] And Will negates [harmless] Will negates Will partial	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 swift 1 round action 1 round action 1 standard 1 minute/level see text 1 standard 1d4 rounds or 1 round; see text 1 standard 1 minute/level [fire source] or action Instantaneous [creature]	Touch Target: Flask of water 50 ft. Target: All enemies of the content of the cast of th	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S,M er touched V,S,M er touched V,S atture with I V,S creature with V,S,DF creature [up to a V	Yes [object] Yes No No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Transmutation [Lawful] Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Necromancy Caster Level: 11 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Divination Caster Level: 11 Divination [Good] Caster Level: 12 Evocation Caster Level: 11 Necromancy [Fea Mind-Affecting] Caster Level: 11 Transmutation [Cold] Caster Level: 11 Transmutation [Cold] Caster Level: 11 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 11 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 11	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31 PHB: pg.205 SC: Pg.33 r,PHB: pg.208 SC: Pg.50 PHB: pg.211 dent,		
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	17 17 17 17 17 17 17 17 17 17	Will negates None Mage the weapon deals None Will negates [harmless] and Will negates (object) Will negates [harmless] and Will negates [harmless] And Will negates [harmless] Will negates Will partial	Time Duration 1 minute Instantaneous 1 standard 1 minute/level action 1 swift atotal of 3d6 extra damage. 1 standard 1 minute/level action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 swift a round action 1 standard 1 fround action 1 standard 1 minute/level [fire source] or action Instantaneous [creature] 1 standard 1 round action 1 standard 1 round action	Touch Target: Flask of water 50 ft. Target: All enemies of Touch Target: Weapon touch 50 ft. Target: The caster at centered on the caster of the caster	V,S,M er touched V,S, DF within 50 fi V,S ched V,S, DF and all allier ter V,S d, centered V,S,M er touched V,S ature with I V,S reature with V,S,DF ince [up to a V reature V,S,M/DF V,S,M/DF	Yes [object] Yes No No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] a 20-ft. cube] or one Yes	Transmutation [Lawful] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 11 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 11 Divination Caster Level: 11 Transmutation [Good] Caster Level: 12 Evocation Caster Level: 11 Necromancy [Fea Mind-Affecting] Caster Level: 11 Transmutation [Cold] Caster Level: 11 Transmutation [Cold] Caster Level: 11 Transmutation [Cold] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11	SC: Pg.22 PHB: pg.203 PHB II: pg.103 PHB: pg.205 SC: Pg.31 PHB: pg.205 SC: Pg.33 r,PHB: pg.208 SC: Pg.50 PHB: pg.211 dent,		
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Cleric Spells										
Cure Light Wounds	17	Will half (harmless); see text	1 standard	Instantaneous		Touch V,	S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
Effect: Cures 1d8 +1/level [max +5] damage.		ood toxt	dottori			Target: Creature touch	ed	· Com	Caster Level: 11	
Delay Disease Effect:	17	Will negates [harmless]	1 standard action	24 hours		Touch V,: Target: Creature toucher	S,DF ed	Yes [harmless]	Conjuration (Healing) Caster Level: 11	SC: Pg.63
Halts any nonmagical disease for the duration of the spell. Detect Chaos	17	None	1 standard action	Concentration, up to 10 minutes/lev				No	Divination	PHB: pg.218
Effect: Reveals creatures, spells, or objects of selected alignmen						Target: Cone-shaped e			Caster Level: 11	BUB
Detect Evil	17	None	1 standard action	Concentration, up to 10 minutes/lev		Target: Cone-shaped e	S, DF		Divination Caster Level: 11	PHB: pg.218
Reveals creatures, spells, or objects of selected alignmen	t. 17	None	1 standard	Concentration, up to 10 minutes/lev		-		No No	Divination	PHB: pg.219
Effect:			action			Target: Cone-shaped e		n	Caster Level: 11	
Reveals creatures, spells, or objects of selected alignmen Detect Law	t. 17	None	1 standard action	Concentration, up to 10 minutes/lev	el [D]	60 ft. V,	S, DF	No	Divination	PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignmen	t.		action			Target: Cone-shaped e	emanatio	n	Caster Level: 11	
Detect Undead	17	None	1 standard action	Concentration, up to 1 minutes/leve	l [D]	60 ft. V,	S,M/DF	No	Divination	PHB: pg.220
Effect: Reveals undead within 60 ft.	47	None	4 -1 1 1	t. d.		Target: Cone-shaped e			Caster Level: 11	00 B 07
□□□□□ Dispel Ward Effect:	17	None	1 standard action	Instantaneous		Medium (210 ft.) V,3 Target: One warded ob		No rea	Abjuration Caster Level: 11	SC: Pg.67
Functions like dispel magic; see text	17	None	1 standard	1 minute		Personal V,	S, DF	No	Evocation	PHB: pg.224
Effect: You gain +1 on attack and damage rolls. [Every three cas'	ter lev	els. MAX +61	action			Target: You			Caster Level: 11	
□□□□ Doom	17	Will negates	1 standard action	1 minute/level		. , , .	S, DF	Yes	Necromancy [Feat Mind-Affecting]	r,PHB: pg.225
Effect: One subject takes -2 on attack rolls, damage rolls, saves,			1 01	10 minutes/lev-1		Target: One living crea		Von (harrier 1	Caster Level: 11	CC: Da 77
Effect:	17	None	1 standard action	10 minutes/level		Touch V,: Target: Creature touch	S,M ed	Yes [harmless]	Transmutation Caster Level: 11	SC: Pg.77
See normally in darkness both magical and natural.	17	Will negates	1 standard	24 hours		Touch V,		Yes (harmless)	Abjuration	PHB: pg.226
Effect:		(harmless)	action			Target: Creature touch	ed		Caster Level: 11	
Exist comfortably in hot or cold environments.	17	None	1 standard action	1 minute/level [D]		Personal V,	S	No	Abjuration	PHB: pg.227
Effect: Ranged attacks against you have 20% miss chance.						Target: You			Caster Level: 11	
□□□□□ Faith Healing Effect:	17	Will negates [harmless]	1 standard action	Instantaneous		Touch V,s Target: Living creature		Yes [harmless]	Conjuration (Healing) Caster Level: 11	SC: Pg.87
Heal 8 + caster level [max +5] hit points.	17	None		1 round/level		Close (50 ft.) V,I	M	Yes [harmless]	Transmutation	SC: Pg.99
Effect: As long as subjects don't move they gain +2 AC and +4 to	Strad	nainst hull rush	action			Target: One creature/le	evel, no t	wo of which are more	[Earth] Caster Level: 11	
Grave Strike	17	N/A	1 swift action	1 round			DF	N/A	Divination [Good] Caster Level: 12	SC: Pg.107
Allows you to make sneak attacks against undead if you h Guiding Light	ave th	e ability. None	1 standard	1 minute/level [D]		Long (840 ft.) V,	S	Yes	Evocation	SC: Pg.108
Effect:			action			Target: Creatures in a			Caster Level: 11	3
+2 on ranged attacks	17	Will negates [harmless]	10 minutes	24 hours		Close (50 ft.) V,		Yes [harmless]	Conjuration (Healing)	SC: Pg.111
Doubles the natural healing rate. Doubles The natural healing rate.	17	Will negates	1 standard	10 minutes/level [D]		Target: One creature/le more than 30 feet apar Touch V,	t	Yes	Caster Level: 11 Abjuration	PHB: pg.241
Effect:		(harmless); see text	action	[=]		Target: One touched cr			Caster Level: 11	
Undead can't perceive 1 subject/level.	17	N/A		1 minute/level [D]		Personal V,I	DF	N/A	Evocation [Cold]	SC: Pg.119
Effect: Attack as if wearing a +1 spiked quantlet. Deals normal da	amage	for your size + 1d4 colo	action I damage.			Target: You			Caster Level: 11	
Incite	17	Will negates		1 minute/level		Close (50 ft.) V,	S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.121
Effect: Forces creature to act, it cannot delay or ready an action.						Target: Creatures in a	10-ft. bu	rst	Caster Level: 11	
Inflict Light Wounds	17	Will half	1 standard action	Instantaneous		Touch V,		Yes	Necromancy	PHB: pg.244
Effect: Touch deals 1d8 +1/level [max +5] damage.	17	Will negates	1 standard	Instantaneous		Target: Creature touch Medium (210 ft.) V,		Yes	Caster Level: 11 Enchantment	SC: Pg.123
□□□□□ Inhibit Effect:	.,	ogaico	action			Target: One creature	-	. 50	(Compulsion) [Mind-Affecting] Caster Level: 11	_ 5 g.120
Subject is forced to delay; see text.	17	Will half (harmless);	1 standard	Instantaneous; see text		Touch V,	S	Yes (harmless); see	Conjuration	PHB II: pg.115
Effect: Living creature healed 1d4 +1 per two caster levels [max		see text	action			Target: Creature touch		text	(Healing) Caster Level: 11	, ,
of damage from a weapon that overcomes DR/good.	17	Will negates	1 standard	10 minutes/level			S,M	Yes	Abjuration	SC: Pg.126
Effect: Target gains +5 alchemical bonus on Fort saves against a	all pois	ons.	action			Target: Creature touch	ed		Caster Level: 11	
Light of Lunia	17	None	1 standard action	10 minutes/level [D]		Medium (220 ft.) V,		Yes; see text	Evocation [Good, Light]	SC: Pg.132
Effect: Light radiating 30-ft. and 20-ft further of dim light, next ro	ound yo	ou can use the light as		dealing 1d6 [double against undead		Target: You and up to t	two rays	; see text	Caster Level: 12	
outsiders]; see text	17	Will negates (harmless, object)	1 standard action	30 minutes or until discharged		Touch V,	S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.		(.iaiiiiicoo, object)	aoutii			Target: Up to three peb	bles tou	ched	Caster Level: 11	
□□□□□ Magic Weapon Effect:	17	Will negates (harmless, object)	1 standard action	1 minute/level		Touch V,: Target: Weapon touche		Yes (harmless, object)	Transmutation Caster Level: 11	PHB: pg.251
Weapon gains +1 bonus.				* =Domain/Speciality Spell		rargot. Weapon touche	Ju		Judio/ Level. 11	
				opening open						

				Cleric Spells					
Moon Lust	17	Will negates [harmless]	1 standard action	1 round/level	Medium (210 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting]	SC: Pg.143
Effect: Creature becomes fascinated for the duration of the spell.					Target: Creature to			Caster Level: 11	
⊒□□□□ Nightshield	17	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
Effect: +1 resistance on Saving throws, increases to +2 at caster	level 6	6th and +3 at caster leve		es magic missiles. 1 minute/level or until discharged [D]	Target: You Personal	V,S,DF	N/A	Caster Level: 11 Evocation [Light]	SC: Pa 148
□□□□ Nimbus of Light Effect:	''	N/A	action	Timilate/level of until discharged [b]	Target: You	V,O,DI	IVA	Caster Level: 11	30. F g. 140
Creates light 30' Can use as ranged touch attack 30' for 1	d8 plu: 17	s 1 point per round that's None	1 standard	ce casting to max of [1d8 + caster level] 1 minute/level		V,S	No	Conjuration	PHB: pg.258
Effect:			action			ds in 20-ft.	radius from you, 20 ft.	(Creation) Caster Level: 11	
Fog surrounds you. Portal Beacon	17	None	1 standard action	1 hour/level	high Close (50 ft.)	V,S	No	Transmutation	SC: Pg.161
Effect: Up to six creatures can be chosen to recieve mental beac	on.		action		Target: One interpla	nar gate or	portal	Caster Level: 11	
Protection from Chaos	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out eler					Target: Creature to			Caster Level: 11	
□□□□□ Protection from Evil	17	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch		No; see text	Abjuration [Good]	PHB: pg.266
Effect: +2 to AC and saves, counter mind control, hedge out eler	nentals	and outsiders. Will negates	1 standard	1 round/level [max 10 rounds]	Target: Creature too Touch	V,S	No	Caster Level: 12 Conjuration	FH.P: pg.37
□□□□□ Purifying Flame Effect:	''	will negates	action	Tround/lever [max 10 founds]	Target: One object			Caster Level: 11	111.F. pg.57
Flames deal 1d4 points of damage to evil creatures; will n	ot con: 17	sume inanimate object; Will negates		10 minutes; see text	Close (50 ft.)	V,S	Yes (harmless)	Abjuration	PHB: pg.271
Effect:		(harmless)	action			e/4 levels, r	no two of which can be	•	
Suppresses fear or gives +4 on saves against fear for one Resist Planar Alignment	subje 17	ct/4 levels. Will negates [harmless]	1 standard action	1 round/level	more than 30 ft. apa Touch	v,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Grants limited protection from a plane's alignment traits; s	ee tex		acuUII		Target: Creature to	ıched		Caster Level: 11	
□□□□□ Resurgence	17	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Allows one retry on a failed save against an ongoing spell		like ability, or supernatu	ıral ability.		Target: Creature to			Caster Level: 11	
⊒□□□□ Sanctuary	17	Will negates	1 standard action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: pg.274
Effect: Opponents can't attack you, and you can't attack.	17	None	1 etandard	Concentration, up to 11 rounds	Target: Creature too Personal		No	Caster Level: 11 Divination	Is This : Races of Desti
□□□□□ Scholar's Touch Effect:	''	None	action	Concentration, up to 11 founds	Target: One book/rd		140	Caster Level: 11	Pg.167
Absorb the contents of an entire book as if you had read i	t once. 17	Not perfect recall and n Will negates		to read the language. 1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: pg.278
Effect:		(harmless)	action		Target: Creature to	ıched		Caster Level: 11	
Aura grants +3 deflection bonus. Sign	17	N/A	1 standard	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion)	SC: Pg.189
Effect:			action		Target: You			[Mind-Affecting] Caster Level: 11	
+4 bonus on your next initiative check.	17	Will negates		1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect:		[harmless]	action		Target: Creature to	ıched		Caster Level: 11	
Speed increases by 10 ft. and no Balance checks or Refle	17	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: Pg.198
Effect: Hold the charge of one touch spell per arm; see text.			dottori		Target: You			Caster Level: 11	
Summon Monster I	17	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.285
Effect: Calls extraplanar creature to fight for you.					Target: One summo			Caster Level: 11	
□□□□□ Updraft Effect:	17	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air] Caster Level: 11	SC: Pg.228
Gain 10 ft. per level of altitude, and then gently float back	to the	ground. Will negates	1 standard	10 rounds + 1 round/level [max 15]	Target: You Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.229
□□□□□ Vigor, Lesser Effect:		[harmless]	action	To round of Fround over [max 10]	Target: Living creat			(Healing) Caster Level: 11	00.1 g.220
Grants target fast healing ability for the duration of the spending. Vision of Glory	ell. Hea	als 1 hp automatically pe None	1 standard	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
Effect:	lo at-'	col	action		Target: Creature to	ıched		Caster Level: 11	
Grants a +1 morale bonus to a single saving throw [target	's choi 17	cej. Fortitude negates [harmless]	1 standard	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: Pg.240
Effect: Increases creatures swim speed by 30 ft.		,			Target: Creature to	ıched		Caster Level: 11	
				LEVEL 2					
Name	DC	Saving Throw		Duration	Range	Comp.	Spell Resistance	School Enchantment	Source
⊒□□□□ Aid	18	None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]					Target: Living creat			Caster Level: 11	
⊒□□□□Align Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch		Yes (harmless, object		PHB: pg.197
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon tou must be in contact v casting]	ched or fifty vith each ot	projectiles [all of which her at the time of	n Caster Level: 11	
Animalistic Power	18	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Cons		1.			Target: Creature to			Caster Level: 11	
Augury Effect:	18	None	1 minute	Instantaneous	Personal Target: You	V,S,M,F	No	Divination Caster Level: 11	PHB: pg.202
Learns whether an action will be good or bad. Learns whether an action will be good or bad.	18	N/A		1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.18
Effect:			action		Target: You			Caster Level: 11	
Protects against first 10 points of fire damage, it also extir		es flames; see text. None		1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
Effect:			immediate action		Target: One creatur	e/level in a	20-ft, radius burst	Caster Level: 11	
Gain temporary respite from the natural effects of a specif	fic plan	e.		* =Domain/Speciality Spell	centered on you	voi III d	daido buiot	340.07 E0761. 11	

			Cleric Spells					
⊒⊒⊒⊒ Balor Nimbus	18	N/A	1 standard 1 round/level action	Personal	V,S,M/DF	N/A	Transmutation	SC: Pg.24
ffect: Any creature grappling you takes 6d6 points of fire damage	э.			Target: You			Caster Level: 11	
]□□□□ Bear's Endurance	18	Will negates (harmless)	1 standard 1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: pg.203
ffect: Subject gains +4 to Con for 1 minutes/level.		, ,		Target: Creature to	uched		Caster Level: 11	
□□□□ Black Karma Curse	18	Will negates	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
fect: If the target fails it's save, it immediately takes damage as				Target: One creatur		Vac (harmlana)	Caster Level: 11	DUD III na 102
□□□□ Blade Brothers	18	Will negates (harmless)	1 standard 1 minute/level or until discharged action	Touch Target: Two willing	V,S creatures	Yes (harmless)	Abjuration Caster Level: 11	PHB II: pg.103
Once during the spell, if a subject attempts a saving throw e affected by the spell.					V 0	N/A	T	00 D. 05
□□□□□ Body Blades	18	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: Pg.35
fect: Sprouts dagger blades across your body able to inflict 1d6 Brambles	+1/lev	vel [max +5] piercing da	mage with a melee attack; see text. 1 standard 1 round/level	Target: You Touch	V,S,M	No	Caster Level: 11 Trasmutation	SC: Pg.38
fect:		THO I.O	action	Target: Wooden we			Caster Level: 11	00.1 g.00
Small magical thorns/spikes protrude from wooden weapon	n; gain 18	is a +1 to hit enhancem Will negates	ent and deals +1/level [max +10] damage. 1 standard 1 minute/level	Touch		Yes (harmless)	Transmutation	PHB: pg.207
□□□□Bull's Strength fect:	10	(harmless)	action	Target: Creature to		res (namicss)	Caster Level: 11	1 11b. pg.207
Subject gains +4 to Str for 1 minutes/level.	18	Will negates	1 standard Concentration, up to 1 round/level [D]	Medium (210 ft.)	V,S, DF	Yes	Enchantment	PHB: pg.207
ffect:			action	Target: Creatures in	n a 20-ftrad	dius spread	(Compulsion) [Mind-Affecting] Caster Level: 11	
Calms creatures, negating emotion effects.	18	Will half [harmless]; see text	1 Instantaneous immediate	Close (50 ft.)	V	Yes [harmless]	Conjuration (Healing)	SC: Pg.48
ffect: Cure 1d4 +1/level [max +5].			action	Target: One creatur	re		Caster Level: 11	
Cloud of Knives	18		1 standard 1 round/level action	Personal	V,S,M		Conjuration	PHB II: pg.107
ffect: Each round as a free action you can release a knife at a amage 1d6 +1/3 level [max +5] Crit 19-20.	ny op	ponent you can see wit	thin 30 ft. Attack bonus = Caster level + Key Abil	Target: You ity.			Caster Level: 11	
Consecrate	18	None	1 standard 2 hours/level action	Close (55 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
ffect: Fills area with positive energy, making undead weaker.				Target: 20-ftradius	emanation		Caster Level: 12	
Cure Moderate Wounds	18	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
fect: Cures 2d8 +1/level [max +10] damage.				Target: Creature to			Caster Level: 11	
Curse of III Fortune	18	Will negates	1 standard 1 minute/level action	Medium (210 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.56
ffect: Cause -3 penalty on attack rolls, saving throws, ability chec				Target: One living o			Caster Level: 11	
〕□□□□ Darkness ffect:	18	None	1 standard 10 minutes/level [D] action	Touch Target: Object touc		No	Evocation [Darkness] Caster Level: 11	PHB: pg.216
20-ft. radius of supernatural shadow.	18	None	1 standard 1 round/level	Close (50 ft.)	V,S,DF	Yes	Illusion (Shadow)	SC: Da 59
Ì□□□□ Dark Way ffect:	10	None	action			. wide, 1 in. thick, and	Caster Level: 11	30. r g.30
Create a ribbonlike, weightless, unbreakable bridge.	18	Will half	1 standard Instantaneous	up to 20 ft./level lon Close (50 ft.)		Yes	Conjuration	SC: Pg.62
Deific Vegeance			action	Target: One creatur		103	(Summoning) Caster Level: 11	00. 1 g.02
Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if		Fortitude negates	1 standard 1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration	PHB: pg.217
ffect:		(harmless)	action	Target: Creature to	uched		(Healing) Caster Level: 11	
Stops poison from harming subject for 1 hour/level. Divine Insight	18	N/A	1 standard 1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: Pg.70
ffect:			action	Target: You			Caster Level: 11	
Gain 5 + your caster level [max bonus of 15] to one skill ch	eck du 18	Will negates or None	1 standard 1 round/level	Close (50 ft.)	V	Yes or No [object]; see	e Abjuration	SC: Pg.70
Tomp less of turning power & domain powers		[object]; see text	action			text centered on a creature	e,Caster Level: 11	
Temp loss of turning power & domain powers. Divine Protection	18	Will negates [harmless]	1 standard 1 minute/level action	object, or point in sp Medium (210 ft.)		Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
ffect: +1 morale bonus to AC and saving throws.				Target: Allies in a 2	0-ftradius	ourst	Caster Level: 11	
DDDDEagle's Splendor	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
ffect: Subject gains +4 to Cha for 1 minutes/level.				Target: Creature to	uched		Caster Level: 11	
□□□□ Energized Shield, Lesser	18	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
ffect: Protects against on energy type [fire, cold, electricity, acid,				Target: Touch			Caster Level: 11	
Enthrall	18	Will negates; see text	1 round 1 hour or less	Medium (210 ft.)	V,S	Yes	Enchantment (Charm)	PHB: pg.227
ffect: Captivates all within 100 ft. +10 ft./level	10	NI/A	4 steeded beteet	Target: Any numbe			Caster Level: 11	CO. D. 22
Extend Tentacles	18	N/A	1 standard Instantaneous action	Personal	V	N/A	Transmutation	SC: Pg.86
Extends your tentacles by 5 ft.	10	None	1 standard 1 minute/lovel	Target: You	VS	No	Caster Level: 11	DHB: pa 220
□□□□□ Find Traps ffect:	18	None	1 standard 1 minute/level action	Personal Target: You	V,S	No	Divination Caster Level: 11	PHB: pg.230
Notice traps as a rogue does.	18	Reflex half	1 standard Instantaneous	30 ft.	V,S,M	Yes		SC: Pg.100
ffect:			action	Target: Cone-shape	ed burst		Caster Level: 11	
Breath a cone of cold that deal 1d4/2 caster levels [max 5d	14] and 18	Fortitude negates	1 standard 10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
ffect:		[harmless]	action		th at least to	vo arms or tentacles	Caster Level: 11	
Gain +4 Str for every set of limbs fused to the primary limb	18	Will negates (object)	1 standard 1 day/level action	touched Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: pg.235
					-1		Caster Level: 11	
Effect: Preserves one corpse.				Target: Corpse toud	nea		Oddier Ecver. 11	

				Cleric Spells					
Effect:		[harmless]	action		Target: Armor of creat	ture touch	ed	Caster Level: 11	
Armor gains Ghost Touch property. Graph Hand of Divinity Effect:	18	None	1 minute	1 minute/level	-	,S,DF	No	Evocation [See text] Caster Level: 11	SC: Pg.109
Grant +2 [Profane or Sacred] bonus to all saving throws. ———————————————————————————————————	18	N/A	action	10 minutes/level	Personal V Target: You	,S,M	N/A	Divination Caster Level: 11	SC: Pg.110
Allows caster with Heal ranks to remove other ailments w	nen us 18			also heal more; see text. 1 round/level [D]; see text	Medium (210 ft.) V	,S,F/DF		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	PHB: pg.241
Paralyzes one humanoid for 1 round/level.	18	Will half	1 standard action	Instantaneous		′,S	Yes	Necromancy Caster Level: 11	PHB: pg.244
Touch attack, 2d8 +1/level [max +10] damage.	18	None	1 standard action	10 minutes/level	30 ft. V Target: 30-ftradius s		No tered on you	Conjuration (Creation) Caster Level: 11	SC: Pg.123
Inky cloud that works under water. Insight of Good Fortune Effect: Reroll once after making an attack, skill check, saving thre	18	Will negates (harmless)	action	1 minute/level or until discharged	Close (50 ft.) V Target: One creature	,S,M	Yes (harmless)	Divination Caster Level: 11	PHB II: pg.115
Iron Silence Effect: Hide and Move Silent check ignore the Armor penalty dur	18	Will negates [harmless,object]		1 hour/level [D]	Touch V Target: One suit of arr	,S,DF mor touch	Yes [harmless,object] ed/3 levels	Transmutation Caster Level: 11	SC: Pg.125
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. u	18	None	1 standard action	10 minutes/level [D]	Medium (220 ft.) V Target: You and up to	,-	Yes; see text see text	Evocation [Good, Light] Caster Level: 12	SC: Pg.132
☐☐☐☐☐Living Undeath Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch V Target: Creature touch		Yes [harmless]	Necromancy Caster Level: 11	SC: Pg.134
□□□□□ Make Whole Effect: Repairs an object.	18	Will negates (harmless, object)	action	Instantaneous	Target: One object of	up to 10 c		Caster Level: 11	PHB: pg.252
☐☐☐☐ Mark of Judgement Effect: Whenever a creature succeeds on a melee or ranged atta ☐☐☐☐☐ Mark of the Outcast	18 ick ags 18	Will negates sinst the marked creature Will negates	action		Medium (210 ft.) V Target: One creature/ more than 30 ft. apart Close (50 ft.) V	3 levels, n	Yes two of which are	Necromancy Caster Level: 11 Necromancy	PHB II: pg.119 SC: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.	18	Will negates	action	Instantaneous	Target: One creature Close (50 ft.)		Yes (harmless)	Caster Level: 11 Divination	PHB II: pg.119
Effect: Subject gains +4 insight bonus to one skill check.	10	(harmless)	immediate action		Target: One creature		V.	Caster Level: 11	DUD oro
Effect: Subject gains +4 to Wis for 1 minutes/level.	18	Will negates (harmless) Will negates	action	1 minute/level 10 minutes/level	Target: Creature touch	',S,M/DF hed ',S	Yes [harmless]	Transmutation Caster Level: 11 Abjuration	PHB: pg.259 SC: Pg.163
□□□□□ Protection from Negative Energy Effect: Subtract 10 hp worth of damage from each negative ener □□□□□□ Protection from Positive Energy	gy atta	[harmless]	action	10 minutes/level	Target: Creature touch		Yes [harmless]	Caster Level: 11 Abjuration	SC: Pg.163
Effect: Subtract 10 hp worth of damage from each positive energ		[harmless]	action 1 standard		Target: Creature touch	hed	Yes [harmless]	Caster Level: 11 Transmutation	SC: Pg.164
Effect: Subjects base land speed increased by 30 feet.	18	[harmless] Will negates		Instantaneous	Target: Allies in a 20-f	ftradius b	ourst Yes (harmless)	Caster Level: 11 Conjuration	PHB: pg.271
Effect: Frees one or more creatures from paralysis or slow effect Carry Resist Energy	. 18	(harmless) Fortitude negates (harmless)	action 1 standard action	10 minutes/level	Target: Up to four creamore than 30 ft. apart Touch V		two of which can be Yes (harmless)	(Healing) Caster Level: 11 Abjuration	PHB: pg.272
Effect: Ignores first 30 points of damage/attack from specified en	ergy ty 18			Instantaneous	Target: Creature touch Touch V Target: Creature touch	′,S	Yes (harmless)	Caster Level: 11 Conjuration (Healing)	PHB: pg.272
Effect: Share Talents Effect:	18	Will negates (harmless)		10 minutes/level	•	′,S,M	Yes (harmless)	Caster Level: 11 Transmutation Caster Level: 11	PHB II: pg.124
Creatures get a +2 bonus on any skill checks they make a	is long 18	as one has at least 1 ra Will negates (object); Will negates (object) or Fortitude half; see text	1 standard				Yes (object)	Evocation [Sonic]	PHB: pg.278
Effect: Sonic vibration damages objects or crystalline creatures. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	18	Will negates (harmless)	1 standard action	1 hour/level [D]			ne solid object or one Yes (harmless)	Caster Level: 11 Abjuration	PHB: pg.278
Effect:	18	N/A	1 standard action	10 minutes/level [D]	Target: One creature Personal V Target: You	′,S,M	N/A	Caster Level: 11 Necromancy Caster Level: 11	SC: Pg.189
Shroud yourself in invisbile negative energy so noninte opposite effect on you as if you were undead. Silence Effect:	lligent 18	undead percieve you a Will negates; see text or none (object)			e Long (840 ft.) V		Yes; see text or no (object) centered on a creature	Illusion (Glamer)	PHB: pg.279
Negates sound in 15-ft. radius. Sound Burst Effect:	18	Fortitude partial	1 standard action	Instantaneous	object, or point in space	ce /,S,F/DF		Evocation [Sonic] Caster Level: 11	PHB: pg.281
Deals 1d8 sonic damage to subjects; may stun them. Damage To Spawn Screen Effect:	18	Will negates [harmless]	1 standard action	1 hour/level	- '	,S,DF	Yes [harmless]	Necromancy Caster Level: 11	SC: Pg.197
Subject will not rise as spawn if killed by an undead capal	ole of c	reating spawn.		* =Domain/Speciality Spell					

				Cleric Spells						
Spell Immunity, Lesser	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,S	S	Yes [harmless]	Abjuration	SC: Pg.199	
Effect: Protects one creature from a single 1st- or 2nd-level spell;	see te		aoudii		Target: Creature touche	ed		Caster Level: 11		
DDDDDSpiritual Weapon	18	None	1 standard action	1 round/level [D]	Medium (210 ft.) V,S	S, DF	Yes	Evocation [Force]	PHB: pg.283	
iffect: Magical weapon attacks on its own.			action		Target: Magic weapon	of force		Caster Level: 11		
Stabilize	18	Will negates [harmless]; see text	1 swift action	Instantaneous	See text V,S	S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204	
ffect: Spell designed for battle fields, heals all creatures for 1 hp	to stal			domogo [M/ill pogotoo]	Target: 50-ftradius bu	ırst cente	red on you	Caster Level: 11		
During Status	18	Will negates (harmless)		1 hour/level	Touch V,S	S	Yes (harmless)	Divination	PHB: pg.284	
ffect:		(namiess)	action		Target: One/per 3 level	ls living c	reatures touched	Caster Level: 11		
Monitors condition, position of allies. Graph Stay the Hand	18	Will negates		Instantaneous	Medium (210 ft.) V		Yes	Enchantment	PHB II: pg.126	
W			immediate action		T			(Charm) [Mind-Affecting]		
ffect: Target refrains from attacking you or targetting you with sp					Target: One humanoid			Caster Level: 11		
Stone Bones	18	Will negates [harmless]	action	10 minutes/level			Yes [harmless]		SC: Pg.208	
ffect: Target gains natural armor AC bonus of +3.					Target: Corporeal unde			Caster Level: 11	B. I.B. II.	
Stretch Weapon	18	Will negates (harmless, object)	1 swift action	One attack	0 ft. V		Yes (harmless, object)		PHB II: pg.126	
ffect: Adds 5 feet of reach for one attack.					Target: Melee weapon			Caster Level: 11		
Summon Elysian Thrush	18	None	10 minutes	8 hours	Close (55 ft.) V,\$	S,DF	No	Conjuration (Summoning)	SC: Pg.214	
ffect:					Target: One summoned	d Elysian	thrush	[Good] Caster Level: 12		
Summons a Elysian thrush [Planar Handbook 118]; see te	xt 18	None	1 round	1 round/level [D]	Close (50 ft.) V,S	S,F/DF	No	Conjuration	PHB: pg.286	
Effect:					Target: One or more su			(Summoning) Caster Level: 11		
Calls extraplanar creature to fight for you. UDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	18	Will negates (object)	1 standard	24 hours	which can be more than Close (50 ft.) V,S		yes (object)	Abjuration	PHB: pg.297	
ffect:		. , ,	action		Target: One creature or			Caster Level: 11		
Conceals alignment for 24 hours.	18	None	1 standard	10 minutes/level	Personal or touch V,S	,	No	Abjuration	CoD.P: pg.58	
ffect:			action		Target: You or creature			Caster Level: 11	1 3	
When your movement is negated by magic such as hold ike a partial action each round.	persor	n, or web or by effects	such as par	alysis, you are not immobolized but may				1		
□□□□ Veil of Shadow	18	N/A	1 standard action	1 minute/level	Personal V,S	S	N/A	Evocation [Darkness]	SC: Pg.228	
ffect: Grants you a 20% miss chance from concealment.					Target: You			Caster Level: 11		
Zone of Truth	18	Will negates	1 standard action	1 minute/level	Close (50 ft.) V,5	S, DF	Yes	Enchantment (Compulsion)	PHB: pg.303	
iffect:					Target: 20-ftradius em	nanation		[Mind-Affecting] Caster Level: 11		
Subjects within range cannot lie.					rargoti zo iti radido on	ianation		040107 20707. 1 1		
				LEVEL 3						
Name		•		Duration	Range Co	omp.	Spell Resistance	School	Source	
II II II I I I I I I I I I I I I I I I	19	None	1 standard	1 minute/level	Close (50 ft.) V,S	S,DF	Yes [harmless]	Enchantment	SC: Pg.8	
	19	None	1 standard action	1 minute/level	Close (50 ft.) V,S	S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.8	
			action	1 minute/level	Close (50 ft.) V,S Target: One or more comore than 30 ft. apart			(Compulsion)	SC: Pg.8	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +		er level [max 15] tempoi Will negates	action ary hp.	1 minute/level 2 hours/level; see text	Target: One or more cremore than 30 ft. apart	eatures,		(Compulsion) [Mind-Affecting]	SC: Pg.8 SC: Pg.8	
effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	-1/cast	er level [max 15] tempor Will negates	action rary hp. 1 standard		Target: One or more cremore than 30 ft. apart	reatures, M/DF	no two of which are Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 11	-	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + Air Breathing iffect: Grants creatures the ability to breath air.	-1/cast	er level [max 15] tempor Will negates	action rary hp. 1 standard action 1 standard		Target: One or more cr more than 30 ft. apart Touch S,I	reatures, M/DF s touched	no two of which are Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11	-	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object]	action rary hp. 1 standard action 1 standard action	2 hours/level; see text	Target: One or more comore than 30 ft. apart Touch S.I. Target: Living creatures Close (50 ft.) V.\$ Target: One weapon/le	meatures, M/DF s touched S,DF	no two of which are Yes [harmless] d Yes [harmless, object]	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation	SC: Pg.8	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object]	action rary hp. 1 standard action 1 standard action e.e. 1	2 hours/level; see text	Target: One or more comore than 30 ft. apart Touch S,I Target: Living creatures Close (50 ft.) V,S	reatures, M/DF s touched S,DF evel, no tw	no two of which are Yes [harmless] d Yes [harmless, object]	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text]	SC: Pg.8	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + -1 on attack rolls, +1 against fear, all creatures gain 1d8 + -1 on attack rolls, +1 against fear, all creatures gain 1d8 + -1 on attack rolls, +1 against fear, all creatures gain 1d8 + -1 on attack rolls, +1 against fear1 on attack rolls, +1 against fear1 on attack rolls, +1 against fear, all creatures gain 1d8 + -1 on attack rolls, +1 against fear, -1 aga	19 19 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance	action rary hp. 1 standard action 1 standard action e.	2 hours/level; see text 1 minute/level	Target: One or more crimore than 30 ft. apart Touch S,t. Target: Living creatures: Close (50 ft.) V,t. Target: One weapon/le than 30 ft. apart Close (50 ft.) V,t.	reatures, M/DF s touched S,DF evel, no tw	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination	SC: Pg.8 SC: Pg.9	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 pons o 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None	action rary hp. 1 standard action 1 standard action e.e. 1 immediate action	2 hours/level; see text 1 minute/level Instantaneous	Target: One or more crimore than 30 ft. apart Touch S,I Target: Living creatures Close (50 ft.) V,3 Target: One weapon/lethan 30 ft. apart Close (50 ft.) V,3 Target: One creature	reatures, M/DF s touched S,DF evel, no tv	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11	SC: Pg.8 SC: Pg.9 PHB II: pg.101	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 pons o	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance	action rary hp. 1 standard action 1 standard action e.e. 1 immediate action	2 hours/level; see text 1 minute/level	Target: One or more or more than 30 ft. apart Touch S,I Target: Living creatures Close (50 ft.) V,S Target: One weapon/le than 30 ft. apart Close (50 ft.) V,J Target: One creature Close (50 ft.) V,S	reatures, M/DF s touched S,DF evel, no tv X	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Abjuration	SC: Pg.8 SC: Pg.9	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 19 19 19 10 11 11 11 11 11 11 11 11 11 11 11 11	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] r projectiles at a distance None Will negates [harmless] dragon, bonus increase	action rary hp. 1 standard action 1 standard action e.e. 1 immediate action 1 standard action 2 standard action 1 standard action 2 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text	Target: One or more comore than 30 ft. apart Touch S.I. Target: Living creatures Close (50 ft.) V.S. Target: One weapon/le than 30 ft. apart Close (50 ft.) V.S. Target: One creature Close (50 ft.) V.S. Target: One creature Close (50 ft.) V.S.	reatures, M/DF s touched S,DF evel, no tv X S,M,DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Abjuration Caster Level: 11	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 + 1 on attack rolls, +1 aga	19 19 19 19 19 19 19 10 11 11 11 11 11 11 11 11 11 11 11 11	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance Will negates [harmless]	action rary hp. 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text	Target: One or more comore than 30 ft. apart Touch Close (50 ft.) V,3 Target: One weapon/le than 30 ft. apart Close (50 ft.) V,7 Target: One creature Close (50 ft.) V,7 Target: One creature Close (50 ft.) V,7 Target: One creature V,7 Target: One creature/2 more than 30 ft. apart Touch V,5	meatures, M/DF s touched S,DF evel, no to X S,M,DF levels, n S,M/DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Abjuration Caster Level: 11 Transmutation	SC: Pg.8 SC: Pg.9 PHB II: pg.101	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 nd roll. 19 19 tty on,	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A negating harmful effects	action rary hp. 1 standard action 5.	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours	Target: One or more cremore than 30 ft. apart. Touch S,I Target: Living creatures Close (50 ft.) V,S Target: One weapon/lethan 30 ft. apart Close (50 ft.) V, Target: One creature Close (50 ft.) V,S Target: One creature/2 more than 30 ft. apart Touch V,S Target: One creature/3	meatures, M/DF s touched S,DF evel, no to X S,M,DF levels, n S,M/DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Abjuration Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 nd roll. 19 19 tty on,	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	action rary hp. 1 standard action 5.	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text	Target: One or more cremore than 30 ft. apart. Touch S,I Target: Living creatures Close (50 ft.) V,S Target: One weapon/lethan 30 ft. apart Close (50 ft.) V, Target: One creature Close (50 ft.) V,S Target: One creature/2 more than 30 ft. apart Touch V,S Target: One creature/3	meatures, M/DF s touched S,DF evel, no to X S,M,DF levels, n S,M/DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Caster Level: 11 Caster Level: 11	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 nd roll. 19 19 tty on,	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A negating harmful effects	action rary hp. 1 standard action 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 2 standard action 2 standard action 3 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours	Target: One or more or more than 30 ft. apart Touch S,I Target: Living creatures Close (50 ft.) V,3 Target: One weapon/lethan 30 ft. apart Close (50 ft.) V,3 Target: One creature Close (50 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,5	reatures, M/DF s touched S,DF evel, no tv X S,M,DF levels, n S,M/DF levels S,DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Mind-Affecting	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 nod roll. 19 19 ttty on,	er level [max 15] tempor Will negates [harmless, object] r projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A negating harmful effects Will negates	action rary hp. 1 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Target: One or more comore than 30 ft. apart Touch S,t Target: Living creatures: Close (50 ft.) V, Target: One weapon/le than 30 ft. apart Close (50 ft.) V, Target: One creature Close (50 ft.) V, Target: One creature/2 more than 30 ft. apart Touch V, Target: One creature/3 Touch V, Target: One creature/3 Touch V, Target: One creature/3	reatures, M/DF s touched S,DF evel, no tv X S,M,DF levels, n S,M/DF levels S,DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Abjuration Caster Level: 11 Transmutation Caster Level: 11 Enchantment (Compulsion) [Fear, Good,	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17	
Iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 nod roll. 19 19 ttty on,	er level [max 15] tempor Will negates [harmless, object] r projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A negating harmful effects Will negates	action arry hp. 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action and is stur 1 standard action and is stur	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Target: One or more cremore than 30 ft. apart. Touch S,I Target: Living creatures Close (50 ft.) V,3 Target: One weapon/lethan 30 ft. apart Close (50 ft.) V,7 Target: One creature Close (50 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,5 Target: One creature/3	reatures, M/DF s touched S,DF evel, no tv X S,M,DF levels, n S,M/DF levels S,DF	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 12 Conjuration	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 ond roll. 19 19 ttly on, 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] of dragon, bonus increase NI/A negating harmful effects Will negates	action rary hp. 1 standard action 2 +1 per fou 1 standard action 3 standard action 3 standard action and is stur	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Target: One or more comore than 30 ft. apart Touch S,t Target: Living creatures Close (50 ft.) V, Target: One weapon/le than 30 ft. apart Close (50 ft.) V, Target: One creature Close (50 ft.) V, Target: One creature/2 more than 30 ft. apart Touch V, Target: One creature/3	wateres, many control of the control	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes htelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Conpulsion) [Fear, Good, Mind-Affecting] Caster Level: 12 Conjuration (Creation) [Lawful, Water]	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 pons of 19 19 nything 19 ttly on, 19 points 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] of dragon, bonus increase NIA negating harmful effects Will negates s of nonlethal damage None	action rary hp. 1 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous and for 1 round. If subject is knocked 1 round/level	Target: One or more comore than 30 ft. apart Touch S,I Target: Living creatures Close (50 ft.) V,3 Target: One weapon/lethan 30 ft. apart Close (50 ft.) V,3 Target: One creature Close (50 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,3 Target: One creature/3 Touch V,3 Target: One evil creature/3 N/A V,3 Target: Cylinder (20-ft.	wateres, many control of the control	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes htelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Conjuration Caster Level: 12 Conjuration (Creation) [Lawful,	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 pons of 19 19 nything 19 ttly on, 19 points 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] of dragon, bonus increase NIA negating harmful effects Will negates s of nonlethal damage None	action rary hp. 1 standard action and is stur 1 standard action and is stur 1 standard action mage to ch 1 standard	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous and for 1 round. If subject is knocked 1 round/level	Target: One or more comore than 30 ft. apart Touch S,I Target: Living creatures Close (50 ft.) V,3 Target: One weapon/lethan 30 ft. apart Close (50 ft.) V,3 Target: One creature Close (50 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,3 Target: One creature/3 Touch V,3 Target: One evil creature/3 N/A V,3 Target: Cylinder (20-ft.	weatures, M/DF is touched to some some some some some some some som	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes htelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Conpulsion) [Fear, Good, Mind-Affecting] Caster Level: 12 Conjuration (Creation) [Lawful, Water]	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 19 19 19 19 19 19 19 19 ttly on, 19 19 points 19 anged	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] of dragon, bonus increase NIA negating harmful effects Will negates s of nonlethal damage None attacks. Deals 2d6 dat Will negates	action rary hp. 1 standard action and is stur 1 standard action and is stur 1 standard action mage to ch 1 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous and for 1 round. If subject is knocker 1 round/level actic creature [Double to outsiders] and	Target: One or more crimore than 30 ft. apart Touch S.I. Target: Living creatures: Close (50 ft.) V.S. Target: One weapon/le than 30 ft. apart Close (50 ft.) V.S. Target: One creature: Close (50 ft.) V.S. Target: One creature/2 more than 30 ft. apart Touch V.S. Target: One creature/3 Touch V.S. Target: One creature/3 Touch V.S. Target: One evil creature/3	water with Irradius, 2	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes htelligence 3+ No 0 ft. high]	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Caster Level: 11 Caster Level: 11 Conjuration Caster Level: 12 Conjuration (Creation) [Lawful, Water] Caster Level: 11 Caster Level: 11	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21	
ffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 pons o 19 19 nything 19 points 19 points 19	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] of dragon, bonus increase NIA negating harmful effects Will negates s of nonlethal damage None attacks. Deals 2d6 dat Will negates	action rary hp. 1 standard action and is stur 1 standard action 1 standard	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous Instantaneous and for 1 round. If subject is knocker 1 round/level actic creature [Double to outsiders] and	Target: One or more comore than 30 ft. apart Touch S,1 Target: Living creatures (close (50 ft.) V,3 Target: One creature (close (50 ft.) V,3 Target: One creature (close (50 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,3 Target: Cylinder (20-ft. dd	reatures, M/DF s touched S,DF vel, no tv X S,M,DF levels, n S,M/DF levels, S,DF S,M/DF radius, 2 S	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes htelligence 3+ No 0 ft. high]	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Conpulsion) [Fear, Good, Mind-Affecting] Caster Level: 12 Conjuration (Creation) [Lawful, Water] Caster Level: 11 Necromancy	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21	
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Air Breathing iffect: Grants creatures the ability to breath air. Jack Align Weapon, Mass iffect: Functions like align weapon, except it effects multiple wea Jack Align Weapon, Mass J	19 19 19 19 19 19 19 19 19 19 19 19 19 1	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A negating harmful effects Will negates or of nonlethal damage None attacks. Deals 2d6 data Will negates % chance of losing each Will partial	action rary hp. 1 standard action	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous	Target: One or more comore than 30 ft. apart Touch S,1 Target: Living creatures (150 ft.) V,3 Target: One creature (150 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,3 Target: One creature/3 Touch V,3 Target: Cylinder (20-ft. d)	weatures, M/DF s touched S,DF vvel, no tv X X S,M,DF levels, n S,M/DF radius, 2 S S,DF radius, 2 s touched	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes httelligence 3+ No 0 ft. high] Yes Yes ashing teeth Yes	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 12 Conjuration (Creation) [Lawful, Water] Caster Level: 11 Necromancy Caster Level: 11 Necromancy Caster Level: 11 Necromancy Caster Level: 11 Necromancy Caster Level: 11 Divination	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21 SC: Pg.22 PHB: pg.203 SC: Pg.30 PHB: pg.206	
iffect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +	19 19 19 19 19 19 19 19 19 19 19 19 19 1	er level [max 15] tempor Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A negating harmful effects Will negates or of nonlethal damage None attacks. Deals 2d6 data Will negates % chance of losing each Will partial	action rary hp. 1 standard action See text	2 hours/level; see text 1 minute/level Instantaneous 1 minute/level r levels above 5th; see text 24 hours Instantaneous Instantaneous	Target: One or more comore than 30 ft. apart Touch S,1 Target: Living creatures (Close (50 ft.) V,3 Target: One weapon/lethan 30 ft. apart Close (50 ft.) V,3 Target: One creature Close (50 ft.) V,3 Target: One creature/2 more than 30 ft. apart Touch V,3 Target: One creature/3 Touch V,3 Target: One creature/3 Touch V,3 Target: Cylinder [20-ft. d V,3 Target: Swordlike column (210 ft.) V,3 Target: One living creature (210 ft.) V,3 Target: One living creature (210 ft.) V,3 Target: Living creature (210 ft.) V,3	weatures, M/DF s touched S,DF vvel, no tv X S,M,DF levels, n s,M/DF radius, 2 s,M/DF radius, 2 sd	no two of which are Yes [harmless] d Yes [harmless, object] vo of which are more No Yes [harmless] o two of which are N/A Yes httelligence 3+ No 0 ft. high] Yes Yes ashing teeth Yes	(Compulsion) [Mind-Affecting] Caster Level: 11 Transmutation Caster Level: 11 Transmutation [See text] Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 12 Conjuration (Creation) [Lawful, Water] Caster Level: 11 Necromancy Caster Level: 11 Necromancy Caster Level: 11 Necromancy Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Divination Caster Level: 11 Abjuration	SC: Pg.8 SC: Pg.9 PHB II: pg.101 SC: Pg.14 SC: Pg.17 SC: Pg.21 SC: Pg.22 PHB: pg.203 SC: Pg.30 PHB: pg.206 SC: Pg.45 PHB II: pg.106	

				Cleric Spells					
Effect:			action		Target: Melee weapo	on touched	i	Caster Level: 11	
Imbue weapon with +1/3 levels enhancement bonus [Ma radius of red light.	ax +5 at	15th level] and is Lawf	ul aligned. All	ies gain +1 morale bonus vs. fear in 20					
Circle Dance Effect: Get direction and general status of a known target.	19	N/A	1 minute	Instantaneous	Personal Target: You	V,S	N/A	Divination Caster Level: 11	SC: Pg.46
Cloak of Bravery	19	Will negates [harmless]	1 standard action	10 minutes/level	60 ft. Target: 60-ftradius	V,S emanation	Yes [harmless]	Abjuration [Mind-Affecting] Caster Level: 11	SC: Pg.47
You and your allies gain a morale bonus on saves again	st fear e	effects equal to your cas Will negates [harmless,object]		x +10]. 1 hour/level [D]	Close (50 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly ce Continual Flame	ase to e	exist. None	1 standard	Permanent	Target: One color po	ol V,S,M	No	Caster Level: 11 Evocation [Light]	PHB: pg.213
Effect: Makes a permanent, heatless torch.			action		Target: Object touch	ed Magica	II, heatless flame	Caster Level: 11	
Conviction, Mass	19	Will negates [harmless]	1 standard action	10 minutes/level		V,S,M	Yes [harmless]	Abjuration	SC: Pg.52
Effect: Same as conviction, except it affects multiple allies at a			A star last	4 10 150	Target: Allies in a 20			Caster Level: 11	00 B. 50
□□□□□Corona of Cold Effect:	19	Fortitude negates	1 standard action	1 round/level [D]	10 ft. Target: 20-ftradius:	V,S,DF spread	Yes	Evocation [Cold] Caster Level: 11	SC: Pg.52
Gain fire resistance 10, and deal 1d12 damage to all in yas ong as they remain in the area.	our are	a of effect. Creatures so	affected hav	ve -2 to Str & Dex, move at half speed f	or				
Create Food and Water	19	None	10 minutes	24 hours; see text	, ,	V,S	No tain 3 humans/level or	Conjuration (Creation) Caster Level: 11	PHB: pg.214
Feeds 3 humans or 1 horses/level.	10	Will pogetoe	1 standard	1 hour/level IDI or until discharged	one horse/level for 24	4 hours			DUP III na 100
□□□□□Crown of Grave Effect:	19	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch Target: Creature touch	V,S,M,F ched	Yes (harmless)	Necromancy Caster Level: 11	PHB II: pg.108
Wearer can compel undead with a one-word command on the command of	once pe 19	r minute. See text. Will negates	1 standard	1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
Effect:		(harmless)	action		Target: Creature tour		•	Caster Level: 11	: -
+2 Strength enhancement or discharge for +8 Strength f	or one r 19	Will negates		1 hour/level [D] or until discharged	-	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
Effect:		(harmless)	action		Target: Creature tour			Caster Level: 11	, ,
+1 deflection bonus to AC and +1 resistance bonus on a	ill saves 19	Will negates		1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once	per min	(harmless) ute, gain +2 divine bon	action us on damag	e rolls no next melee or ranged attack	Target: Creature tour	ched		Caster Level: 11	
the opponent has the designated alignment or Discharge f	or a +8 19	bonus. Will half (harmless);		Instantaneous		V,S	Yes (harmless); see	Conjuration	PHB: pg.216
Cure Serious Wounds	13	see text	action		Target: Creature touch		text	(Healing) Caster Level: 11	. 7.0. pg.210
Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction	19	Will negates		1 round/level	Medium (210 ft.)	V,S,M	Yes	Transmutation	PHB II: pg.109
Effect:			action		Target: One creature			Caster Level: 11	
Subjects AC against any ranged attack is -5, including threats are automatically confirmed.			·	-			V		00 B ===
□□□□□ Darkfire Effect:	19	None	1 standard action	1 round/level [D]		V,S	Yes	Evocation [Fire] Caster Level: 11	SC: Pg.59
Produce a flame that can be used for touch attack or rar					Target: Flame in you		No		DHR: no 246
□□□□ Daylight Effect:	19	None	1 standard action	10 minutes/level [D]	Touch Target: Object touch	V,S ed	No	Evocation [Light] Caster Level: 11	нны: pg.216
60-ft. radius of bright light. Deeper Darkness	19	None	1 standard	1 day/level [D]	Touch	V, M/DF	No	Evocation	PHB: pg.217
Effect: Object sheds supernatural shadow in 60-ft. radius.			action		Target: Object touch			[Darkness] Caster Level: 11	
Demon Dirge	19	NWill half	1 standard action	1d6 rounds; see text	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.63
Effect: Deals 2d6 damage to any creature with both Chaotic and	d Evil «	uhtynes [No Savo If the		anar'ri it is also stunned unless it saves	Target: Living creatu	ге		Caster Level: 11	
Deals 200 damage to any creature with both chaotic and	19	None or Fortitude partial; see text	1 standard		Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.64
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage	[no sav			d	Target: Living creatu	ге		Caster Level: 11	
Dispel Magic	19	None		Instantaneous	Medium (210 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect: Cancels magical spells and effects.					Target: One spellcas 20-ftradius burst		·	Caster Level: 11	
Divine Retaliation	19	None	1 swift action	1 round		V,S,DF	No	Evocation [Force]	PHB II: pg.110
Effect: Create divine weapon that mimics deity's favored weap					Target: Magic weapone	on of force		Caster Level: 11	
same as base weapon + 1-1/2 Str or Wis modifier [your ch	oice]. Ti 19	he weapon strikes for lik Reflex partial; see tex	t 1 standard		Long (840 ft.)	V,S,M	Yes	Evocation [Air]	SC: Pg.72
Effect:			action		Target: Cylinder [20-			Caster Level: 11	
Either send a flying creature down 50 ft. or 100 ft. They they be a compared Shield	ake fall 19	damage if they collide to None	1 standard	nd [1d6 per 10 ft.]. 1 round/level	Touch	V,S,DF	No	Abjuration [See	SC: Pg.79
· ·	10 '	domogo destrico lo	action		Target: Touch			text] Caster Level: 11	
	(U) and		1	1 round	Close (50 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
As lesser energized shield, except energy resistance is	19	Will negates (harmless)	immediate						
As lesser energized shield, except energy resistance is DDDDDDEnergy Aegis Effect:	19				Target: One creature			Caster Level: 11	
Effect: Gain resistance 20 against one energy type for one attar	19		immediate action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
As lesser energized shield, except energy resistance is DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19 ck. 19	(harmless) Reflex half	immediate action 1 standard action		20 ft. Target: All creatures	V,S		Evocation [Choose:Acid, Cold, Fire,	SC: Pg.81
As lesser energized shield, except energy resistance is Common Energy Aegis Effect: Gain resistance 20 against one energy type for one attain Energy Vortex Effect: Choose a energy type and it causes 1d8 +1/caster leve as well.	19 ck. 19	(harmless) Reflex half	immediate action 1 standard action the damage if 1 standard		20 ft. Target: All creatures gecentered on you	V,S	0-ftradius burst	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81 PHB II: pg.112
As lesser energized shield, except energy resistance is Description Energy Aegis Effect: Gain resistance 20 against one energy type for one attained Energy Vortex Effect: Choose a energy type and it causes 1d8 +1/caster leve as well. DESCRIPTION Energy Vulnerability Effect: You can affect a number of creatures with total hit dice	19 ck. 19 l [max +	(harmless) Reflex half +20]. You may double the Will negates be twice your caster leve	immediate action 1 standard action he damage if 1 standard action	you forgoe a save and take the damag 1 round/level	20 ft. Target: All creatures gecentered on you Medium (210 ft.) Target: One or more	V,S within a 2 V,S,M/DF	0-ftradius burst	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 11	
As lesser energized shield, except energy resistance is:	19 ck. 19 l [max +	(harmless) Reflex half +20]. You may double the Will negates to twice your caster lever in that type. Will negates	immediate action 1 standard action he damage if 1 standard action I. You select 1 standard	you forgoe a save and take the damaged fround/level which creatures are affected. Choose a	20 ft. Target: All creatures gecentered on you Medium (210 ft.) Target: One or more anburst	V,S within a 2 V,S,M/DF	0-ftradius burst Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 11	
As lesser energized shield, except energy resistance is Common Energy Aegis Effect: Gain resistance 20 against one energy type for one attain Energy Vortex Effect: Choose a energy type and it causes 1d8 +1/caster leve as well. Choose a energy type and it causes 1d8 +1/caster leve as well. You can affect a number of creatures with total hit dice energy type and that creature takes an additional 50% dan	tk. 19 I [max + 19 equal to	(harmless) Reflex half +20]. You may double the Will negates of twice your caster leve on that type.	immediate action 1 standard action he damage if 1 standard action I. You select	you forgoe a save and take the damaged fround/level which creatures are affected. Choose a	20 ft. Target: All creatures gecentered on you Medium (210 ft.) Target: One or more anburst	v,S within a 2 v,S,M/DF creatures v,S,M	0-ftradius burst Yes within a 10-ftradius	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 11 Abjuration Caster Level: 11	PHB II: pg.112

				Cleric Spells					
□□□□□ Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
Effect: Deal 1d6 damage per size category difference.					Target: Creature tou	ched		Caster Level: 11	
□□□□□ Flame of Faith	19	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: Pg.95
Effect: Normal or masterwork weapon becomes temporary +1 flan	ning bi	urst weapon.			Target: Nonmagical		uched	Caster Level: 11	
Ghost Touch Weapon	19	Will negates [harmless,object]	1 standard action	1 minute/level	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
Effect: Hit incorporeal normally.					Target: One weapor time of casting]	or fifty pro	jectiles [all in contact at	Caster Level: 11	
□□□□□ Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
Effect: Gain an additional pair of arms; see text					Target: Creature tou	ched		Caster Level: 11	
□□□□□ Glyph of Warding	19	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration	PHB: pg.236
Effect: Inscription harms those who pass it.					Target: Object touch	ed or up to	5 sq. ft/level	Caster Level: 11	
□□□□□ Grace	19	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SC: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft2	:0 pena	alty to Hide checks.			Target: You			Caster Level: 12	
□□□□ Hamatula Barbs	19	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
Effect: Any creature hitting the subject takes 1d8 damage.					Target: Creature tou	ched		Caster Level: 11	
□□□□□ Helping Hand	19	None	1 standard action	1 hour/level	5 miles	V,S, DF	No	Evocation	PHB: pg.239
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand	d		Caster Level: 11	
□□□□ Hesitate	19	Will negates; see text	1 immediate	1 round/level [D]; see text	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB II: pg.114
Effect:			action		Target: One living cr	eature		[Mind-Affecting] Caster Level: 11	
Creature can only take move action on it's turn; retry save	each r	ound [swift action].	1 minute	2 hours		V,S,M		Evocation	FH.P: pg.36
Effect:		o full oight bassas as it			Target: You			Caster Level: 11	
Upon completion of the ritual the character enjoys the bene Upon completion of the ritual the character enjoys the bene		a full eight hours rest. None		1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration	SC: Pg.115
•			action		Tannal O. F	4 "	20 4 hinks	(Creation) [Good, Water]	
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged a					Target: Cylinder [20-			Caster Level: 12	00: D: 115
lce Axe	19	None	1 standard action	1 round/level [D]		V,S,M	Yes	Evocation [Cold]	SU: Pg.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10]					Target: Battleaxe-sh			Caster Level: 11	
Inflict Serious Wounds	19	Will half	1 standard action	nstantaneous		V,S	Yes	Necromancy	PHB: pg.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature tou			Caster Level: 11	
□□□□□ Interplanar Message	19	Will negates [harmless]	1 standard action	24 hours/level		V,S	Yes [harmless]	Evocation [Language-Dependent	SC: Pg.124 dent]
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature			Caster Level: 11	
□□□□□ Invest Moderate Protection	19	Will half (harmless); see text	1 standard action	nstantaneous; see text		V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
Effect: Living creature healed 3d4 +1 per two caster levels [max				dead damaged by likewise amount. C	Target: Creature tou In	ched		Caster Level: 11	
ailed save undead take an extra 3 points of damage from a v	veapo	n that overcomes DR/go None	1 standard	1 minute/level [D]	Personal	V,S	No	Evocation	PHB: pg.245
Effect:			action		Target: You			Caster Level: 11	
Dispels invisibility within 5 ft./level	19	N/A		nstantaneous		V,S,DF	N/A	Transmutatin	SC: Pg.129
Effect:			action		text Target: You			(Teleportation) Caster Level: 11	
Teleport and end up flanking an opponent.	19	Will negates		nstantaneous	Close (50 ft.)	S,DF	Yes	Divination	SC: Pg.129
Effect:			action		Target: One creature	Э		Caster Level: 11	
Learn strengths or weaknesses of opponent; see text.	19	Will negates		nstantaneous	Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
Effect:			action		Target: One creature	Э		Caster Level: 11	
Learn any vulnerabilities and resistances the target has. Light of Venya	19	None		10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good,	SC: Pg.132
Effect:			action		Target: You and up	to two rays;	; see text	Light] Caster Level: 12	
Same as light of Lunia except damage is 3d6 or 6d6 vs. un		or outsiders; see text None		1 minute/level	Long (840 ft.)	V,S,F/DF	No	Divination	PHB: pg.249
Effect:			action		Target: Circle, cente	red on you	, with a radius of 400 +	Caster Level: 11	
Senses direction toward object [specific or type]. DDDDDDMagic Circle against Chaos	19	Will negates		10 minutes/level	40 ft. per level Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
Effect:		(harmless)	action	and the standard	Target: 10-ftradius	emanation	from touched creature	Caster Level: 11	
+2 to AC and saves, counter mind control, hedge out elem	entals 19	Will negates	1 standard	minutes/level. 10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
Effect:		(harmless)	action	and a second control	Target: 10-ftradius	emanation	from touched creature	Caster Level: 12	
+2 to AC and saves, counter mind control, hedge out elem	entals 19	Will negates	1 standard		Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect:		(harmless, object)	action		Target: Armor or shi	eld touched	i	Caster Level: 11	
Armor or shield gains +1/4 levels [max +5] enhancement	19	N/A		10 minutes/level [D]		V,S,M	N/A	Abjuration [Chaos]	SC: Pg.137
Effect:			action		Target: You			Caster Level: 11	
Gain SR 12 + your caster level against spells with the lawfo		criptor. N/A	1 standard	10 minutes/level [D]		V,S,M	N/A	Abjuration [Law]	SC: Pg.138
Effect:			action		Target: You			Caster Level: 11	-
Gain SR 12 + your caster level against spells with the chac		criptor. None	1 standard	1 round/level	-	V,S,DF	No	Necromancy	PHB II: pg.119
Effect:	-		action		Target: One creature			Caster Level: 11	13
Subject marked takes 1d6 damage any time it continues fig		see text. None	1 standard	10 minutes/level		V,S, DF	No	Transmutation	PHB: pg.252
Effect:			action		Target: You	, , , , , ,		[Earth] Caster Level: 11	pg. <u> </u>
You and your gear merge with stone.	19	Fortitude negates	1 standard	nstantaneous	-	V,S,M	No	Conjuration	SC: Pg.146
		. ortitude negates		. io.a. nai iooas	55 IL.	- ,0,141			55.1 g.140
בו∟∟∟ Nauseating Breath Effect:			action		Target: Cone-shape	d huret		(Creation) Caster Level: 11	

				Cleric Spells					
Obscure Object	19	Will negates (object)			Touch	V,S,M/DF	Yes (object)	Abjuration	PHB: pg.258
Effect:			action		Target: One object	touched of	up to 100 lbs/level	Caster Level: 11	
Masks object against scrying.	19	None	1 standard action	1 round/level	40 ft.		Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
Effect: Allies +1 bonus on most rolls, enemies -1 penalty. Protection from Energy	19	Fortitude negates	1 standard	10 minutes/level or until discharged	Target: All allies and centered on you Touch		n a 40-ftradius burst Yes (harmless)	Caster Level: 11 Abjuration	PHB: pg.266
Effect:		(harmless)	action		Target: Creature to		(Caster Level: 11	
Absorb 12 points of damage/level [max 120] from one kind	d of end 19	ergy. Fortitude negates (harmless)	1 standard action	nstantaneous	Touch Target: Creature to	V,S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.270
Cures normal or magical conditions. Curse Curse Curse	19	Will negates (harmless)	1 standard action	nstantaneous	Touch Target: Creature or	V,S	Yes (harmless)	Abjuration Caster Level: 11	PHB: pg.270
Frees object or person from curse. Remove Disease	19	Fortitude negates (harmless)	1 standard action	nstantaneous	Touch Target: Creature to	V,S	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.271
Cures all diseases affecting subject.	19	Fortitude negates		10 minutes/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
iffect: As resist energy, except that it affects all targeted creature	ac .	[harmless]	action		Target: One creatur more than 30 ft. apa		two of which can be	Caster Level: 11	
Resurgence, Mass	19	Will negates [harmless]	1 standard action	nstantaneous	Close (50 ft.)		Yes [harmless]	Abjuration	SC: Pg.175
Effect: Same as resurgence, except it affects multiple targets.	Allows	s one retry on a failed	save agains	st an ongoing spell, spell-like ability, o	Target: One creatur ormore than 30 ft. apa	re/level, no t art	two of which can be	Caster Level: 11	
upernatural ability.	19	N/A	1 standard action	1 minute/level	Personal Target: You	V,S,M	N/A	Conjuration (Creation) Caster Level: 11	SC: Pg.177
Deals 1d6 +1 per caster level [max +10] points of damage	to all a	None or Will negates	1 standard		Touch	V,S	No or Yes [harmless]		SC: Pg.179
iffect: Subject can find the shortest, most direct route to safety; s	see tex	[harmless]	action		Target: Creature to	uched		Caster Level: 11	
□□□□□ Searing Light	19	None	1 standard action	nstantaneous	, ,	V,S	Yes	Evocation	PHB: pg.275
Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level nanimate object only takes 5d6 damage.	[max	10d6] against undead;	10 to undea	d vulnerable to bright light; construct of	Target: Ray or			Caster Level: 11	
lammate object only takes 506 damage.	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration Caster Level: 11	SC: Pg.188
effect: Subject gains immunity to fatigue, exhaustion, and ability of the control of warding	damag 19	e or drain. Will negates	1 standard	1 minute/level	Target: Living create	V,S	No	Abjuration [Good]	SC: Pg.188
ffect:		[object,harmless]	action		Target: One shield			Caster Level: 12	3
Grants +1 sacred bonus to Armor Class and Reflex Saves	s, +1 pe 19	er five caster levels [ma Will negates	x +5]. 1 standard action	1 round	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.			action		Target: One creatur than 30 ft. apart	re/level, no	two of which are more	Caster Level: 11	
Skull Watch	19	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy	SC: Pg.191
Alarm affect; see text	19	None	1 standard	nstantaneous	Target: One human Medium (210 ft.)	V,S	Yes	Caster Level: 11 Evocation	SC: Pg.191
Effect:			action		Target: Ray			Caster Level: 11	J. J.
Deal 1d8/2 caster levels [max 5d8] damage, undead heal	equal (damage. Will negates [harmless]	1 standard	1 hour/level [D]	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.194
Effect: Same as Snowshoes, except as noted.		[Hairiic33]	dollori		Target: One creatur than 30 ft. apart	re/level, no t	two of which are more	Caster Level: 11	
Sonorous Hum	19	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic]	SC: Pg.196
Effect: The next spell you cast during the effect of sonorous hum	that re	equires concentration to		naintained for you. 1 round; see text	Target: You Medium (210 ft.)	V,S,DF	No	Caster Level: 11 Evocation	FH.P: pg.37
□□□□□Soul Burn Effect: Paralyzes the target and deals 1d4/2 levels holy damag			action		Target: One charac		No	Caster Level: 11	71.1. pg.07
utsider the damage is doubled. Spark of Life	19	Will negates	1 standard	1 round/level	Touch	V,S	Yes	Necromancy	SC: Pg.196
Effect: Undead touched temporarily acts as if it were alive and vu	Inerah	le as if it weren't undea			Target: Undead cre	ature touch	ed	Caster Level: 11	
Speak with Dead Gropse answers one question/2 levels.	19	Will negates; see text		1 minute/level	10 ft. Target: One dead c	V,S, DF creature	No	Necromancy [Language-Dependant Caster Level: 11	PHB: pg.281 dent]
Corpse answers one question/2 levels.	19	None	1 standard action	1 hour/level	Touch Target: Wooden we	V,S,M	No	Transmutation Caster Level: 11	SC: Pg.202
As brambles, except affected weapon gains +2 enhancem Stone Shape	ent bo	nus and threat range de		nstantaneous	Touch	V,S,M/DF		Transmutation	PHB: pg.284
: Effect:			action		Target: Stone or sto		ouched, up to 10 cu. ft.	[Earth]	. 5
Sculpts stone into any shape. Summon Monster III	19	None	1 round	1 round/level [D]	+1 cu. ft./level Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
iffect: Calls extraplanar creature to fight for you.					which can be more	than 30 ft. a		Caster Level: 11	
Suppress Glyph	19	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.216
Effect: Gain enhanced awareness of magical writing such as a gl	yph of 19	warding; see text. See text	1 standard	1 round/3 levels	Target: 100-ftradiu Medium (210 ft.)		on centered on you	Caster Level: 11 Evocation [Earth]	SC: Pg 223
□□□□□Tremor :ffect:	19	GEE IEXI	action	i round/3 levels	Target: 40-ftradius		INU	Caster Level: 11	30. Fy.223
Disrupts concentration; see text.	19	Will negates		10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect: Same as lesser vigor except it grants target fast healing a					Target: Living create			(Healing) Caster Level: 11	
□□□□□ Vigor, Mass Lesser	40	Will negates	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect:	19	[harmless]	action				no two of which can be	(Healing)	· ·

				Cleric Spells					
□□□□□Visage of the Deity, Lesser	19	N/A	1 standard	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
Effect: Your form becomes more like your deity's; see text			action		Target: You			Caster Level: 11	
□□□□ Wall of Light	19	None	1 standard action	1 minute/level [D]	Close (50 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
Effect: Any creature passing through the wall becomes dazzled. Y	You ca		see text.		Target: A straight v square/level or hen	ni/sphere 5		Caster Level: 11	
⊒□□□□ Water Breathing Effect:	19	Will negates (harmless)	1 standard action	2 hours/level; see text	Touch Target: Living creat		Yes (harmless)	Transmutation Caster Level: 11	PHB: pg.300
Subjects can breathe underwater. UUUUU Water Walk	19	Will negates		10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.300
Effect: Subject treads on water as if solid.		(harmless)	action		Target: One touche	ed creature/l	evel	[Water] Caster Level: 11	
□□□□□Weapon of Energy Effect:	19	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch Target: One weapon	V,S on	Yes [harmless,object]	Transmutation [See text] Caster Level: 11	SC: Pg.236
Adds additional damage; see text.	19	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: Pg.237
Effect: Double threat range of weapon.		[namiess,object]	action		Target: One bludge projectiles [all of wh			Caster Level: 11	
□□□□□ Weapon of the Deity	19	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
Effect: Imbue a weapon favored by your deity with special enhand	cemen	its and abilities. See text	t.		Target: Weapon to	uched		Caster Level: 11	
□□□□ Wind Wall	19	None; see text	1 standard action	1 round/level	Medium (210 ft.)	V,S,M/DF	Yes ong and 5 ft./level high	Evocation [Air] Caster Level: 11	PHB: pg.302
Deflects arrows, smaller creatures, and gases.					[S]	10 It./level ic	ong and 5 it./lever night	Caster Level. 11	
				LEVEL 4					
Name Air Walk	DC 20	Saving Throw None	1 standard	Duration 10 minutes/level	Range Touch	Comp. V,S, DF	Spell Resistance Yes (harmless)	School Transmutation [Ai	Source PHB: pg.196
Effect:			action		Target: Creature [G	Sargantuan	or smaller] touched	Caster Level: 11	
Subject treads on air as if solid [climb at 45-degree angle]. DDDDDAssay Spell Resistance	20	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SC: Pg.17
Effect: Gives a +10 bonus on caster level to overcome spell resist	tance	of one specific creature			Target: You			Caster Level: 11	
□□□□□ Astral Hospice	20	N/A		24 hours/level	Close (50 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SC: Pg.17
Effect: On the Astral Plane this spell opens a portal to a demiplan			ccur.		Target: See text			Caster Level: 11	
□□□□□ Blessing of the Righteous Effect:	20	Will negates (harmless)	1 standard action	1 round/level	40 ft. Target: All allies in	V,S,DF a 40-ftradi	Yes (harmless) us burst centered on	Evocation [Good] Caster Level: 12	PHB II: pg.104
You and your allies melee and ranged attacks deal an extr	ra 1d6 20	Will negates	1 standard	red good-aligned for overcoming DR. 1 minute/level	you Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.32
Effect: Grant blindsight to 30 ft.		[harmless]	action		Target: Creature to	uched		Caster Level: 11	
□□□□□ Castigate	20	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius	s burst cente	ered on you	Caster Level: 11	
Channeled Divine Health	20	Will negates (harmless)	See text	Instantaneous	See text Target: One creatu	V,S re	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB II: pg.106
Ranged healing; See text. Contingent Energy Resistance Effect:	20	N/A	1 minute	1 hour/level [D]	Personal Target: You	V,S,M	N/A	Abjuration Caster Level: 11	SC: Pg.52
Same as Contigency, except it is more limited.	20	None; see text		10 minutes/level [D]	Long (840 ft.)	V,S,M/DF	No	Transmutation	PHB: pg.214
Effect: Raises or lowers bodies of water.			action		Target: Water in a	volume of 1	0-ft. by 10-ft. by 2-ft. pe	[Water] r Caster Level: 11	
Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch Target: Creature to	V,S uched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 11	PHB: pg.215
Cures 4d8 +1/level [max +20] damage.	20	Will negates	1 standard	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
	rte.	(harmless)	action		Target: Living creat	ture touched	i	Caster Level: 11	
Dimensional Anchor	20	None	1 standard action	1 minute/level	Medium (210 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
Effect: Bars extradimensional movement.					Target: Ray			Caster Level: 11	
Discern Lies	20	Will negates	1 standard action	Concentration, up to 1 round/level	Close (50 ft.) Target: 1 creature/l	V,S, DF evel, no two	No of which can be more	Divination Caster Level: 11	PHB: pg.221
Reveals deliberate falsehoods. Dismissal	20	Will negates; see text		Instantaneous	than 30 ft. apart Close (50 ft.)	V,S, DF		Abjuration	PHB: pg.222
Effect: Forces a creature to return to native plane.			action		Target: One extrap			Caster Level: 11	
Divination Great:	20	None	10 minutes	Instantaneous	Personal Target: You	V,S,M	No	Divination Caster Level: 11	PHB: pg.224
Provides useful advice for specific proposed actions. Divine Power	20	None		1 round/level	Personal	V,S, DF	No	Evocation	PHB: pg.224
Effect: You gain attack bonus, +6 to Str, and 1 hp/level.			action		Target: You			Caster Level: 11	
□□□□□ Divine Warding Effect:	20	None		Until used [max 1 hour/level]	Personal Target: You	V,S	No	Abjuration Caster Level: 11	FH.P: pg.36
Damage dealt by evil sources deal 50% less, total damagend. Any damage that would end the spell by exceeding the	e stop limit is 20	oped is equal to the CHA s still affected fully. Will negates		vel, after the limit is reached the spell v		V.S.M. DE	Yes (harmlese)	Abjuration	PHB: pg.233
Freedom of Movement	20	(harmless)	action		Target: You or crea			Caster Level: 11	. 1.5. pg.200
			1 atondord	1 minute/level	Close (50 ft.)		Yes	Transmutation	PHB: pg.235
Subject moves normally despite impediments.	20	None							
Subject moves normally despite impediments. Giant Vermin Effect:	20	None	action		Target: Up to three		two of which can be	Caster Level: 11	
Effect: Subject moves normally despite impediments. Giant Vermin Effect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb	20	None				art V,S,F	No	Caster Level: 11 Evocation [Light] Caster Level: 11	SC: Pg.106

				Cleric Spells					
□□□□□ Hand of the Faithful	20	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
ffect: Immobile zone of warding that is permeable to those of your later or exit.	our reliq	gion, all creature must v	vear the san	ne holy symbol or be of the same faith to		emanation	centered on a point in	Caster Level: 11	
ner or exit. ☐☐☐☐☐☐ Healing Spirit	20	Will half (harmless)	1 standard action	1 round/2 levels	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
ffect: Create a spirit that heals with positive energy 1d8 [undead			ft.; see text.	4 10 155	Target: One conjure			Caster Level: 11	00 P. 112
Holy Transformation, Lesser		N/A	1 standard action	1 round/level [D]	Personal Target: You	V,S,DF	N/A	Transmutation [Good] Caster Level: 12	SC: Pg.116
Change to good outsider, gain abilities of protectar [minatu] Hypothermia	ures pg 20	[.66]. Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
ffect: Deals 1d6 per caster level [max 10d6] and becomes fatigu	ıed. Sa	ive halves damage and		iue.	Target: One creatur	е		Caster Level: 11	
Imbue with Spell Ability	20	Will negates (harmless)		Permanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
ffect: Transfer spells to subject.					Target: Creature tou	uched; see t	ext	Caster Level: 11	
Inflict Critical Wounds	20	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
ffect: Touch attack, 4d8 +1/level [max +20] damage	00	Mell	A star last	A sets as the set	Target: Creature tou		V. B	Caster Level: 11	00 D. 405
I Iron Bones	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
Skeleton changes to Iron; grants +5 to natural armor AC.	20	Will negates	1 standard	1 minute/level	Target: Corporeal u	V,S,DF	Yes	Caster Level: 11 Abjuration	SC: Pg.131
ù□□□□ Lifebolt ffect:	20	will riegates	action	i minute/level	Target: Creature tou		165	Caster Level: 11	30. F g. 131
Subject becomes immune to the effects of positive energy Magic Weapon, Greater	; See to 20	ext. Will negates	1 standard	1 hour/level	Close (50 ft.)		Yes (harmless, object)		PHB: pg.251
ffect: Weapon gains +1/4 levels [max +5] bonus.	-	(harmless, object)	action		Target: One weapor must be in contact v	n or fifty pro	jectiles [all of which	Caster Level: 11	.9
□□□□ Make Manifest	20	Will negates	1 standard action	1 round/level	casting] Close (50 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
iffect: Cause one creature on a coexistant plane to appear on yo					Target: One creatur			Caster Level: 11	
□□□□ Moon Bolt	20		1 standard action	Instantaneous	Long (840 ft.)	V,S	Yes	Evocation	SC: Pg.143
iffect: Bolt unerringly strikes dealing 1d4 Str damage per three co	aster le	evels [max 5d4]. Undead		helpless for 1d4 rounds; see text.	undead creatures, the			Caster Level: 11	PHR II: pg 120
□□□□ Mystic Aegis	∠0		1 immediate action	mstaritärieous	Personal	۷, ۵ ۲		Abjuration	PHB II: pg.120
ffect: You cast mystic aegis immediately when you are targeted		ostile spell. You gain Sp N/A		ce 12 + your caster level. 1 round/level	Target: You	V.C	N/A	Caster Level: 11	CC: Do 146
ILLI Negative Energy Aura	20	N/A	action	i round/ievei	Personal Target: 10-ftradius	V,S	N/A	Necromancy Caster Level: 11	SC: Pg.146
Living creatures within 10 ft. lose 1 hp/3 caster level [max	5] each 20	n round. Will negates	1 standard	10 minutes/level	Touch		Yes (harmless, object)		PHB: pg.257
ffect: Immunizes subject against poison, detoxifies venom in or		(harmless, object)	action	,	Target: Creature or touched			(Healing) Caster Level: 11	L9:4,
Panacea	20	Will half [harmless]; see text	1 standard action	Instantaneous	Touch Target: Creature tou	V,S uched	Yes [harmless]	Conjuration (Healing) Caster Level: 11	SC: Pg.152
Removes most conditions; see text.	20	None	10 minutes	Instantaneous	Close (50 ft.)		No	Conjuration (Calling) [See	PHB: pg.261
ffect:							outsider of 6 HD or	Text] Caster Level: 11	
Your deity sends you an elemental or outsider of the deity		ce of 6 HD or less. None	1 round	1 round/level [D]	less 0 ft.	V,S,DF	No	Conjuration	SC: Pg.159
ffect:					Target: One called o	creature		(Calling) Caster Level: 11	
Call a celestial creature see list; see text	20	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.159
iffect: Gain temporary respite from the natural effects of a specifi	ic plane	е.	action		Target: One creatur centered on you	e/level in a	20-ft. radius burst	Caster Level: 11	
Poison	20		1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.262
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living create			Caster Level: 11	
Positive Energy Aura	20	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SC: Pg.161
iffect: Each round all living creatures within 10 ft. gain 1 hp per th	hree ca	aster levels [max 5]. Und None		uble the amount in damage. 1 round/level	Target: 10-ftradius 60 ft.		centered on you Yes	Caster Level: 11 Conjuration	SC: Pg.170
□□□□□ Recitation			action	i round/level	Target: All allies and		res a 60 ftradius burst	(Creation) Caster Level: 11	55. Fg. 170
Allies gain +2 [or +3 for worshipers] on attacks and saves, Renewed Vigor	and er	Fortitude negates		Instantaneous; see text	centered on you. 30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
ffect: Remove the fatigued condition from all creatures in area, a	and evi	(harmless) hausted creatures beco	action me fatigued.	+2 bonus to Constitution for 1 round as	Target: 30-ftradius	- burst cent	ered on you	Caster Level: 11	
aster level.	20	None or Will negates;	-		10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
ffect:	-	see text	action		Target: 10 ft. radius			Caster Level: 11	15
Insects, spiders, and other vermin stay 10 ft. away.	20	Will negates [harmless]	1 standard :	24 hours	Touch		Yes [harmless]	Abjuration	SC: Pg.174
ffect: As resistance, except you grant the subject +3 resistance	bonus	[200011		Target: Creature tou	uched		Caster Level: 11	
As resistance, except you grant the subject +3 resistance in the subject +	20	Will negates (harmless)	3 rounds	Instantaneous	Touch Target: Creature tou	V,S,M uched	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.272
Restores level and ability score drains.	20	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
iffect: Brings an ally back to life for duration of spell; see text.			200011		Target: Dead ally to	uched		Caster Level: 11	
	20	None	10 minutes	1 round/level; see text	See text Target: One creatur	V,S,M/DF	No	Evocation Caster Level: 11	PHB: pg.275
iffect:					rarget. One creatur				
iffect: Delivers short message anywhere, instantly.	20	Fort negates	1 standard action	Insta	Long (840 ft.)	V,S,M	Yes	Evocation [Light]	SC: Pg.186

				Cleric Spells					
□□□□□ Shield of Faith, Mass	20	Will negates [harmless]	1 standard	1 minute/level	Close (50 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
Effect: As shield of faith, except it affects multiple creatures.		[nanness]	action		Target: One creature than 30 ft. apart	/level, no to	vo of which are more	Caster Level: 11	
□□□□ Sound Lance	20	Fortitude half	1 standard	Instantaneous		V,S	Yes	Evocation [Sonic]	SC: Pg.196
ffect: Deals 1d8 per caster level [max 10d8].			action		Target: One creature	or object		Caster Level: 11	
Deals to per easier lever final roads.	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	/,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
ffect:		(namiess)	action		Target: Creature tour	ched		Caster Level: 11	
Subject is immune to 2 spells, up to 4th-level spells. Spell Vulnerability fect:	20	Fortitude negates	1 round	1 minute/level	Close (50 ft.) Target: One creature	V,S	No	Transmutation Caster Level: 11	SC: Pg.200
Reduces subject's spell resistance by 1 per caster level [Stifle Spell	[max red 20	duction 15]. Reduction of See text		below 0. Instantaneous		/	Yes	Abjuration	PHB II: pg.126
·			immediate action						
fect: You cast this spell to distract another creature. Target mi st.	iust mak	e a concentration check	k DC 14 + yc	our key ability + the level of the spell bein	Target: One creature	casting a	spell	Caster Level: 11	
Summon Hound Archon	20	None		Concentration, up to 1 round/level + 1 round	, ,		No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.214
fect: Summons a hound archon [MM 16]; see text	00	None	4	4 10 1701	Target: One summor			Caster Level: 12	DUD OOO
Summon Monster IV	20	None	1 round	1 round/level [D]		/,S,F/DF		Conjuration (Summoning)	PHB: pg.286
fect: Calls extraplanar creature to fight for you. Tongues	20	Will negates	1 standard	10 minutes/level	which can be more th	nan 30 ft. a		Caster Level: 11 Divination	PHB: pg.294
fect:	20	(harmless)	action	To minute di località di la constanti di località di l	Target: Creature tour			Caster Level: 11	1 115. pg.20 1
Speak any language. I□□□□Wall of Good	20	See text	1 standard	10 minutes/level	Close (55 ft.)	/,S,M/DF	Yes	Abjuration [Good]	SC: Pg.233
fect:	ala ::	internal control of the	action	ad 40 minutas fire of form the	Target: A straight wa	II whose ar	ea is up to one 10-ft.	Caster Level: 12	
+2 to AC and saves, counter mind control, hedge out of stile side.				-				Abjuration (13	SC: Da 224
□□□□ Wall of Law	20	See text	1 standard action	10 minutes/level	, ,	/,S,M/DF			SC: Pg.234
fect: +2 to AC and saves, counter mind control, hedge out of stile side.	element	tals and outsiders in 10)-ft. radius a	nd 10 minutes/level from the designate	Target: A straight wa edsquare/level or hemi/	sphere 5 ft	ea is up to one 10-tf. ./2 levels	Caster Level: 11	
□□□□ Wall of Sand	20	None	1 standard action	Concentration +1 round/level	Medium (210 ft.)	/,S,M/DF	No	Conjuration (Creation) [Earth]	SC: Pg.235
fect: Creates a churning wall of sand.			dollori		Target: A straight wa square/level [S]	ll whose ar	ea is up to one 10-ft.	Caster Level: 11	
				LEVEL 5					
Name Atonement	DC 21	Saving Throw None		Duration Instantaneous			Spell Resistance Yes	School Abjuration	Source PHB: pg.201
fect:						OF, XP		Caster Level: 11	13
Removes burden of misdeeds from subject. DDDDAura of Evasion	21	No	1 standard	1 minute/level		V,S,M,DF	No	Abjuration	SC: Pg.18
fect:			action		Target: 10-ft. radius e	emanation	centered on you	Caster Level: 11	
You and all creatures within the area gain evasion but o Reflex saves against breath weapons.									
□□□□□ Blistering Radiance	21	None and Fortitude partial; see text	1 standard action	1 round/level	,	√,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
fect: All sighted creatures in area are dazzled [no save], and t				lastastas and	Target: 50-ftradius		NI-	Caster Level: 11	DI ID 207
□□□□□Break Enchantment fect: Excess subjects from enchantments, alterations, curses of	21	See text	1 minute	Instantaneous	` '	V,S ure/level, a	No Il within 30 ft. of each	Abjuration Caster Level: 11	PHB: pg.207
Frees subjects from enchantments, alterations, curses, a	21	None	10 minutes	Instantaneous		/,S,DF,XP	No	Conjuration	SC: Pg.42
fect: You recieve the aid of a Zelekhut inevitable in performing	n one ta	sk that cannot exceed 1	1 hour		Target: One called ze	elekhut		(Calling) [Lawful] Caster Level: 11	
Command, Greater	21	Will negates		1 round/level		V	Yes	Enchantment (Compulsion) [Language-Dependind-Affecting]	PHB: pg.211 dent,
fect: As command, but affects 1 subject/level.					than 30 ft. apart			Caster Level: 11	
Commune	21	None	10 minutes	1 round/level	:	V,S,M, DF, KP	No	Divination	PHB: pg.211
fect: Deity answers one yes-or-no question/level.					Target: You			Caster Level: 11	5.15.11
Condemnation	21	Will negates	1 standard action	1 round	Close (50 ft.) Target: One outsider	/	Yes	Abjuration Caster Level: 11	PHB II: pg.107
Stun target outsider for one round and reduce spell resis	etanco bi	v 10			. a. got. One outsidel		N/A	Conjuration	SC: Pq.55
DDDCrowling Dorknoon			1 round	1 minute/level [D]	Personal	/SDF	14//	(Creation)	00. r g.00
fect: Tentacles surround you but don't interfere with moven	21 ment or	N/A casting. They provide	concealmen	1 minute/level [D] t and completely hide your features. +	Target: You -4	V,S,DF		Caster Level: 11	
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist image.	21 ment or checks.	N/A casting. They provide If you are attack the t	concealmen tentacles stri	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1	Target: You 4 2		V (hl)	Caster Level: 11	DUD
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist mage. Graph Cure Light Wounds, Mass	21 ment or	N/A casting. They provide	concealmen tentacles stri	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1	Target: You -4 2 Close (50 ft.)	V,S	Yes (harmless) or Yes see text	Caster Level: 11 ;Conjuration (Healing)	PHB: pg.216
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist mage. Cure Light Wounds, Mass fect: Cures 1d8 +1/level [max +25] damage for many creature	21 ment or checks. 21	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text	concealmen tentacles stri r 1 standard action	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1 Instantaneous	Target: You Close (50 ft.) Target: 1 creature/lev than 30 ft. apart	/,S vel, no two	see text of which can be more	Caster Level: 11 ;Conjuration (Healing) Caster Level: 11	
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist mage. Cure Light Wounds, Mass fect: Cures 1d8 +1/level [max +25] damage for many creature	21 ment or checks.	N/A casting. They provide If you are attack the t Will half (harmless) or	concealmen tentacles stri r 1 standard action	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1	Target: You 4 2 Close (50 ft.) Target: 1 creature/lev than 30 ft. apart Medium (210 ft.)	vel, no two	see text of which can be more Yes	Caster Level: 11 ;Conjuration (Healing) Caster Level: 11 Necromancy	PHB: pg.216 SC: Pg.56
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist mage. "O" Cure Light Wounds, Mass fect: Cures 1d8 +1/level [max +25] damage for many creature ["O" Curse of III Fortune, Mass fect: Cause -3 penalty on attack rolls, saving throws, ability ch	21 ment or checks. 21 ess. 21	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates	concealmententacles stri r 1 standard action 1 standard action	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level	Target: You 4 2 Close (50 ft.) Target: 1 creature/lev than 30 ft. apart Medium (210 ft.) Target: Enemies in a	vel, no two	see text of which can be more Yes	Caster Level: 11 ;Conjuration (Healing) Caster Level: 11	
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist mage. Cure Light Wounds, Mass fect: Cures 1d8 +1/level [max +25] damage for many creature [max] Curse of Ill Fortune, Mass fect: Cause -3 penalty on attack rolls, saving throws, ability chapter of the ct. Cause -3 penalty on attack rolls, saving throws, ability chapter of the ct.	21 ment or checks. 21 es. 21 hecks an	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates and skill checks to all effert None	concealmententacles stri r 1 standard action 1 standard action ected creatur 1 standard action	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed	Target: You 4 2 Close (50 ft.) Target: 1 creature/lev than 30 ft. apart Medium (210 ft.) Target: Enemies in a	vel, no two v,S,DF 20-ftradiu	see text of which can be more Yes us burst	Caster Level: 11 ;Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11	SC: Pg.56
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist mage.	21 ment or checks. 21 es. 21 hecks an	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates and skill checks to all effert None	concealmententacles stri r 1 standard action 1 standard action ceted creatur 1 standard action e within 30 ft. 1 standard	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed	Target: You 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You	v,S vel, no two v,S,DF 20-ftradiu v,S	see text of which can be more Yes us burst	Caster Level: 11 ;Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force]	SC: Pg.56 SC: Pg.60
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist image. Cure Light Wounds, Mass fect: Cures 1d8 +1/level [max +25] damage for many creature Cures of III Fortune, Mass fect: Cause -3 penalty on attack rolls, saving throws, ability challed the company of the c	21 ment or checks. 21 es. 21 hecks an 21 that dea	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates and skill checks to all effer None lls 148/level to everyone	concealmententacles stri r 1 standard action 1 standard action ceted creatur 1 standard action e within 30 ft. 1 standard	t and completely hide your features. 4 ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed	Target: You 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You Touch Target: You and a to	v,S,DF 20-ftradiu	see text of which can be more Yes us burst No See text otic creature from	Caster Level: 11 ;Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force] Caster Level: 11	SC: Pg.56 SC: Pg.60
fect: Tentacles surround you but don't interfere with moven mage. """""""""""""""""""""""""""""""""""	ment or checks. 21 ess. 21 hecks an 21 that dea	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates and skill checks to all effer None lls 1d8/level to everyone See text	concealmententacles stri r 1 standard action 1 standard action 2 stri r 1 standard action exted creatur 1 standard action e within 30 ft. 1 standard action	t and completely hide your features. 4 ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed 1 round/level or until discharged, whichever comes first	Target: You 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You Touch Target: You and a to another plane; or you spell on a touched or	v,S vel, no two v,S,DF 20-ftradio v,S v,S, DF uched chace and an er eature or o	see text of which can be more Yes us burst No See text stic creature from chantment or chaotic bject	Caster Level: 11 (Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force] Caster Level: 11 Abjuration [Lawful] Caster Level: 11	SC: Pg.56 SC: Pg.60 PHB: pg.222
fect: Tentacles surround you but don't interfere with moven mpetence bonus to Grapple, Climb and Escape Artist image.	21 ment or checks. 21 es. 21 hecks an 21 that dea	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates and skill checks to all effer None lls 148/level to everyone	concealmententacles stri r 1 standard action 1 standard action 1 standard action ected creatur 1 standard action et et discontinuous stripping to standard action 1 standard action 1 standard 1 standard	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed	Target: You 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You Touch Target: You and a to another plane; or you spell on a touched or Touch	v,S,DF 20-ftradiu v,S,DF v,S,DF uched chaca and an ereature or o v,S,DF	see text of which can be more Yes us burst No See text detic creature from chantment or chaotic bject See text	Caster Level: 11 Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force] Caster Level: 11 Abjuration [Lawful] Caster Level: 11 Abjuration [Good]	SC: Pg.56 SC: Pg.60 PHB: pg.222
ffect: Cause -3 penalty on attack rolls, saving throws, ability chause ffect: If you are killed, your body is destroyed by an explosion to ffect: -4 bonus against attacks.	ment or checks. 21 ess. 21 hecks an 21 that dea	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates and skill checks to all effer None lls 1d8/level to everyone See text	concealmententacles stri r 1 standard action 1 standard action 1 standard action ected creatur 1 standard action et et discontinuous stripping to standard action 1 standard action 1 standard 1 standard	t and completely hide your features. +ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed 1 round/level or until discharged, whichever comes first 1 round/level or until discharged,	Target: You 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You Touch Target: You and a to another plane; or you spell on a touched or Touch Target: You and a to another plane; or you and an or touched or Touch	V,S vel, no two V,S,DF 20-ftradiu V,S V,S, DF uched chac a and an er eature or o V,S, DF uched evidence with the chack uched evidence with the chack uched evidence evidence with the chack uched evidence with the concentrations are the chacken the concentrations are the con	see text of which can be more Yes us burst No See text otic creature from chantment or chaotic bject See text creature from another	Caster Level: 11 Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force] Caster Level: 11 Abjuration [Lawful] Caster Level: 11 Abjuration [Good]	SC: Pg.56 SC: Pg.60 PHB: pg.222
ffect: Tentacles surround you but don't interfere with moven ownpetence bonus to Grapple, Climb and Escape Artist samage. Cure Light Wounds, Mass ffect: Cures 1d8 +1/level [max +25] damage for many creature Cures 1d8 +1/level [max +25] damage for many creature Cures 2d penalty on attack rolls, saving throws, ability chatch contains the contains of	ment or checks. 21 ess. 21 hecks an 21 that dea	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates ad skill checks to all effer None alls 1d8/level to everyone See text Will negates	concealmententacles stri 1 standard action 1 standard action 1 standard action ected creatur 1 standard action exted creatur 1 standard action	t and completely hide your features. +ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed 1 round/level or until discharged, whichever comes first 1 round/level or until discharged,	Target: You 42 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You Touch Target: You and a to another plane; or you and an to plane; or you and at the you and at t	v,S,DF 20-ftradio v,S,DF uched chact and an ereature or o v,S,DF uched evil enchantmebject	see text of which can be more Yes us burst No See text otic creature from chantment or chaotic bject See text creature from another	Caster Level: 11 Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force] Caster Level: 11 Abjuration [Lawful] Caster Level: 11 Abjuration [Good] Caster Level: 12	SC: Pg.56 SC: Pg.60 PHB: pg.222
Tentacles surround you but don't interfere with moven impetence bonus to Grapple, Climb and Escape Artist impetence bonus flect: Cause -3 penalty on attack rolls, saving throws, ability changed by Death Throes Flect: If you are killed, your body is destroyed by an explosion to the control of the control	21 ment or checks. 21 es. 21 hecks an 21 that dea 21	N/A casting. They provide If you are attack the t Will half (harmless) or Will half; see text Will negates ad skill checks to all effer None lls 1d8/level to everyone See text	concealmententacles stri 1 standard action 1 standard action 1 standard action ected creatur 1 standard action exted creatur 1 standard action	t and completely hide your features. +ke back [Your BAB + Wis] dealing 1d1 Instantaneous 1 minute/level es. 1 hour/level or until you are killed 1 round/level or until discharged, whichever comes first 1 round/level or until discharged, whichever comes first	Target: You 42 2 Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Enemies in a Personal Target: You Touch Target: You and a to another plane; or you and an to plane; or you and at the you and at t	v,S,DF 20-ftradio v,S,DF 20-ftradio v,S,DF uched chact and an ereature or o v,S,DF uched evil enchantmobilect	see text of which can be more Yes us burst No See text characteristic creature from characteristic see text see text creature from another ent or evil spell on a	Caster Level: 11 Conjuration (Healing) Caster Level: 11 Necromancy Caster Level: 11 Necromancy [Force] Caster Level: 11 Abjuration [Lawful] Caster Level: 11 Abjuration [Good] Caster Level: 12	SC: Pg.56 SC: Pg.60 PHB: pg.222 PHB: pg.222

				Cleric Spells					
□□□□ Divine Agility	21	Will negates [harmless]	1 standard	1 round/level	Touch	V,S	No	Transmutation	SC: Pg.69
Effect: Grants +10 enhancement to Dex.		[riairiiess]	action		Target: Living creat	ure touched		Caster Level: 11	
Doomtide	21	Will negates	1 standard	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SC: Pg.70
Effect: Creatures must save or be dazed for 1 round. Mist obscur	res visi	on to 5 ft.	dollori		Target: Eight 10-ft.	cubes exter	nding straight from you	Caster Level: 11	
□□□□ Dragonbreath	21	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SC: Pg.72
Effect: Gain a true dragons breath weapon attack; see text					Target: You			Caster Level: 11	
□□□□□ Earth Reaver	21	Reflex partial	1 standard action	Instantaneous	Medium (210 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
Effect: Deals 4d6 from impact and 3d6 fire [no save], must make	a save	e or be knocked prone.			Target: 20-ftradius	spread		Caster Level: 11	
Etherealness, Swift	21	Will negates	1 swift action	1 round	Close (50 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
Effect: Subject becomes ethereal until the end of it's next turn.					Target: One willing	creature		Caster Level: 11	
□□□□□ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V,S, DF	Yes	Evocation [Fire]	PHB: pg.231
Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage	ge.				Target: Cylinder 10			Caster Level: 11	
□□□□ Hallow	21	See text	24 hours	Instantaneous	Touch	V,S,M, DF		Evocation [Good]	PHB: pg.238
Effect: Designates location as holy.							from the touched point		
Incorporeal Nova	21	Will negates	1 standard action	Instantaneous	, ,	V,S	Yes	Necromancy [Death]	SC: Pg.121
Effect: The spell destroys 1d4/caster level [max 20d4] HD worth			4	la stanta atau a	Target: 50-ftradius		V	Caster Level: 11	DUD: 044
□□□□□ Inflict Light Wounds, Mass	21	Will half	action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
Effect: Deals 1d8 +1/level damage to many creatures.	21	None	1 round	1 minuto/lovol	than 30 ft. apart		of which can be more		DHR: po 244
Insect Plague	∠1	None	1 round	1 minute/level	Long (840 ft.)	V,S, DF		Conjuration (Summoning)	PHB: pg.244
Effect: Locust swarms attack creatures.	04	Will holf (harming)	1 01	Instantaneous tt		cent to at le	ast one other swarm	Caster Level: 11	DUD III 445
Invest Heavy Protection	21	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
Effect: Living creature healed 5d4 +1 per two caster levels [max of damage from a weapon that overcomes DR/good.	+12] a	nd gains DR:5/evil for 1	minute. On	ailed save undead take an extra 5 point	Target: Creature too ts	ucned		Caster Level: 11	
of damage from a weapon that overcomes DR/good.	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.131
Effect: Subjects become immune to all death spells, magical dea	ith offei			onergy effects: see text	Target: Living creat	ure touched		Caster Level: 11	
□□□□ Magic Convalescence	21	None		1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
Effect: Whenever a creature, including you casts a spell cast with	nin the	area of this spell you b		t per level of the spall cast	Target: 20-ftradius	emanation	centered on you	Caster Level: 11	
Mana Flux	21	None		1 round/level	Medium (210 ft.)	V,S	No	Abjuration	PHB II: pg.119
Effect: 20% spell failure for any creature trying to cast a spell, us	ise a si	nell-like ability activate		al ability or manifest a psionic power a		emanation	centered on a point in	Caster Level: 11	
do spell completion items such scrolls.	21	None	-	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
Effect:					Target: Creature to			Caster Level: 11	
Designates action that will trigger curse on subject. Meteoric Strike	21	None or Reflex half;		1 round or until dischared	0 ft.	V,S	See text	Transmutation	PHB II: pg.120
Effect:		see text	action	100	Target: Your melee	weapon		[Fire] Caster Level: 11	
Your next successful melee attack deal 1d6 + 1d6/4 cast Reflex for half of that].						V 0 F	V.	0	DUD
Plane Shift	21	Will negates	action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	PHB: pg.262
Effect: As many as eight subjects travel to another plane.	24	Name	4	4 according to IDIs and took	Target: Creature to creatures joining ha	inds		Caster Level: 11	DUD II 400
Radiance Effect:	21	None	action	1 round/level [D]; see text	60 ft.	V,S,DF	No	Evocation [Good, Light]	РПВ II: pg.122
Undead are dazzled by illumination for the duration they a					Target: 60-ftradius		•	Caster Level: 12	DI ID 000
Raise Dead	21	None; see text	1 minute	Instantaneous	Touch		Yes (harmless)	Conjuration (Healing)	PHB: pg.268
Restores life to subject who died as long as 1 day/level ag		Name and the	4	l44	Target: Dead create		Van Shaamlanni	Caster Level: 11	00: D= 470
Revivify	21	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SC: Pg.176
Effect: If cast within one round of death, this spell restores the su	ıbject to		1 stonds-1	1 round/level IDI	Target: Dead creatu		No	Caster Level: 11 Transmutation	DHR: pa 272
□□□□□ Righteous Might	21	None		1 round/level [D]		V,S, DF	No	เาสเารทานเสนิดที	PHB: pg.273
· ·			action		Personal			Castor Lavalida	
Effect: Your size increases, and you gain combat bonuses.	21	None		1 round/level	Target: You	VSDE	Vec	Caster Level: 11	SC: Pa 177
Effect:	21	None		1 round/level		V,S,DF	Yes	Enchantment (Compulsion)	SC: Pg.177
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful			1 standard action		Target: You 30 ft. Target: All allies wit		Yes dius burst centered on	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage.			1 standard action nulative with		Target: You 30 ft. Target: All allies wit			Enchantment (Compulsion) [Mind-Affecting]	Ü
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage.	r highe	st attack bonus [not cur	1 standard action nulative with	other effects that grant extra attacks]. +	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.)	hin 30-ftra	dius burst centered on Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	SC: Pg.177 SC: Pg.179
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text	r highe 21 t.	st attack bonus [not cur Will negates [harmless]	1 standard action nulative with 1 standard action	other effects that grant extra attacks]. + 1 round/level	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart	hin 30-ftra V,S,DF re/level, no t	dius burst centered on Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11	SC: Pg.179
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect:	r highe	st attack bonus [not cur	1 standard action nulative with 1 standard action	other effects that grant extra attacks]. +	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur	hin 30-ftra V,S,DF re/level, no to V,S,M/DF,	dius burst centered on Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	Ü
Effect: Your size increases, and you gain combat bonuses. \[\] \[\] Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. \[\] \[\] Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text \[\] \[\] \[\] Scrying Effect: Spies on subject from a distance.	r highe 21 t.	st attack bonus [not cur Will negates [harmless]	1 standard action nulative with 1 standard action 1 hour	other effects that grant extra attacks]. + 1 round/level	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser	hin 30-ftra V,S,DF re/level, no to V,S,M/DF,	dius burst centered on Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying)	SC: Pg.179 PHB: pg.274
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text	r highe 21 t. 21	st attack bonus [not cur Will negates [harmless] Will negates	1 standard action nulative with 1 standard action 1 hour	other effects that grant extra attacks]. + 1 round/level 1 minute/level	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser	v,S,DF re/level, no t v,S,M/DF, F asor v,S	dius burst centered on Yes [harmless] two of which are more Yes Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11	SC: Pg.179
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance. Slay Living Effect: Touch attack kills subject.	r highe 21 t. 21	st attack bonus [not cur Will negates [harmless] Will negates Fortitude partial	1 standard action nullative with 1 standard action 1 hour 1 standard action 1 standard action 1	other effects that grant extra attacks]. + 1 round/level 1 minute/level	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser	V,S,DF V,S,M/DF, F ssor V,S ure touched	dius burst centered on Yes [harmless] two of which are more Yes Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11 Necromancy [Death] Caster Level: 11	SC: Pg.179 PHB: pg.274 PHB: pg.280
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance.	21 t. 21 21	st attack bonus [not cur Will negates [harmless] Will negates	1 standard action nullative with 1 standard action 1 hour 1 standard action 1 standard action 1	other effects that grant extra attacks]. + 1 round/level 1 minute/level Instantaneous	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser Touch Target: Living creat	v,s,DF ve/level, no to v,s,M/DF, F ssor v,s ure touched v,s,DF	dius burst centered on Yes [harmless] two of which are more Yes Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11 Necromancy [Death] Caster Level: 11 Abjuration	SC: Pg.179 PHB: pg.274
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance.	21 t. 21 21	st attack bonus [not cur Will negates [harmless] Will negates Fortitude partial Will negates (harmless)	1 standard action nulative with 1 standard action 1 hour 1 standard action 1	other effects that grant extra attacks]. + 1 round/level 1 minute/level Instantaneous 1 minute/level	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser Touch Target: Living creat Touch Target: Creature to	hin 30-ftra V,S,DF v/S,M/DF, v/S,M/DF, ssor V,S ure touched V,S, DF	dius burst centered on Yes [harmless] two of which are more Yes Yes Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11 Necromancy [Death] Caster Level: 11 Abjuration Caster Level: 11 Caster Level: 11	SC: Pg.179 PHB: pg.274 PHB: pg.280 PHB: pg.282
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance. Slay Living Effect: Touch attack kills subject. Spies on Spell Resistance Effect: Subject gains SR 12 +1/level. Stalwart Pact	21 t. 21 21	st attack bonus [not cur Will negates [harmless] Will negates Fortitude partial Will negates	1 standard action nulative with 1 standard action 1 hour 1 standard action 1 standard action 1 or standard action 10 minutes	other effects that grant extra attacks]. + 1 round/level 1 minute/level Instantaneous	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser Touch Target: Living creat Touch Target: Creature tou Touch	hin 30-ftra V,S,DF e/level, no t V,S,M/DF, F ssor V,S ure touched V,S,DF,XF	dius burst centered on Yes [harmless] two of which are more Yes Yes Yes Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11 Necromancy [Death] Caster Level: 11 Abjuration Caster Level: 11 Abjuration Caster Level: 11	SC: Pg.179 PHB: pg.274 PHB: pg.280
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance. Spies on subject from a distance.	21 tt. 21 21 21 bonus	st attack bonus [not cur Will negates [harmless] Will negates Fortitude partial Will negates (harmless) Will negates (harmless) on saving throws. Cost	1 standard action nulative with 1 standard action 1 hour 1 standard action 1 standard action 1 ominutes 250 XP.	other effects that grant extra attacks]. + 1 round/level 1 minute/level Instantaneous 1 minute/level Permanent until triggered, then 11 rounds	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser Touch Target: Living creat Touch Target: Creature tou Touch Target: Willing living	V,S,DF V,S,M/DF, F ssor V,S ure touched V,S,DF,XF g creature to	dius burst centered on Yes [harmless] two of which are more Yes Yes Yes Yes (harmless) Yes (harmless) buched	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11 Necromancy [Death] Caster Level: 11 Abjuration Caster Level: 11 Evocation Caster Level: 11	SC: Pg.179 PHB: pg.274 PHB: pg.280 PHB: pg.282 Race Sto: Pg.168
Effect: Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful Effect: Allies gain one additional melee attack each round at their morale bonus to attack and damage. Santuary, Mass Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance.	21 tt. 21 21 21	st attack bonus [not cur Will negates [harmless] Will negates Fortitude partial Will negates (harmless) Will negates (harmless)	1 standard action nulative with 1 standard action 1 hour 1 standard action 1 standard action 1 ominutes 250 XP.	other effects that grant extra attacks]. + 1 round/level 1 minute/level Instantaneous 1 minute/level Permanent until triggered, then 11	Target: You 30 ft. Target: All allies wit 3you Close (50 ft.) Target: One creatur than 30 ft. apart See text Target: Magical ser Touch Target: Living creat Touch Target: Creature tou Touch Target: Willing living Touch	v,s,DF v/s,M/DF, F ssor v,s ure touched v,s,DF,XF uched v,s,M/DF,XF g creature to v,s,M/DF	dius burst centered on Yes [harmless] two of which are more Yes Yes Yes Yes (harmless) Yes (harmless) buched	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11 Abjuration Caster Level: 11 Divination (Scrying) Caster Level: 11 Necromancy [Death] Caster Level: 11 Abjuration Caster Level: 11 Evocation Caster Level: 11	SC: Pg.179 PHB: pg.274 PHB: pg.280 PHB: pg.282

□□□□□ Subvert Planar Essence				Cleric Spells					
	21			1 round/level	Medium (210 ft.)	V,S,M/DF	Yes	Transmutation	SC: Pg.211
Effect:			action			emanation	centered on a point in	Caster Level: 11	
Outsiders that fail their save have their damage reduction Summon Monster V	n and sp 21			1 round/level [D]	space Close (50 ft.)	V,S,F/DF	No	Conjuration	PHB: pg.286
Effect:					Target: One or more	summone	d creatures, no two of	(Summoning) Caster Level: 11	
Calls extraplanar creature to fight for you.	21	Will negates	10 minutes	See text	which can be more to 0 ft.; see text		apart Yes	Enchantment	PHB: pg.291
□□□□□Symbol of Sleep	-1	vviii riegates	TO IIIIIIdies	occ text	o it., see text	V,O,IVI	103	(Compulsion) [Mind-Affecting]	111b. pg.201
Effect:					Target: One symbol			Caster Level: 11	
Triggered rune puts nearby creatures into catatonic slum Symbol of Spell Loss	21	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SC: Pg.218
Effect: Symbol causes spellcasters within 60 ft. to lose their high	noet lov	al each round until the s	mbol abeor	he 30 lavale	Target: One symbol			Caster Level: 11	
Triadspell	21	N/A	1 standard	Instantaneous	Personal	V,S	N/A	Transmutation	SC: Pg.224
Effect:			action		Target: You			Caster Level: 11	
Cast one 3rd or lower spell an additional two times. True Seeing	21	Will negates	1 standard	1 minute/level	Touch	V,S,M	Yes (harmless)	Divination	PHB: pg.296
Effect:		(harmless)	action		Target: Creature tou	uched		Caster Level: 11	
Lets you see all things as they really are.	21	Will negates	1 standard	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.229
□□□□□Vigor, Greater	-1		action	To Tourida T T Touridate Ver [max 00]				(Healing)	00. 1 g.220
Effect: Same as lesser vigor except it grants target fast healing a					Target: Living creatu			Caster Level: 11	
□□□□□ Vulnerability	21		1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SC: Pg.232
Effect: Lowers subject's damage reduction by 5 [to a minimum 5	il.				Target: Creature tou	ıched		Caster Level: 11	
□□□□ Wall of Dispel Magic	21		1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	No	Abjuration	SC: Pg.233
Effect:			GOUDII			all whose a	rea is up to one 10-ft	Caster Level: 11	
Anyone crossing is subject to dispel magic; see text.	21	Reflex negates; see	1 round	1 round/level [D]	square/level Medium (210 ft.)	V,S	Yes	Evocation	SC: Pg.234
Effect:		text			Target: A wall of wh	irling limbs	up to 20 ft. long/level,	Caster Level: 11	
A creature attempting to move through the wall takes 5d6	and m			in the wall; see text.	or ring with radius u Medium (210 ft.)	p to 5-ft./2 le	evels	Conjuration	PHB: pg.299
Effect:	2.		action		Target: Stone wall w			(Creation) [Earth] Caster Level: 11	pg.200
Creates a stone wall that can be shaped.	01	Nana	2	4 minute/level	square/level [S]		•		CO. D- 044
□□□□□Zone of Respite Effect:	21	None	∠ rounds	1 minute/level	20 ft. Target: 20-ftradius		Yes centered on you	Abjuration Caster Level: 11	SC: Pg.244
Creates a region that is temporarily protected from interp			4.4	4 minute/level	-		•		CO: D= 044
Zone of Revelation	21		1 standard action	1 minute/level		V,S,M/DF		Divination	SC: Pg.244
Effect: All creatures and objects with a zone of relevation are ma	ade visi	ble; see text.			Target: 5-ftradius/li in space	evel emana	ition centered on a poir	ntCaster Level: 11	
				LEVEL 6					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Objects	22		1 standard action	1 round/level	Medium (210 ft.)	V,S	No	Transmutation	PHB: pg.199
Effect: Objects attack your foes.					Target: One Small of	bject/level;	see text	Caster Level: 11	
Antilife Shell	22	None	1 round	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.199
Effect: 10-ft. field hedges out living creatures.					Target: 10-ftradius	emanation	, centered on you	Caster Level: 11	
Banishment	22			Instantaneous	Close (50 ft.)	V,S,F	Yes	Abjuration	PHB: pg.203
Effect:			action				ar creatures, no two of	Caster Level: 11	
Banishes 2 HD/level of extraplanar creatures. Bear's Endurance, Mass	22			1 minute/level	which can be more to Close (50 ft.)		yes	Transmutation	PHB: pg.203
Effect:		(harmless)	action		Target: 1 creature/le	evel, no two	of which can be more	Caster Level: 11	
As bear's endurance, affects 1 subject/level.	22	Reflex half or Reflex	1 standard	1 minute/level [D]	than 30 ft. apart	V,S	Yes	Evocation [Force]	PHR: ng 205
□□□□□ Blade Barrier			action		Medium (210 ft)	, -			· · - · - · - · · - · ·
Effect:						ing blodes	up to 20 # /lovel !	rCaptor Love ! 44	
Wall of blades deals 1d6/level [max 15d6] damage.					Target: Wall of whirl a ringed wall of whir	ling blades	up to 20 ft./level long, of with a radius of up to	or Caster Level: 11	
	22	None	1 standard	Instantaneous	Target: Wall of whirl a ringed wall of whir 27 ft; either form 20	ling blades ft. high	up to 20 ft./level long, owith a radius of up to Yes	er Caster Level: 11 Evocation [Good]	
Bolt of Glory	22			Instantaneous	Target: Wall of whirl a ringed wall of whir 27 ft; either form 20	ling blades ft. high	with a radius of up to		
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d	amage.	. 1d12/caster level to und	1 standard action dead [max 1:	5d12], 1d12/2 caster levels [max 7d12].	Target: Wall of whirl a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray	fling blades ft. high V,S,DF	with a radius of up to Yes	Evocation [Good] Caster Level: 12	SC: Pg.35
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d		. 1d12/caster level to und Will negates	1 standard action dead [max 1:		Target: Wall of whirl a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.)	fling blades ft. high V,S,DF V,S,M/DF	with a radius of up to Yes Yes (harmless)	Evocation [Good] Caster Level: 12 Transmutation	
Effect: As bull's strength, Mass Effect: As bull's ffects one subject/ level.	amage. 22	. 1d12/caster level to und Will negates (harmless)	1 standard action dead [max 1: 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level	Target: Wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart	rling blades ft. high V,S,DF V,S,M/DF evel, no two	with a radius of up to Yes Yes (harmless) of which can be more	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11	SC: Pg.35 PHB: pg.207
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection	amage.	. 1d12/caster level to und Will negates (harmless)	1 standard action dead [max 1: 1 standard action	5d12], 1d12/2 caster levels [max 7d12].	Target: Wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch	rling blades ft. high V,S,DF V,S,M/DF evel, no two V,S,M	with a radius of up to Yes Yes (harmless)	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation	SC: Pg.35
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection	amage. 22 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless)	1 standard action dead [max 1: 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level	Target: Wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart	rling blades ft. high V,S,DF V,S,M/DF evel, no two V,S,M	with a radius of up to Yes Yes (harmless) of which can be more	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11	SC: Pg.35 PHB: pg.207
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection Effect: Subject improves in all ways, +4 enhancement bonus to a	amage. 22 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores.	1 standard action dead [max 1: 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level	Target: Wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch	rling blades ft. high V,S,DF V,S,M/DF evel, no two V,S,M	with a radius of up to Yes Yes (harmless) of which can be more	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation	SC: Pg.35 PHB: pg.207
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection Effect: Subject improves in all ways, +4 enhancement bonus to a company of the c	amage. 22 22 22 all abilit 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores.	1 standard action dead [max 1: 1 standard action 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level	Target: Wall of whird a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: Creature tou	thing blades ft. high V,S,DF V,S,M/DF evel, no two V,S,M uched V,S	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection Effect: Subject improves in all ways, +4 enhancement bonus to a complete of the complete	amage. 22 22 22 all abilit 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half	1 standard action dead [max 1: 1 standard action 1 standard action 1 minute 1 standard action 1 standard action 1 standard action 1 standard 1	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level	Target: Wall of whirt a ringed wall of whirt 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: Creature tou. 1 mile	ting blades ft. high V,S,DF V,S,M/DF vvel, no two V,S,M uched V,S s circle cent	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration	SC: Pg.35 PHB: pg.207 PHB II: pg.106
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection Effect: Subject improves in all ways, +4 enhancement bonus to a subject improves in all ways, bull of the subject improves in all ways. Effect: Lowers temperature by 5 degrees per level [Max 50 degrees] Cometfall	amage. 22 22 all abilit 22 rees] 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half	1 standard action 1 standard action 1 standard action 1 minute 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous	Target: Wall of whirt a ringed wall of whirt 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: Creature tot. 1 mile Target: 1-mile-radius	ting blades ft. high V,S,DF V,S,M/DF V,S,M/DF vel, no two V,S,M uched V,S s circle cent V,S,DF	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	amage. 22 22 all abilit 22 rees] 22 0 everyt	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half	1 standard action dead [max 1: 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text	Target: Wall of whirt a ringed wall of whirt 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: Creature tou 1 mile Target: 1-mile-radiu: Medium (210 ft.) Target: 400-pound b	rling blades ft. high V,S,DF V,S,M/DF V,S,M/DF avel, no two V,S,M uched V,S s circle cent V,S,DF pall of rock a	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Caster Level: 11 Conjuration (Creation) Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy deals posi	amage. 22 22 all abilit 22 rees] 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or	1 standard action dead [max 1: 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text	Target: Wall of whiri a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: Creature tou 1 mile Target: 1-mile-radiu: Medium (210 ft.) Target: 400-pound ft. Close (50 ft.)	rling blades ft. high V,S,DF V,S,M/DF V,S,M/DF evel, no two V,S,M uched V,S s circle cent V,S,DF ball of rock a V,S	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Caster Level: 11 Conjuration (Creation) Caster Level: 11 Conjuration (Creation) Caster Level: 11 (Healing)	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy d Bull's Strength, Mass Effect: As bull's strength, affects one subject/ level. Chasing Perfection Effect: Subject improves in all ways, +4 enhancement bonus to a subject improves in a subject improve	amage. 22 22 all abilit 22 rees] 22 0 everyt 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text	1 standard action Jead [max 1: 1 standard action 1 standard action 1 minute 1 standard action 1 standard action 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous	Target: Wall of whirt a ringed wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound bt. Close (50 ft.) Target: 1 creature/le than 30 ft. apart	v,s,M/DF v,s,M/DF v,s,M/DF v,s,M/DF v,s,M uched v,s s circle cent v,s,DF ball of rock a v,s evel, no two	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 5; Conjuration (Healing) Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy deals posi	amage. 22 22 all abilit 22 rees] 22 0 everyt	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text	1 standard action Jead [max 1: 1 standard action 1 standard action 1 minute 1 standard action 1 standard action 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text	Target: Wall of whirt a ringed wall of whirt a ringed wall of whire 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: Creature tot. 1 mile Target: 1-mile-radius Medium (210 ft.) Target: 400-pound ft. Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.)	riing blades fit, high V,S,M/DF V,S,M/DF V,S,M/DF vevel, no two V,S,M uched V,S s circle cent V,S,DF paull of rock a V,S evel, no two V,S	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 SConjuration (Healing) Caster Level: 11 Abjuration	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy deals posi	amage. 22 22 all abilit 22 rees] 22 0 everyt 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text	1 standard action dead [max 1: 1 standard action 1 standard action 1 standard action 1 minute 1 standard action es that fail til 1 standard action 1 standard action 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous	Target: Wall of whirt a ringed wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound bt. Close (50 ft.) Target: 1 creature/le than 30 ft. apart	riing blades fit, high V,S,M/DF V,S,M/DF V,S,M/DF vevel, no two V,S,M uched V,S s circle cent V,S,DF paull of rock a V,S evel, no two V,S	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 5; Conjuration (Healing) Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy deals posi	amage. 22 22 all abilit 22 rees] 22 0 everyt 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text None Will negates	1 standard action dead [max 1: 1 standard action 1 standard action 1 minute 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standa	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous	Target: Wall of whirt a ringed wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/lethan 30 ft. apart Touch Target: Creature tou 1 mile Target: 400-pound the close (50 ft.) Target: 1 creature/lethan 30 ft. apart Medium (210 ft.) Target: 1 creature/lethan 30 ft. apart Medium (210 ft.) Target: One spellca 20-ft. radius burst	riing blades fit, high V,S,M/DF V,S,M/DF V,S,M/DF vevel, no two V,S,M uched V,S s circle cent V,S,DF paull of rock a V,S evel, no two V,S	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No re, or object; or	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 SConjuration (Healing) Caster Level: 11 Abjuration	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy deals posi	22 22 22 22 all abilit 22 22 20 everyt 22 s 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text None Will negates	1 standard action 1 standard action 1 standard action 1 minute 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous Instantaneous Instantaneous	Target: Wall of whirt a ringed wall of whirt a ringed wall of whire 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound the close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: Cone spellca 20-ftradius burst Close (50 ft.) Target: 1 creature/let (50 ft.)	riing blades fit, high V,S,M/DF V,S,M/DF evel, no two V,S,M uched V,S s circle cent V,S,DF ball of rock a V,S evel, no two V,S ster, creatur V,S,M/DF V,S,M/DF	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No re, or object; or	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 S;Conjuration (Healing) Caster Level: 11 Abjuration Caster Level: 11 Transmutation	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216 PHB: pg.223
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to Cures 2d8 +1/level [max +30] damage for many creature Cures 2d8 +1/level [max +20] on check. Effect: Cas bull's strength, affects one subject/ level. Chasing Perfection Effect: Subject improves in all ways, +4 enhancement bonus to a compare the compar	22 22 22 22 all abilit 22 22 20 everyt 22 s 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text None Will negates (harmless) or Mill half; see text	1 standard action dead [max 1: 1 standard action 1 standard action 1 minute 1 standard action 2 standard action 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous Instantaneous 1 minute/level	Target: Wall of whirt a ringed wall of whirt a ringed wall of whire 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound bt. Close (50 ft.) Target: 1 creature/le than 30 ft. apart Medium (210 ft.) Target: 1 creature/le than 30 ft. apart Medium (210 ft.) Target: One spellca: 20-ftradius burst Close (50 ft.) Target: 1 creature/le than 30 ft. apart 1 creature/le than 30 ft. apart	riing blades fit, high V,S,M/DF V,S,M/DF evel, no two V,S,M uched V,S s circle cent V,S,DF ball of rock a V,S evel, no two V,S ster, creatur V,S,M/DF V,S,M/DF	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No re, or object; or	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 S;Conjuration (Healing) Caster Level: 11 Abjuration Caster Level: 11 Transmutation	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216 PHB: pg.223
Bolt of Glory Effect: Ranged touch attack with the ray deals positive energy deals posi	22 22 22 22 all abilit 22 ees] 22 20 everyt 22 22 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text None Will negates (harmless) or Mill half; see text	1 standard action dead [max 1: 1 standard action 1 standard action 1 minute 1 standard action es that fail til 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous Instantaneous 1 minute/level	Target: Wall of whirt a ringed wall of whirt a ringed wall of whire 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound bt. Close (50 ft.) Target: 1 creature/le than 30 ft. apart Medium (210 ft.) Target: 1 creature/le than 30 ft. apart Medium (210 ft.) Target: One spellca: 20-ftradius burst Close (50 ft.) Target: 1 creature/le than 30 ft. apart 1 creature/le than 30 ft. apart	riing blades fit, high V,S,MDF V,S,MDF V,S,MDF v,S,M uched V,S,S s circle cent V,S,DF ball of rock a V,S evel, no two V,S ster, creatur V,S,MDF evel, no two V,S v,S ster, creatur V,S,MDF evel, no two V,S	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No re, or object; or Yes of which can be more	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 Sic Conjuration (Healing) Caster Level: 11 Abjuration Caster Level: 11 Transmutation Caster Level: 11 Transmutation Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216 PHB: pg.223 PHB: pg.225
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to Cures 2d8 +1/level [max +30] damage for many creature Dipped Magic, but +20 on check. Chas gle's splendor, affects 1 subject/level. Chasing Perfection Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to Cure Moderate Wounds, Mass Effect: Cures 2d8 +1/level [max +30] damage for many creature Cures 2d8 +1/level [max +30] damage for many creature Comet falls to the ground dealing 1d6/level [max 15d6] to Cure Subject [max +30] damage for many creature Cures 2d8 +1/level [max +30] damage for many creature	22 22 22 22 all abilit 22 ees] 22 20 everyt 22 22 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text None Will negates (harmless) or Mill half; see text	1 standard action 1 standard action 1 standard action 1 minute 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous Instantaneous 1 minute/level 24 hours	Target: Wall of whirt a ringed wall of whirt a ringed wall of whir 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound bt. Close (50 ft.) Target: One spellca: 20-ftradius burst Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch	riing blades fit, high V,S,M/DF V,S,M/DF v,S,M/DF v,S,M uched V,S s circle cent V,S,DF pall of rock a V,S evel, no two V,S ster, creatur V,S,M/DF evel, no two V,S uched	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No re, or object; or Yes of which can be more	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 SConjuration (Healing) Caster Level: 11 Abjuration Caster Level: 11 Transmutation Caster Level: 11 Abjuration Caster Level: 11 Abjuration Caster Level: 11 Abjuration Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216 PHB: pg.223 PHB: pg.225
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to Comet fa	all abilities 22 22 22 22 22 22 22	. 1d12/caster level to und Will negates (harmless) Will negates (harmless) ty scores. None Reflex half thing in the area. Creatur Will half (harmless) or Will half; see text None Will negates (harmless)	1 standard action 1 standard action 1 standard action 1 minute 1 standard action	5d12], 1d12/2 caster levels [max 7d12]. 1 minute/level 1 minute/level 2d4 hours Instantaneous heir Reflex are prone; see text Instantaneous Instantaneous 1 minute/level 24 hours	Target: Wall of whirt a ringed wall of whirt a ringed wall of whire 27 ft; either form 20 Close (55 ft.) Target: Ray Close (50 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: 1-mile-radius Medium (210 ft.) Target: 400-pound ft. Close (50 ft.) Target: 1 creature/let than 30 ft. apart Medium (210 ft.) Target: 1 creature/let than 30 ft. apart Close (50 ft.) Target: 1 creature/let than 30 ft. apart Touch Target: 1 creature/let than 30 ft. apart Touch Target: Creature for than 30 ft. apart	riing blades fit, high V,S,M/DF V,S,M/DF vevel, no two V,S,M uched V,S s circle cent V,S,DF could of rock a V,S evel, no two V,S ster, creaturu V,S,M/DF evel, no two V,S which is the volume of v,S,M/DF evel, no two V,S,S,F	with a radius of up to Yes Yes (harmless) of which can be more Yes (harmless) No tered on you No and ice Yes (harmless) or Yes see text of which can be more No re, or object; or Yes of which can be more Yes [harmless] No or Yes (harmless)	Evocation [Good] Caster Level: 12 Transmutation Caster Level: 11 Transmutation Caster Level: 11 Transmutation [Cold] Caster Level: 11 Conjuration (Creation) Caster Level: 11 SConjuration (Healing) Caster Level: 11 Abjuration Caster Level: 11 Transmutation Caster Level: 11 Abjuration Caster Level: 11 Abjuration Caster Level: 11 Abjuration Caster Level: 11	SC: Pg.35 PHB: pg.207 PHB II: pg.106 SC: Pg.50 SC: Pg.50 PHB: pg.216 PHB: pg.223 PHB: pg.225 SC: Pg.80

				Cleric Spells					
□□□□□ Forbiddance :ffect: Blocks planar travel, damages creatures of different alignr	22	See text	6 rounds		Medium (210 ft.) Target: 60-ft. cubes	V,S,M, DF /level [S]	Yes	Abjuration Caster Level: 11	PHB: pg.232
Geas/Quest	22	None	10 minutes	1 day/level or until discharged [D]	Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	PHB: pg.234 dent,
nect: As lesser geas, plus it affects any creature. □□□□□ Ghost Trap	22	None	1 standard action	1 minute/level [D]	Target: One living of 5 ft./level	V,S	No	Caster Level: 11 Abjuration	SC: Pg.103
fect: Field of energy negates incorporealness within a 5 ft./cast I□□□□□ Glyph of Warding, Greater	er leve 22	I radius. See text	10 minutes	Permanent until discharged [D]	Target: 5 ft./level-ra	dius emana	No (object) and Yes;	Caster Level: 11 Abjuration	PHB: pg.237
ffect: As glyph of warding, but up to 10d8 damage or 6th-level s					Target: Object touc		·	Caster Level: 11	
☐☐☐☐ Harm ffect: Deals 10 points damage/level to target.	22	Will half; see text	1 standard action	Instantaneous	Touch Target: Creature to	V,S uched	Yes	Necromancy Caster Level: 11	PHB: pg.239
Greats to points damage/level to target.	22	Will negates (harmless)	1 standard action	Instantaneous	Touch Target: Creature to	V,S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.239
Cures 10 points of damage/level [max 150], all diseases a	nd me 22	ntal conditions. None	10 minutes	1 hour plus 12 hours; see text	Close (50 ft.)	V,S, DF	No	Conjuration (Creation) [Creation]	PHB: pg.240
iffect: Food for 1 creature/level cures and grants combat bonuse	s. 22	None	10 minutes	24 hours [D]	Target: Feast for 1	creature/lev V,S,F	el No	Caster Level: 11 Abjuration	SC: Pg.114
ffect: Protects area against divinations; see text					area to be warded Target: Up to 200 s			Caster Level: 11	-
Iffect: Creates dense rumble and causes 1d6/caster level [max 1	22	Reflex half	action	Instantaneous	Long (840 ft.) Target: 20-ftradius	V,S s burst	No	Transmutation [Cold] Caster Level: 11	SC: Pg.119
Inflict Moderate Wounds, Mass	22	Will half		Instantaneous		V,S evel, no two	Yes of which can be more	Necromancy Caster Level: 11	PHB: pg.244
Deals 2d8 +1/level [max +30] damage to many creatures. Lucent Lance Flect:	22	None	1 standard action	Instantaneous	than 30 ft. apart Close (50 ft.) Target: Ray	V,S,F	Yes; see text	Transmutation [Light] Caster Level: 11	SC: Pg.134
Ranged touch attack blinds creature for 1 round; see text. DUDUD Make Manifest, Mass	22	N/A	1 standard action	1 round/level	Close (50 ft.)	V,S,M	N/A	Transmutation	SC: Pg.137
ffect: As make manifest, except all creatures and unattended ot Mantle of the Icy Soul	ject ap 22	opear. Will negates		1 hour/level	Target: 25-ftradius space Touch	v,S,M	centered on a point is Yes	Transmutation	SC: Pg.138
ffect: Grants Cold Subtype to target.	22	Will partial; see text	action 1 standard	Instantaneous	Target: Creature to	uched V,S,DF	Yes	[Cold] Caster Level: 11 Necromancy	SC: Pg.150
I□□□□ Opalescent Glare ffect: Gain gaze attack, evil creatures of 5 or less hit dice meets			action		Target: You	۷,۵,۵۱	163	[Death, Good] Caster Level: 12	30. Fg. 130
☐☐☐☐ Owl's Wisdom, Mass ffect: As owl's wisdom, affects one subject/ level.	22	Will negates (harmless)	1 standard action	1 minute/level	Close (50 ft.) Target: 1 creature/lethan 30 ft. apart	V,S,M/DF evel, no two		Transmutation Caster Level: 11	PHB: pg.259
□□□□ Planar Ally	22	None	10 minutes	Instantaneous	Close (50 ft.)	V,S, DF, XP	No r outsiders totaling no	Conjuration (Calling) [See Text] Caster Level: 11	PHB: pg.261
As lesser planar ally, but up to 12 HD. Planar Exchange	22	None	1 round	1 round/level [D]	more than 12 HD, v apart when they ap 0 ft.		t be more than 30 ft.	Conjuration (Calling)	SC: Pg.159
iffect: Call a celestial creature see list; see text	22	Fortitude negates	1 standard	Instantaneous	Target: One called	creature V,S	Yes	Caster Level: 11 Abjuration	SC: Pg.172
ffect: Creatures in the area must save or be pushed away from					Target: Cone-shape			Caster Level: 11	22.2.121
☐☐☐☐ Resistance, Superior ffect: As resistance, except you grant the subject +6 resistance	22 bonus	Will negates [harmless]	1 standard action	24 hours	Touch Target: Creature to		Yes [harmless]	Abjuration Caster Level: 11	SC: Pg.174
Revive Outsider	22	None; see text	1 minute	Instantaneous	Touch Target: Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 11	SC: Pg.175
As raise dead, except it affects an outsider. Sarcophagus of Stone Stone	22	Reflex negates	1 standard action	1 round/level?	Touch Target: Creature to	V,S,M uched?	No	Conjuration (Creation) Caster Level: 11	SC: Pg.180
Airtight coffin; see text. Graph Spider Plague	22	None	1 round	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Summoning) [See text]	SC: Pg.201
ffect: Summon five celestial or fiendish Large monstrous spider: Common five celestial or fiendish Large monstrous spider: Common five celestial or fiendish Large monstrous spider:		289]; see text. N/A		1 minute/level [D]	Target: Five summo	oned spiders	N/A	Caster Level: 11 Transmutation	SC: Pg.207
ffect: Body becomes stone with DR 10/adamantine and a +4 en	hancer 22	ment to Strength, but tal		Ity to Dexterity; see text 1 round/level [D]	Target: You	V,S,F/DF	No	Caster Level: 11	PHB: pg.287
Galls extraplanar creature to fight for you.					which can be more	e summone than 30 ft. a	d creatures, no two of apart	Conjuration (Summoning) Caster Level: 11	
☐☐☐☐ Symbol of Fear ffect: Triggered rune panics nearby creatures.	22	Will negates	10 minutes	See text	0 ft.; see text Target: One symbo	V,S,M	Yes	Necromancy [Fear Mind-Affecting] Caster Level: 11	,PHB: pg.290
⊇⊒⊒⊒Symbol of Persuasion	22	Will negates	10 minutes	See text	0 ft.; see text Target: One symbo	V,S,M	Yes	Enchantment (Charm) [Mind-Affecting] Caster Level: 11	PHB: pg.290
iffect: Triggered rune charms nearby creatures. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	22	Will negates	1 standard action	Instantaneous	Medium (210 ft.)		Yes	Necromancy [Death]	PHB: pg.297
ffect: Destroys 1d4 [max 20d4] HD of undead.	22	Will negates		10 rounds + 1 round/level [max 40]	Target: Several und burst 20 ft.	dead creatur	res within a 40-ftradius Yes [harmless]		SC: Pg.229
□□□□□ Vigorous Circle	22	[harmless]	action		2011.	•,0		(Healing)	

				Cleric Spells					
□□□□□ Visage of the Deity	22	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.230
Effect: Your form becomes more like your deity's, take on celesti	al or fie	endish qualities: see text			Target: You			Caster Level: 11	
Wind Walk	22			1 hour/level [D]; see text	Touch Target: You and One		(harmless)	Transmutation [Air Caster Level: 11]PHB: pg.302
You and your allies turn vaporous and travel fast.	22	None or Will negates	1 standard	Instantaneous	-	V		Conjuration	PHB: pg.303
Effect:	22		action	nstantaneous	Target: You and touc		object)	(Teleportation) Caster Level: 11	РНВ: pg.303
Teleports you back to designated place. DDDDDZealot Pact	22	Will negates		Permanent until triggered, then 1	creatures Touch	V,S,DF,XP	Yes [harmless]	Evocation	SC: Pg.244
Effect:		[harmless]		round/level	Target: Willing living	creature to	ouched	Caster Level: 11	
Gain +4 bonus and deal double damage against opposite	alignm	ient once spell is activat	ed by first su						
				LEVEL 7					
Name Animalistic Power, Mass	DC 23	Saving Throw Will negates		Duration 1 minute/level		Comp. V,S,M	Spell Resistance Yes [harmless]	School Transmutation	Source PHB II: pg.101
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 11	
Subject is imbued with +2 to Strength, Dexterity and Cons	stitution 23	n. Will negates	1 standard	Permanent	Touch	V,S	Yes	Transmutation	Race Sto: Pg.164
Effect: See text for details of curse options.			action		Target: Creature tou	ched		Caster Level: 11	
□□□□□ Blood to Water	23	Fortitude half	1 standard action	Instantaneous	Close (50 ft.)	V,S		Necromancy [Water]	SC: Pg.33
Effect: Deals 2d6 Con damage to subject. Save halves damage.			doubii		Target: Up to five livi			Caster Level: 11	
Deals 200 con damage to subject: cave harves damage.	23	Will negates	1 round	1 minute/level		V,S,M,DF		Divination	SC: Pg.38
Effect: Eavesdrop on thoughts of up to eight other creatures.					Target: Up to eight li	ving creatu		[Mind-Affecting] Caster Level: 11	
Brilliant Blade	23	Will negates		1 minute/level	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.40
Effect:		[harmless,object]	action		Target: One melee of	or thrown w	eapon, or fifty	Caster Level: 11	
Transform weapons into brilliant energy. Call Kolyarut	23	None	10 minutes	Instantaneous	projectiles Close (50 ft.)	V,S,DF,XP		Conjuration	SC: Pg.42
Effect: You recieve the aid of a Kolyarut inevitable in performing	one ta	sk that cannot exceed 1	hour		Target: One called k	olyarut		(Calling) [Lawful] Caster Level: 11	
Control Weather	23	None	10 minutes;	4d12 hours; see text	2 miles	V,S	No	Transmutation	PHB: pg.214
Effect:			see text		Target: 2-mile-radius	s circle, cer	itered on you; see text	Caster Level: 11	
Changes weather in local area. Cure Serious Wounds, Mass	23	Will half (harmless) or		Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes		PHB: pg.216
Effect: Cures 3d8 +1/level [max +35] damage for many creatures	S.	Will half; see text	action		Target: 1 creature/lethan 30 ft. apart	vel, no two	see text of which can be more	(Healing) Caster Level: 11	
Destruction	23	Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Necromancy [Death]	PHB: pg.218
Effect: Kills subject and destroys remains.					Target: One creature	Э		Caster Level: 11	
Dictum	23	None or Will negates; see text	1 standard action	instantaneous	40 ft.	V		Evocation [Lawful, Sonic]	PHB: pg.220
Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.					Target: Nonlawful cre centered on you	eatures in a	a 40-ftradius spread	Caster Level: 11	
Ethereal Jaunt	23	None	1 standard action	1 round/level [D]	Personal	V,S	No	Transmutation	PHB: pg.227
Effect: You become ethereal for 1 round/level.					Target: You			Caster Level: 11	
□□□□□ Fortunate Fate	23	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.99
Effect: If an attack would kill target she is healed as if by a heal s	spell.				Target: Living creatu	ire touched		Caster Level: 11	
□□□□ Holy Star	23	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SC: Pg.115
Effect: Creates light and has three functions; see text					Target: Protective st	ar of energ	y	Caster Level: 11	
□□□□□ Holy Transformation	23	N/A	1 standard	1 round/level [D]			N/A	T	
F#:	23	IN/A	action		Personal	V,S,DF		Transmutation [Good]	SC: Pg.116
Effect: Change to good lawful outsider, size medium, gain abilitie			action		Target: You	V,S,DF			SC: Pg.116
Change to good lawful outsider, size medium, gain abilitic Sacred Bonus to Saves, DR:5/evil; see text		appearance of a hound	action archon [mm	pg.16]. +4 Str & Con, Darkvision 60', +-	Target: You -4		Yes	[Good] Caster Level: 12	·
Change to good lawful outsider, size medium, gain abilitic Sacred Bonus to Saves, DR:5/evil; see text	es and		action archon [mm	pg.16]. +4 Str & Con, Darkvision 60', +-	Target: You 4 40 ft.	V		[Good] Caster Level: 12 Evocation [Good, Sonic]	·
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text I I I I I I I I I I I I I I I I I I I	es and 23	appearance of a hound None or Will negates; see text	action archon [mm 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +-	Target: You 40 ft. Target: Nongood crecentered on you	V eatures in a	40-ftradius spread	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12	PHB: pg.242
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	es and	appearance of a hound None or Will negates;	action archon [mm 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous	40 ft. Target: Nongood crecentered on you Close (50 ft.)	V eatures in a V,S	40-ftradius spread Yes	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy	·
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:Sfevil; see text Grand Holy Word Effect: Kills, paralyzes, blinds, or deafens nongood subjects. Grand Inflict Serious Wounds, Mass Effect: Deals 3d8 +1/level [max +35] damage to many creatures.	23 23	appearance of a hound None or Will negates; see text Will half	action archon [mm 1 standard action 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous	Target: You 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le	V eatures in a V,S evel, no two	40-ftradius spread Yes of which can be more	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11	PHB: pg.242 PHB: pg.244
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	es and 23 23	appearance of a hound None or Will negates; see text	action archon [mm 1 standard action 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch	V eatures in a V,S evel, no two V,S,M/DF	40-ftradius spread Yes of which can be more No; see text	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration	PHB: pg.242
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Holy Word Effect: Kills, paralyzes, blinds, or deafens nongood subjects. Holy Inflict Serious Wounds, Mass Effect: Deals 3d8 +1/level [max +35] damage to many creatures. Planar Bubble Effect: Area around creature emulates it's native plane [gravity, the content of the cont	es and 23 23 23 empera	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc].	action archon [mm 1 standard action 1 standard action 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous Instantaneous 10 minutes/level	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius	V eatures in a V,S evel, no two V,S,M/DF emanation	40-ftradius spread Yes of which can be more No; see text from touched creature	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Graph Change Chang	23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless]	action archon [mm 1 standard action 1 standard action 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.)	V v.s. vel, no two V.s.M/DF emanation V.s.F	40-ftradius spread Yes of which can be more No; see text	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light]	PHB: pg.242 PHB: pg.244 SC: Pg.158
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to Saves, DR:5/evil; see text Change to Saves, DR:5/evil; see text Effect: Kills, paralyzes, blinds, or deafens nongood subjects. Change to Inflict Serious Wounds, Mass Effect: Deals 3d8 +1/level [max +35] damage to many creatures. Change to Manage to Manage to Many Creatures. Change to Manage to Manage to Many Creatures. Change to Manage to Manage to Manage to Many Creatures. Change to Manage to Manag	es and 23 23 23 empera 23 s creatu	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial	action archon [mm 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous Instantaneous 10 minutes/level Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/lethan 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius	V seatures in a V,S evel, no two V,S,M/DF emanation V,S,F burst	40-ftradius spread Yes of which can be more No; see text from touched creature Yes	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	23 23 23 empera 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial	action archon [mm 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous Instantaneous 10 minutes/level	Target: You 4 40 ft. Target: Nongood cre centered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch	V seatures in a V,S evel, no two V,S,M/DF emanation V,S,F burst V,S,M	40-ftradius spread Yes of which can be more No; see text from touched creature Yes	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation)	PHB: pg.242 PHB: pg.244 SC: Pg.158
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:/Sevil; see text Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:/Sevil; see text Change to good lawful outsider, see text Effect: Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures. Change Text Deals 3d8 +1/level [max +35] damage to many creatures.	23 23 23 23 23 empere 23 s creatu 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None	action archon [mm 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous Instantaneous 10 minutes/level Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Long (840 ft.) Target: 20-ftradius Touch Target: Object touch	V sectors in a v,s vel, no two V,s,M/DF emanation V,s,F burst V,s,M	40-ftradius spread Yes of which can be more No; see text from touched creature Yes	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	es and 23 23 23 empera 23 s creatu	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial	action archon [mm 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous Instantaneous 10 minutes/level Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch	V seatures in a V,S vvel, no two V,S,M/DF emanation V,S,F burst V,S,M eed V,S,DF	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless)	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing)	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	23 23 23 23 23 empera 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless)	action archon [mm 1 standard action 3 full rounds	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Living creatu	V seatures in a V,S vvel, no two V,S,M/DF emanation V,S,F burst V,S,M sed V,S,DF are touched	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless)	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing) Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	23 23 23 empera 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless)	action archon [mm 1 standard action 3 full rounds	pg.16]. +4 Str & Con, Darkvision 60', +- Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Living creatu	V seatures in a V,S evel, no two V,S,M/DF emanation V,S,F burst V,S,M eed V,S,DF irre touched V,S,DF	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless)	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Healing)	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to good lawful outsider, see text Change to good subjects. Chan	23 23 23 23 23 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) 85]. Will negates [harmless]	action archon [mm 1 standard action 3 full rounds 10 minutes	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged Instantaneous Permanent until triggered	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Living creatur Touch Target: Living creatur Touch	V veatures in a V,S evel, no two V,S,M/DF emanation V,S,F burst V,S,M eed V,S,DF are touched V,S,DF creature to	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] uuched	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration (Healing) Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270 SC: Pg.173
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to good lawful outsider, see text Change to good subjects. Chan	23 23 23 23 23 empera 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) 85]. Will negates	action archon [mm 1 standard action 3 full rounds 10 minutes	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Living creatu Touch Target: Willing living Up to 10 ft./level	V v.s., M vel, no two V,S,M/DF are touched V,S,DF creature to V,S,F/DF	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Abjuration	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to good lawful outsider, see text Change to good subjects. Chan	23 23 23 empera 23 23 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) 35]. Will negates [harmless] Will negates	action archon [mm 1 standard action 3 full rounds 10 minutes 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged Instantaneous Permanent until triggered 1 round/level [D]	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Living creatur Touch Target: Willing living Up to 10 ft./level Target: 10 ft. radius/	V seatures in a V,S vvel, no two V,S,M/DF emanation V,S,F burst V,S,M sed V,S,DF creature to V,S,DF creature to V,S,F/DF	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Abjuration Caster Level: 11 Abjuration Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270 SC: Pg.173 PHB: pg.271
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to Saves to Saves, DR:5/evil; see text Change to Saves to Saves, DR:5/evil; see text Change to Saves t	23 23 23 23 23 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) 85]. Will negates [harmless]	action archon [mm 1 standard action 3 full rounds 10 minutes 1 standard action	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged Instantaneous Permanent until triggered	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart Touch Target: 20-ftradius Touch Target: Object touch Touch Target: Living creatur Touch Target: Willing living Up to 10 ft./level Target: 10 ft. radius/l	V vs. patures in a V.S. vvel, no two V.S.M/DF emanation V.S.F burst V.S.M are touched V.S.DF creature to V.S.F/DF level emana V.S.XP	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleporiation) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration Caster Level: 11 Conjuration Caster Level: 11 Conjuration Caster Level: 11 Conjuration Conjuration Conjuration Caster Level: 11 Conjuration Conjuration Caster Level: 11 Conjuration Conjuration (Healing)	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270 SC: Pg.173
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text Change to Saves, DR:5/evil; see text Chang	23 23 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) Will negates [harmless] Will negates (harmless)	action archon [mm 1 standard action 2 standard action 3 full rounds 10 minutes 1 standard action 10 minutes	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged Instantaneous Permanent until triggered 1 round/level [D] Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/lethan 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Willing living Up to 10 ft./level Target: 10 ft. radius/ Touch Target: 10 ft. radius/ Touch Target: 10 ft. radius/ Touch	V seatures in a V,S evel, no two V,S,M/DF emanation V,S,F burst V,S,M eed V,S,DF creature to V,S,F/DF level eman V,S,XP ched	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless)	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration Caster Level: 11 Conjuration Caster Level: 11 Conjuration Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270 SC: Pg.173 PHB: pg.271 PHB: pg.272
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evil; see text	23 23 23 empera 23 23 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) 35]. Will negates [harmless] Will negates Will negates	action archon [mm 1 standard action 2 standard action 3 full rounds 10 minutes 1 standard action 10 minutes	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged Instantaneous Permanent until triggered 1 round/level [D]	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/lethan 30 ft. apart Touch Target: 20-ftradius Touch Target: Object touch Touch Target: Willing living Up to 10 ft./level Target: 10 ft. radius/l Touch Target: 10 ft. radius/l Touch Target: 10 ft. radius/l Touch Target: 10 ft. radius/l Touch Target: 10 ft. radius/l	V satures in a V,S evel, no two V,S,M/DF emanation V,S,F burst V,S,M eed V,S,DF creature to V,S,F/DF level eman V,S,XP l	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless) Yes [harmless]	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration Conjuration Conjuration (Healing) Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270 SC: Pg.173 PHB: pg.271
Change to good lawful outsider, size medium, gain abilitis Sacred Bonus to Saves, DR:5/evii; see text	23 23 23 23 23 23 23 23	appearance of a hound None or Will negates; see text Will half Will negates [harmless] ature, magic, etc]. Will partial ures. None Fortitude negates (harmless) 35]. Will negates [harmless] Will negates (harmless) Will negates (harmless) Will negates (harmless)	action archon [mm 1 standard action 2 standard action 3 full rounds 10 minutes 1 standard action 10 minutes	pg.16]. +4 Str & Con, Darkvision 60', + Instantaneous Instantaneous 10 minutes/level Instantaneous Permanent until discharged Instantaneous Permanent until triggered 1 round/level [D] Instantaneous	Target: You 4 40 ft. Target: Nongood crecentered on you Close (50 ft.) Target: 1 creature/lethan 30 ft. apart Touch Target: 10-ftradius Long (840 ft.) Target: 20-ftradius Touch Target: Object touch Touch Target: Willing living Up to 10 ft./level Target: 10 ft. radius/ Touch Target: 10 ft. radius/ Touch Target: 10 ft. radius/ Touch	V seatures in a V,S vvel, no two V,S,M/DF emanation V,S,F burst V,S,M are touched V,S,DF creature to V,S,F/DF level eman V,S,XP ched V,S,M	40-ftradius spread Yes of which can be more No; see text from touched creature Yes No Yes (harmless) Yes [harmless] suched Yes ation centered on you Yes (harmless) Yes [harmless]	[Good] Caster Level: 12 Evocation [Good, Sonic] Caster Level: 12 Necromancy Caster Level: 11 Abjuration Caster Level: 11 Evocation [Light] Caster Level: 11 Conjuration (Teleportation) Caster Level: 11 Conjuration (Healing) Caster Level: 11 Conjuration Caster Level: 11	PHB: pg.242 PHB: pg.244 SC: Pg.158 SC: Pg.164 PHB: pg.269 PHB: pg.270 SC: Pg.173 PHB: pg.271 PHB: pg.272

				Cleric Spells					
□□□□ Resurrection	23	None; see text	10 minutes In		Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
iffect: Fully restore dead subject.					Target: Dead creatu	re touched		Caster Level: 11	
Righteous Burst		None or Will half; see text	1 standard In action	stantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
fect: Heals all allies 1d8 +1/caster level [max +35], each enem					Target: 30-ftradius			Caster Level: 12	
I□□□□ Scrying, Greater fect: As scrying, but faster and longer.	23	Will negates	1 standard 1 action	hour/level	See text Target: Magical sen	V,S sor	Yes	Divination (Scrying) Caster Level: 11	PHB: pg.275
As scrying, but laster and longer.	23	Reflex negates	1 standard 1 action	round/level	Close (50 ft.) Target: 15 ftradius	V,S,M spread	No	Conjuration (Summoning) Caster Level: 11	SC: Pg.192
Green slime covers everything in area, dealing damage to properly Spell Resistance, Mass	23	hing; see text. Will negates [harmless]	1 standard 1 action	round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
ffect: Each target gains Spell Resistance 12 + caster level.	23	None	1 round 1	round/level [D]	Target: Up to One c be more than 30 ft. a Close (50 ft.)			Caster Level: 11 Conjuration	PHB: pq.287
ffect: Calls extraplanar creature to fight for you.					Target: One or more which can be more	summone han 30 ft. a	d creatures, no two of	(Summoning) Caster Level: 11	.,
□□□□□Symbol of Stunning	23	Will negates	10 minutes S	e text	0 ft.; see text Target: One symbol	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	PHB: pg.291
Triggered rune stuns nearby creatures. Symbol of Weakness	23	Fortitude negates	10 minutes S	ee text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
iffect: Triggered rune weakens nearby creatures. □□□□□□Symphonic Nightmare	23	Will negates	1 standard 2	4 hours/level [D]	Target: One symbol Touch; see text	V,S,F	Yes	Caster Level: 11 Enchantment	SC: Pg.218
Effect:		-	action	- •	Target: Living creatu			(Compulsion) [Mind-Affecting] Caster Level: 11	Ŭ ·
Causes creature not to be able to rest; see text. Causes creature not to be able to rest; see text.	23	Fortitude negates	1 standard Ir	stantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
effect: Your touch deals 1 pt of damage to both Strength & Cons	stitution ₁	per two caster levels.	action		Target: Living create	ire touched		Caster Level: 11	
				LEVEL 8					
Name		Saving Throw None		uration O minutes/level [D]	Range 10 ft.	Comp. V,S,M/DF	Spell Resistance See text	School Abjuration	Source PHB: pg.200
□□□□□ Antimagic Field ffect:	24	HOHE	action	, minutes/level [D]	10 π. Target: 10-ftradius			Caster Level: 11	. нь. pg.zuu
Negates magic within 10 ft.		Will negates [harmless]	1 standard 1 action	round/level	Close (50 ft.)	V,S	Yes [harmless]	Transmutation	SC: Pg.39
ffect: Functions as brilliant blade, except all subject creatures w				estantanoque	two of which are mo	re than 30			DHR III ag 405
I□□□□ Chain Dispel ffect: Each creature is affected as if by a targeted dispel magic		None aster level added to che	1 standard Ir action ck +25].	otantal IEUUS	, ,		no two of which can be	Abjuration e Caster Level: 11	PHB II: pg.105
Cure Critical Wounds, Mass	24	Will half (harmless) or Will half; see text		stantaneous	Close (50 ft.) Target: 1 creature/le	V,S	Yes (harmless) or Yes see text of which can be more	(Healing)	PHB: pg.215
Cures 4d8 +1/level [max +40] damage for many creatures DDDDDeath Pact Iffect:		None	10 minutes P	ermanent until triggered	than 30 ft. apart Touch Target: Willing living	V,S,M/DF creature to		Necromancy Caster Level: 11	SC: Pg.60
Brings target back to life but with a price; see text. DDDDDeath Ward, Mass		Will negates [harmless]	1 standard 1 action	minute/level	Close (50 ft.) Target: One creature		Yes [harmless]	Necromancy	SC: Pg.61
Grants immunity to death spells and negative energy effe		rgeted creatures. None	1 standard 1	day/level	more than 30 ft. apa		Yes	Caster Level: 11 Abjuration	PHB: pg.221
Effect: Teleportation and interplanar travel blocked for one day/le	level.		action		Target: 20-ftradius space	emanation	centered on a point in	Caster Level: 11	
Discern Location	24	None	10 minutes Ir	stantaneous			NI=		
					Unlimited Target: One creature	V,S, DF e or object	NO	Divination Caster Level: 11	PHB: pg.222
Reveals exact location of creature or object. DDDDDDE Earthquake	24	See text	1 standard 1	round	Unlimited Target: One creature	e or object	No		
□□□□□ Earthquake			1 standard 1 action		Unlimited Target: One creature Long (840 ft.) Target: 80-ftradius	e or object V,S, DF spread [S]	No	Caster Level: 11 Evocation [Earth] Caster Level: 11	PHB: pg.225
□□□□□ Earthquake		See text Reflex half	1 standard 1 action	round	Unlimited Target: One creature Long (840 ft.)	e or object V,S, DF spread [S] V,S		Caster Level: 11 Evocation [Earth] Caster Level: 11	
☐☐☐☐ Earthquake iffect: Intense tremor shakes 80-ftradius. ☐☐☐☐☐☐ Fire Storm iffect: Deals 1d6/level [max 20d6] fire damage. ☐☐☐☐☐☐ Heat Drain	24		1 standard 1 action	istantaneous	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft.	e or object V,S, DF spread [S] V,S s/level [S] V,S,DF	No Yes Yes	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Color	PHB: pg.225 PHB: pg.231
☐☐☐☐ Earthquake ###################################	24 24 ry living c	Reflex half Fortitude negates creature affected you ga	1 standard 1 action 1 round Ir 1 standard Ir action sin 2 temporar	sstantaneous sstantaneous y HP.	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius	e or object V,S, DF spread [S] V,S s/level [S] V,S,DF burst center	Yes Yes ered on you	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Color Caster Level: 11	PHB: pg.225 PHB: pg.231
D Earthquake ffect: Intense tremor shakes 80-ftradius. D Fire Storm ffect: Deals 1d6/level [max 20d6] fire damage. D Heat Drain ffect: Deals 1d6/caster level [max 20d6] cold damage, for every D Holy Aura	24 24 ry living c	Reflex half Fortitude negates	1 standard 1 action 1 round Ir 1 standard Ir action sin 2 temporar	sstantaneous	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft.	e or object V,S, DF spread [S] V,S v,S,level [S] V,S,DF burst cente	Yes Yes ered on you Yes (harmless)	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Color	PHB: pg.225 PHB: pg.231
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	24 24 ry living c 24	Reflex half Fortitude negates creature affected you ga	1 standard 1 action 1 round Ir 1 standard Ir action ain 2 temporar 1 standard 1 action 1 standard Ir	istantaneous istantaneous y HP. round/level [D]	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius	e or object V,S, DF spread [S] V,S v,S,level [S] V,S,DF burst cente	Yes Yes ered on you Yes (harmless)	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Colo Caster Level: 11 Abjuration [Good]	PHB: pg.225 PHB: pg.231
D Earthquake ffect: Intense tremor shakes 80-ftradius. D Fire Storm ffect: Deals 166/level [max 20d6] fire damage. Deals 1d6/caster level [max 20d6] cold damage, for every Deals 1d6/caster level [max 20d6] cold damage, for every Deals 1d6/caster level [max 20d6] cold damage, for every Deals 1d6/caster level [max 20d6] cold damage, for every Deals 1d6/caster level [max 20d6] cold damage, for every Deals 4d8 +1/level [max +40] damage to many creatures.	24 24 ry living c 24 24 24	Reflex half Fortitude negates creature affected you ga See text Will half	1 standard 1 action 1 round Ir 1 standard Ir action sin 2 temporar 1 standard 1 action 1 standard Ir action	istantaneous istantaneous y HP. round/level [D]	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.)	e or object V,S, DF spread [S] V,S ss/level [S] V,S,DF burst cente V,S,F evel in a 20- V,S	Yes Yes Yes Yes Yes (harmless) ftradius burst	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Cold Caster Level: 11 Abjuration [Good] Caster Level: 12 Necromancy Caster Level: 11	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244
### Company Co	24 24 ry living c 24 24 24 24	Reflex half Fortitude negates creature affected you get See text Will half Fortitude partial or Will negates [harmless]	1 standard 1 action 1 round Ir 1 standard Ir action 1 standard 1 action 1 standard Ir action 1	istantaneous y HP. round/level [D] istantaneous istantaneous	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart	e or object V,S, DF spread [S] V,S s/level [S] V,S,DF burst cente V,S,F evel in a 20- V,S evel, no two V,S,DF	Yes Yes ered on you Yes (harmless) ftradius burst Yes of which can be more Yes or Yes [harmless] see text	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Cold Caster Level: 11 Abjuration [Good] Caster Level: 12 Necromancy Caster Level: 11	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244
D Earthquake ffect: Intense tremor shakes 80-ftradius. D Fire Storm ffect: Deals 166/level [max 20d6] fire damage. D Heat Drain ffect: Deals 1d6/caster level [max 20d6] cold damage, for every D Holy Aura ffect: +4 to AC, +4 resistance, and SR 25 against evil spells. D Inflict Critical Wounds, Mass ffect: Deals 4d8 +1/level [max +40] damage to many creatures. D Lion's Roar ffect: Deals 1d8/caster level [max 10d8] sonic damage to enem	24 24 ry living c 24 24 24 3. 24 mies; allies	Reflex half Fortitude negates creature affected you get See text Will half Fortitude partial or Will negates [harmless]	1 standard 1 action 1 round Ir 1 standard Ir action 1 standard 1 action 1 standard Ir action 1	istantaneous y HP. round/level [D] istantaneous istantaneous istantaneous or 1 minute/level t fear, plus temporary hp.	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart 120 ft. Target: 120-ftradius Close (50 ft.)	e or object V,S, DF spread [S] V,S ss/level [S] V,S,DF burst cente V,S,F evel in a 20- V,S evel, no two V,S,DF s burst cen V,S,DF s burst cen V,S,DF s burst cen V,S,DF,XP	Yes Yes ered on you Yes (harmless) ftradius burst Yes of which can be more Yes or Yes [harmless] see text tered on you No	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Cold Caster Level: 11 Abjuration [Good] Caster Level: 12 Necromancy Caster Level: 11 Evocation [Sonic] Caster Level: 11 Conjuration (Calling) [See Text]	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244
Earthquake ### Fire Storm ##	24 24 24 24 24 3. 24 mies; allie	Reflex half Fortitude negates reature affected you ga See text Will half Fortitude partial or Will negates [harmless] es get +1 on attack and None	1 standard 1 action Ir ound Ir 1 standard Ir action iii 2 temporar 1 standard Ir action It standard Ir action	istantaneous y HP. round/level [D] istantaneous istantaneous istantaneous or 1 minute/level t fear, plus temporary hp. istantaneous	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart 120 ft. Target: 10-ftradius Close (50 ft.) Target: 10 creature/le than 30 ft. apart 120 ft. Target: 10 ft. radiu	e or object V,S, DF spread [S] V,S s/level [S] V,S,DF burst cente V,S,F evel in a 20- V,S,DF s burst cen V,S,DF called elem n 18 HD, nor t when the t when the	Yes Yes Yes red on you Yes (harmless) ftradius burst Yes of which can be more Yes or Yes [harmless] see text tered on you No entals or outsiders, two of which can be y appear.	Caster Level: 11 Evocation [Earth] Evocation [Fire] Caster Level: 11 Necromancy [Colo Caster Level: 11 Abjuration [Good] Caster Level: 12 Necromancy Caster Level: 11; Evocation [Sonic] Caster Level: 11 Conjuration (Calling) [See Text] Caster Level: 11	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244 SC: Pg.133 PHB: pg.261
### Earthquake ###################################	24 24 24 24 24 3. 24 mies; allie	Reflex half Fortitude negates creature affected you go See text Will half Fortitude partial or Will negates [harmless] es get +1 on attack and	1 standard 1 action Ir ound Ir 1 standard Ir action iii 2 temporar 1 standard Ir action It saves agains 10 minutes Ir Ir Ir Ir Ir I	istantaneous y HP. round/level [D] istantaneous istantaneous istantaneous or 1 minute/level t fear, plus temporary hp.	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart 120 ft. Target: 10-ftradius Close (50 ft.) Target: 10 creature/le than 30 ft. apart 120 ft. Target: 10 ft. radiu	e or object V,S, DF spread [S] V,S s/level [S] V,S,DF burst cente V,S,F vel in a 20- V,S vel, no two V,S,DF s burst cen V,S,DF s burst cen V,S,DF scalled elemm n 18 HD, nor rt when the V,S,DF	Yes Yes Yes ered on you Yes (harmless) ftradius burst Yes of which can be more Yes or Yes [harmless] see text tered on you No entals or outsiders, two of which can be	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Cold Caster Level: 11 Abjuration [Good] Caster Level: 12 Necromancy Caster Level: 11 Evocation [Sonic] Caster Level: 11 Conjuration (Calling) [See Text]	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244 SC: Pg.133
Earthquake Effect: Intense tremor shakes 80-ftradius.	24 24 24 24 24 24 24 24 24 24	Reflex half Fortitude negates reature affected you ga See text Will half Fortitude partial or Will negates [harmless] es get +1 on attack and None	1 standard 1 action Ir ound Ir 1 standard Ir action iii 2 temporar 1 standard Ir action It saves agains 10 minutes Ir Ir Ir Ir Ir I	istantaneous y HP. round/level [D] istantaneous istantaneous istantaneous or 1 minute/level t fear, plus temporary hp. istantaneous round/level [D]	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.) Target: 120-ftradiu Close (50 ft.) Target: 120-ftradiu Close (50 ft.) Target: 120-ftradiu Target: 120-ftradiu	e or object V,S, DF spread [S] V,S s/level [S] V,S,DF burst cente V,S,F vvel in a 20- V,S vvel, no two V,S,DF s burst cent V,S,DF called elem n 18 HD, nor t when the V,S,DF reature V,S,F	Yes Yes Yes Yes ored on you Yes (harmless) fttradius burst Yes of which can be more Yes or Yes [harmless] see text tered on you No entals or outsiders, o two of which can be y appear. No Yes	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Colc Caster Level: 11 Abjuration [Good] Caster Level: 12 Necromancy Caster Level: 11 Evocation [Sonic] Caster Level: 11 Conjuration (Calling) Caster Level: 11 Conjuration (Teleportation)	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244 SC: Pg.133 PHB: pg.261
Earthquake iffect: Intense tremor shakes 80-ftradius.	24 24 24 27 24 24 24 24 24 24	Reflex half Fortitude negates creature affected you ga See text Will half Fortitude partial or Will negates [harmless] ses get +1 on attack and None None	1 standard 1 action Iround Ir 1 standard Ir action Iround Ir 1 standard Ir action Iround Irou	istantaneous y HP. round/level [D] istantaneous istantaneous istantaneous or 1 minute/level t fear, plus temporary hp. istantaneous round/level [D]	Unlimited Target: One creatur Long (840 ft.) Target: 80-ftradius Medium (210 ft.) Target: 2 10-ft. cube 20 ft. Target: 20-ftradius 20 ft. Target: 1 creature/le centered on you Close (50 ft.) Target: 1 creature/le than 30 ft. apart 120 ft. Target: 120-ftradius Close (50 ft.) Target: Up to three totaling no more than more than 30 ft. apa 0 ft. Target: One called of	e or object V,S, DF spread [S] V,S st/level [S] V,S,DF burst cente V,S,F vvel in a 20- V,S vvel, no two V,S,DF s burst cen V,S,DF, xP called elem n 18 HD, no n 1 when the V,S,DF reature V,S,DF reature V,S,F	Yes Yes Yes Yes ored on you Yes (harmless) fttradius burst Yes of which can be more Yes or Yes [harmless] see text tered on you No entals or outsiders, o two of which can be y appear. No Yes	Caster Level: 11 Evocation [Earth] Caster Level: 11 Evocation [Fire] Caster Level: 11 Necromancy [Colo Caster Level: 12 Necromancy Caster Level: 12 Necromancy Caster Level: 11 Evocation [Sonic] Caster Level: 11 Conjuration (Calling) [See Text] Conjuration (Calling) Caster Level: 11 Conjuration (Calling) Caster Level: 11 Conjuration Caster Level: 11 Conjuration	PHB: pg.225 PHB: pg.231 JSC: Pg.112 PHB: pg.241 PHB: pg.244 SC: Pg.133 PHB: pg.261 SC: Pg.159 SC: Pg.159

				Cleric Spells					
□□□□□ Spell Immunity, Greater	24	Will negates		10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
ffect: Subject is immune to 2 spells, up to 8th-level spells.		(harmless)	action		Target: Creature to	uched		Caster Level: 11	
Subject is infinitione to 2 spells, up to our-level spells.	24	N/A	1 standard action	1 minute/level [D]	Personal Target: You	V,S,DF	N/A	Transmutation [Electricity] Caster Level: 11	SC: Pg.210
Launch lightning bolts 1d6 per level; see text.	24	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.287
ffect: Calls extraplanar creature to fight for you.					which can be more	than 30 ft. a		Caster Level: 11	BUD 444
☐☐☐☐ Symbol of Death ffect: Triggered rune slays nearby creatures.	24	Fortitude negates	10 minutes	See text	0 ft.; see text Target: One symbo	V,S,M	Yes	Necromancy [Death] Caster Level: 11	PHB: pg.289
Symbol of Insanity	24	Will negates	10 minutes	See text	0 ft.; see text Target: One symbo	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 11	PHB: pg.290
Triggered rune renders nearby creatures insane.	24	to Associate the last		1 hour/level or until discharged	Personal Target: You	V,S		Divination Caster Level: 11	PHB II: pg.128
Gain +2 sacred bonus on all saving throws and +2 dodge UUUUUUWAll of Greater Dispel Magic ffect:	24	None		rants bigger bonus for a round. 1 minute/level	Close (50 ft.)	V,S,DF	No rea is up to one 10-ft.	Abjuration Caster Level: 11	SC: Pg.234
As wall of dispel magic, but is like great dispel magic.					square/level	all wriose a	rea is up to one 10-it.	Caster Level. 11	
				LEVEL 9					
Name	DC 25	Saving Throw None	Time 30 minutes	Duration See text	Range Touch	Comp. V,S,M	Spell Resistance Yes	School Necromancy	Source PHB: pg.201
□□□□□ Astral Projection iffect: Projects you and companions onto Astral Plane.	20	HUIE	oo minutes	OCC IGAL	Target: You plus or levels touched			Caster Level: 11	, τιυ. μg.zu1
DDDD Awaken Construct	25	Will negates [harmless]	8 hours	Instantaneous	Touch	V,S,M,XP	Yes [harmless]	Transmutation	SC: Pg.21
ffect: You awaken a humaniod-shaped construct to humanlike s		ice. [3d6 for Int, Wis & C			Target: One constru			Caster Level: 11	
Call Marut	25 a taak	None		Instantaneous	Close (50 ft.) Target: One called	V,S,DF,XF	No	Conjuration (Calling) [Lawful] Caster Level: 11	SC: Pg.42
You recieve the aid of a Marut inevitable in performing on Dail	e task 25	Fortitude partial; see	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.226
ffect: Subject gains 2d4 negative levels.		text for enervation	action		Target: Ray of nega	ative energy		Caster Level: 11	
Etherealness	25	None	1 standard action	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
ffect: Travel to Ethereal Plane with companions.					Target: You and on	e other touc	hed creature/3 levels	Caster Level: 11	
☐☐☐☐ Gate ffect: Connects two planes for travel or summoning.	25	None		Instantaneous or concentration 0; see text	Medium (210 ft.) Target: See text	V,S, XP; see text	No	Conjuration (Calling, Creation) Caster Level: 11	PHB: pg.234
Connects two planes to traver of summoning. ———————————————————————————————————	25	Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.) Target: One or mor	V,S e creatures.	Yes (harmless) no two of which can be	Conjuration (Healing) e Caster Level: 11	PHB: pg.239
As heal, but with several subjects.	25	None	10 minutes	10 minutes/level	more than 30 ft. apa		No	Conjuration (Summoning) [Good, Lawful]	SC: Pg.113
ffect: Summons multiple creatures; see text					Target: Two or mor which are more tha		d creatures, no two of	Caster Level: 12	
lmplosion	25	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (50 ft.)	V,S	Yes	Evocation	PHB: pg.243
ffect: Kills one creature/round.			dottori		Target: One corpor			Caster Level: 11	
Miracle	25	See text	1 standard action	See text	See text Target: See text	V,S, XP; see text	Yes	Evocation Caster Level: 11	PHB: pg.254
Requests a deity's intercession. Soul Bind	25	Will negates	1 standard	Permanent	Close (50 ft.)	V,S,F	No	Necromancy	PHB: pg.281
ffect: Traps newly dead soul to prevent resurrection.			GOHOT		Target: Corpse			Caster Level: 11	
Storm of Vengeance	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (840 ft.) Target: 360-ftradio	V,S us storm clo	Yes	Conjuration (Summoning) Caster Level: 11	PHB: pg.285
Storm rains acid, lightning, and hail. Summon Elemental Monolith	25	None	1 round	Concentration, up to 1 round/level	Medium (210 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
ffect: Summon monolith to do your bidding.					Target: One summo	oned eleme	ntal monolith	Caster Level: 11	
□□□□ Summon Golem	25	None	1 round	1 minute/level	Close (50 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: pg.126
ffect: Summon a flesh, clay, stone or iron golem. Golem acts or		next turn. None	1 round	1 round/lovel [D]	Close (50 ft.)		No	Caster Level: 11	DHB: 62 300
☐☐☐☐ Summon Monster IX ffect: Calls extraplanar creature to fight for you.	25	NOTIC	1 round	1 round/level [D]	Close (50 ft.) Target: One or mor which can be more		d creatures, no two of	Conjuration (Summoning) Caster Level: 11	PHB: pg.288
True Resurrection	25	None; see text	10 minutes	Instantaneous	Touch Target: Dead create	V,S,M, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 11	PHB: pg.296
As resurrection, plus remains aren't needed.	25	None	1 standard	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pa 226
□□□□□Undeath's Eternal Foe	دے	HOTIC	action		Target: One creatur		. so [natinies5]	Caster Level: 12	50. i g.zzu
Grant subjects special abilities against undead; see text	25	N/A		1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
iffect: Your form becomes more like your deity's - become half-c		d as balf for the	action		Target: You			Caster Level: 11	
	elestia	or half-fiend; see text							

Notes:

Character Sheet Notes:

FAITH: ____

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