

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

ARMOR MAXDEX CHECK SPELL FAILURE

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Dagger of Red Beard One Eye	Carried	1	0.0	0.0
Wrappings of Unarmed Precision +2	Equipped	1	0.0	0.0
Increase your unarmed attacks by +2 to hit.				
TOTAL WEIGHT CARRIED/V	ALUE		0 lbs.	0.0 gp

ſ	WEIGHT ALLOWANCE										
ĺ	Light	58	Medium	116	Heavy	175					
ľ	Lift over head	175	Lift off ground	350	Push / Drag	875					

Special Attacks	
Martial Arts (5x)	[Eclipse, p.53]
[Damage 2d10]	
Warcraft	[Eclipse, p.10]
+2 BAB	
Warcraft / +1 to Weapon, no bab (4x)	[Eclipse, p.10]

Recurring Bonuses	
Duties (To Merrick)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner/ Specialized for increased effect (For Increased HD)	[Eclipse, p.17]
•	
+2 CP a level towards selected item. [+8 total CP].	

DISADVANTAGES	
Irreverent (No Dieties)	[Eclipse, p.19]
You do not believe in a higher power.	
Obligations (To Merrick and Studies)	[Eclipse, p.19]
You have the listed obligations.	
Unarmored	[Eclipse, p.20]
You can not wear armor.	

	Spell Caster Information	
Cleric	·	[Eclipse, p.11]
Cleric Level 6, Casterlev	el is 6	

## **Eclipse Abilities** Adept (Acrobatics, Athletics, Endurance, Martial Arts, Martial Arts ~ Cangmarg, Martial Arts ~ Street Fighting, Perception, Survival) [Eclipse, p.24]

Choose four related skills that only cost 1/2 a Character Point for each skill rank. [Eclipse, p.34]

## Immunity (Immunity to XP cost of 1st Level)

See immunity Innate Enchantment

[Eclipse, p.34]

adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000

Innate Enchantment / Enhanced Attribute (+2	[Eclipse]
Dexterity)	
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2	[Eclipse]
Wisdom)	
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Innate Enchantment / Force Shield I	[Eclipse]
[At Will] As Shield Spell, grants +4 Shield AC.	

[Eclipse, p.39] Store up to 4 total spell levels; 1/round [Move-Equivalent] release a spell.

## Martial Arts

## Martial Arts Basic / Attack (2x)

[Eclipse, p.81]

Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

### Martial Arts Basic / Defenses (2x) [Eclipse, p.81]

Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.

#### Martial Arts Basic / Power (2x) [Eclipse, p.81]

Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

#### Martial Arts Basic / Power / Increase Damage (2x) [Eclipse, p.81] Increase your unarmed damage by +1. [Currently +2]

## **PROFICIENCIES**

Gauntlet, Grapple, Spells(Ray), Unarmed Strike

## **LANGUAGES** Common, Sylvan

## **TEMPLATES**

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

## LEVEL 0

Comp. Spell Resistance
V,S Yes [object]

School Transmutation

Source SC: p.9

 DC
 Saving Throw
 Time
 Duration

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

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		will riegates (object)	action		Close (40 II.) V,S	res (object)		
Effect: Copies 250 words per minute.					Target: Object or objects w	ith writing	Caster Level: 6	
Create Water		None		Instantaneous	Close (40 ft.) V,S	No	Conjuration	PHB: p.215
Effect:			Action		Target: Up to 2 gallons/lev	el of water	(Creation) [Water] Caster Level: 6	
Creates 2 gallons/level of pure water.								5.15
Cure Minor Wounds	14	Will half (harmless); see text	Action	Instantaneous	Touch V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 1 point of damage.					Target: Creature touched		Caster Level: 6	
Detect Magic		None		Concentration, up to 1 minutes/level [D]	60 ft. V,S	No	Divination	PHB: p.219
Effect:			Action		Target: Cone-shaped ema	nation	Caster Level: 6	
Detects spells and magic items within 60 ft.								5.15
Detect Poison		None	Action	Instantaneous	Close (40 ft.) V,S	No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.					Target: One creature, one	object, or a 5-ft. cube	Caster Level: 6	
Guidance	14	Will negates		1 minute or until discharged	Touch V,S	Yes	Divination	PHB: p.238
Effect:		(harmless)	Action		Target: Creature touched		Caster Level: 6	
+1 on one attack roll, saving throw, or skill check.					-			
□□□□□ Inflict Minor Wounds	14	Will negates	Standard Action	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 1 point of damage.					Target: Creature touched		Caster Level: 6	
DDDD Light		None		10 minutes/level [D]	Touch V, M/E	F No	Evocation [Light]	PHB: p.248
Effect:			Action		Target: Object touched		Caster Level: 6	
Object shines like a torch.	4.	Melland	Cta	lastesta a sur		V (11		DUD 050
□□□□ Mending	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft. V,S	Yes (harmless, object		PHB: p.253
Effect: Makes minor repairs on an object.					Target: One object of up to	1 lb.	Caster Level: 6	
Purify Food and Drink	14	Will negates (object)		Instantaneous	10 ft. V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			Action		Target: 1 cu. ft./level. of co	ntaminated food and water	Caster Level: 6	
Purifies 1 cu. ft./level of food or water.		None	Standard	10 minutes/level	Personal V,S,F	No	Divination	PHB: p.269
□□□□□ Read Magic		Notice	Action	ro millutes/level		INU		F110. p.209
Effect: Read scrolls and spellbooks.					Target: You		Caster Level: 6	
□□□□ Resistance	14	Will negates	Standard Action	1 minute	Touch V,S,M	DF Yes (harmless)	Abjuration	PHB: p.272
Effect:		(harmless)	ACIUII		Target: Creature touched		Caster Level: 6	
Subject gains +1 on saving throws.	14	Fortitude negates	Standard	1 min.	Touch V,S, D	F Yes (harmless)	Transmutation	PHB: p.298
Effect:		(harmless)	Action			,	Caster Level: 6	,
Subject gains 1 temporary hp.					Target: Creature touched		Caster Level: 6	
				LEVEL 1				
Name	DC	Saving Throw	Time	Duration L V L L I	Range Comp	. Spell Resistance	School	Source
□□□□□ Anarchic Water	15	Will negates [object]	1 minute	Instantaneous	Touch V,S,M	Yes [object]	Transmutation	SC: p.11
□□□□□ Anarchic Water  Effect:	15	Will negates [object]	i minute	Instantaneous			Transmutation [Chaotic] Caster Level: 6	SC: p.11
Effect: Chaos imbued damages lawful outsiders for 2d4 points.					Target: Flask of water touc	ned	[Chaotic] Caster Level: 6	
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water	15	Will negates [object] Will negates [object]			Target: Flask of water touc Touch V,S,M	ned Yes [object]	[Chaotic] Caster Level: 6  Transmutation [Lawful]	SC: p.11
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.	15				Target: Flask of water touc	ned Yes [object]	[Chaotic] Caster Level: 6 Transmutation	
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water	15		1 minute Standard		Target: Flask of water touc Touch V,S,M	Yes [object]	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantment	
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages daviders for 2d4 points of damages chaotic outsiders for 2d4 points of damages.	15 je.	Will negates [object]	1 minute	Instantaneous	Target: Flask of water touch  V,S,M  Target: Flask of water touch	Yes [object]	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantment (Compulsion) [Fear,	SC: p.22
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages daviders for 2d4 points of damages chaotic outsiders for 2d4 points of damages.	15 je.	Will negates [object]	1 minute Standard	Instantaneous	Target: Flask of water touch  V,S,M  Target: Flask of water touch	Yes [object] ned F Yes	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting]	SC: p.22
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	15 je.	Will negates [object] Will negates	1 minute Standard Action	Instantaneous  1 minute/level	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within	Yes [object] ned F Yes 50 ft.	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantmen (Compulsion) [Fear, Mind-Affecting] Caster Level: 6	SC: p.22 PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	15 je.	Will negates [object]	1 minute Standard	Instantaneous	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S	Yes [object] ned F Yes	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy	SC: p.22
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	15 je. 15	Will negates [object] Will negates	1 minute Standard Action  1 swift action	Instantaneous  1 minute/level  1 round/level or until discharged	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within	Yes [object] ned F Yes 50 ft.	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantmen (Compulsion) [Fear, Mind-Affecting] Caster Level: 6	SC: p.22 PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	15 je. 15	Will negates [object] Will negates	1 minute Standard Action  1 swift action a total of 3 Standard	Instantaneous  1 minute/level  1 round/level or until discharged	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S	Yes [object] ned F Yes 50 ft. No	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment	SC: p.22 PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt.	15 je. 15	Will negates [object] Will negates None mage the weapon deals	1 minute Standard Action  1 swift action a total of 3	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E	Yes [object]  med  F Yes  50 ft.  No  F Yes (harmless)	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting]	SC: p.22  PHB: p.203  PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pte	15 ge. 15	Will negates [object] Will negates None mage the weapon deals	1 minute Standard Action  1 swift action a total of 3 Standard	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched	Yes [object]  med  F Yes  50 ft.  No  F Yes (harmless)	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6  Necromancy Caster Level: 6  Enchantment (Compulsion)	SC: p.22  PHB: p.203  PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt.	15 ge. 15	Will negates [object] Will negates  None  mage the weapon deals  None  Will negates	1 minute Standard Action  1 swift action a total of 3 Standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, C Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, C Target: The caster and all	Yes [object]  med  F Yes  50 ft.  No  F Yes (harmless)	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting]	SC: p.22  PHB: p.203  PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pterminal bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim	15 s of dar	Will negates [object] Will negates  None mage the weapon deals None  Will negates [harmless]	1 minute  Standard Action  1 swift action  a total of 3 Standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E	Yes [object]  ned  F Yes  50 ft.  No  F Yes (harmless)  allies within a 50-ft. burst,	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pte.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect:	15 15 15 15 15 16 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless]	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, C Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, C Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pterminal 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 company of the control of t	15 s of dar	Will negates [object] Will negates  None mage the weapon deals None  Will negates [harmless]	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E  Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E  Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good]	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pte.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect:	15 15 15 15 15 16 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless]	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, C Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, C Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination  Caster Level: 6 Transmutation	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  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 pts  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 Effect:	15 15 15 15 15 16 17 18 18 19 19 19 19 19 19 19 19 19 19 19 19 19	Will negates [object] Will negates  None mage the weapon deals None  Will negates [harmless] and.  Will negates (object)	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E  Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E  Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good]	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pterminates and 1d6 damage.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Bless Water  Effect: Makes holy water.  Blood Wind  Effect: Makes holy water.	15 15 15 15 15 15	Will negates [object] Will negates  None mage the weapon deals None  Will negates [harmless] ad.  Will negates (object)  Will negates [harmless]	1 swift action  1 standard Action  1 swift action  1 standard Action  1 standard action  1 minute  1 swift action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level  I minute/level  Instantaneous  1 round	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S	Yes [object]  The decided of the second of t	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6  Necromancy Caster Level: 6  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6  Divination  Caster Level: 6  Transmutation [Good] Caster Level: 6  Evocation	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pts.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Allies gain blessed Aim  Effect: Bless Water	15 15 15 15 15 15	Will negates [object] Will negates  None mage the weapon deals None  Will negates [harmless] ad.  Will negates (object)  Will negates [harmless]	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action rement; see	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level  I minute/level  Instantaneous  1 round	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S	Yes [object]  ned  F Yes  50 ft.  No  F Yes (harmless)  allies within a 50-ft. burst,  No  red on you  Yes (object)  ned  Yes [harmless]	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pts.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Allies gain blessed Aim  Effect: Blessed Aim  Effect: Blessed Aim  Effect: Bless Water  Effect: Bless Water  Effect: Bless Water  Effect: Bless Water  Effect: Company B	15 15 15 15 15 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  will negates (object)  Will negates (harmless)  with a 20 ft range inc.	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action rement; see	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage. 1 minute/level  I 1 minute/level  Instantaneous  1 round	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: So ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: A single creature w Close (40 ft.) V,S	Yes [object]  ned  Yes [object]  F Yes  50 ft.  No  F Yes (harmless)  allies within a 50-ft. burst,  No  red on you  Yes (object)  hed  Yes [harmless]  ith Intelligence 4 or higher  Yes	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pterminal 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 bless water  Effect: Bless Water  Effect: Bless Water  Effect: Chaos Bless Bless Fear	15 15 15 15 15 15 15 15	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates (harmless) ead.  Will negates (barmless) exists (barmles	1 swift action  1 swift action  1 standard Action  1 standard Action  1 standard action  1 minute  1 swift action  2 standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage. 1 minute/level  I minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E  Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E  Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: A single creature w Close (40 ft.) V,S Target: One living creature	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6  Enchantment (Compulsion) (Caster Level: 6  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6  Divination  Caster Level: 6  Evocation  Caster Level: 6  Evocation  Caster Level: 6  Necromancy [Fear, Mind-Affecting] Caster Level: 6  Necromancy [Fear, Mind-Affecting] Caster Level: 6  Necromancy [Fear, Mind-Affecting] Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pte Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear Blessed Aim  Effect: Thorale bonus on ranged attacks for your allies within the Bless Water  Effect: Bless Water  Effect: Floot: Blood Wind  Effect: Full attack action allows creature to use natural or unarme company of the company of t	15 15 15 15 15 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  will negates (object)  Will negates (harmless)  with a 20 ft range inc.	1 swift action  1 swift action  1 standard Action  1 standard Action  1 standard action  1 minute  1 swift action  2 standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage. 1 minute/level  I 1 minute/level  Instantaneous  1 round	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: So ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: A single creature w Close (40 ft.) V,S	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pts.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Makes holy water.  Blood Wind  Effect: Makes holy water.  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire	15 15 15 15 15 15 15 15	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless]  ad.  Will negates (object)  Will negates [harmless]  ck with a 20 ft range inc.  Will partial	1 minute  Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 minute  1 standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage. 1 minute/level  I 1 minute/level  Instantaneous  1 round  etext 1d4 rounds or 1 round; see text	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S Target: One living creature Close (40 ft.) V,S,D Target: One living creature Close (40 ft.) V,S,D	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation [Gaster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 ptermines gain +1 on attack rolls and +1 on saves against fear.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect:  The morale bonus on ranged attacks for your allies within the feat gain bless water  Effect: Makes holy water.  Blood Wind  Effect: Cone creature of 5 HD or less flees for 1d4 rounds.  Cold Fire  Effect: Flames deal cold damage; see text	15 15 15 15 15 15 15 15	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless]  ad.  Will negates (object)  Will negates [harmless]  ck with a 20 ft range inc.  Will partial	1 swift action  1 swift action  1 standard Action  1 standard Action  1 standard action  1 minute  1 swift action  1 standard action  1 standard action  1 standard Action  Standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  Instantaneous [creature]	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E  Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E  Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, center Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S,D	Yes [object]  The decoration of the decoration o	[Chaotic] Caster Level: 6  Transmutation [Lawful] Caster Level: 6  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6  Enchantment (Compulsion) (Caster Level: 6  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6  Divination  Caster Level: 6  Transmutation [Good] Caster Level: 6  Evocation  Caster Level: 6  Necromancy [Fear, Mind-Affecting] Caster Level: 6  Transmutation [Codd] Caster Level: 6  Transmutation [Cold] Caster Level: 6  Enchantment	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pts.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Makes holy water.  Blood Wind  Effect: Makes holy water.  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless] sead.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	1 swift action  1 swift action  a total of 3 Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  1 standard action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  Instantaneous [creature]	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, D Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, D Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S,D Target: One living creature Close (40 ft.) V,S,D	Yes [object]  The decoration of the second o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination  Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation  Caster Level: 6 Transmutation [Good] Caster Level: 6 Transmutation [Codd] Caster Level: 6 Transmutation [Cold] Caster Level: 6 Transmutation [Cold] Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pts.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Allies gain +0 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Makes holy water.  Blood Wind  Effect: Makes holy water.  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire  Effect: Flames deal cold damage; see text	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless] sead.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	1 swift action  1 swift action  1 standard Action  1 standard Action  1 standard action  1 minute  1 swift action  1 standard action  1 standard action  1 standard Action  Standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  Instantaneous [creature]	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S Target: One living creature Close (40 ft.) V,S,D Target: One living creature Close (40 ft.) V,S,D Target: One living creature Close (40 ft.) V,S,D	Yes [object]  The decoration of the second o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Good] Caster Level: 6 Transmutation [Cod] Caster Level: 6 Erocation Caster Level: 6 Erocation Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage.  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pterior.  Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos Blessed Aim  Effect: Makes holy water.  Chaos Water  Effect: Makes holy water.  Chaos Water  Effect: Full attack action allows creature to use natural or unarme.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.	15 15 15 15 15 15 15 15 15	Will negates [object]  Will negates  None  Will negates [harmless]  and.  Will negates (object)	1 swift action  1 swift action  a total of 3 Standard Action  1 standard action  1 minute  1 swift action  1 standard action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard Action  1 standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage. 1 minute/level  1 1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous (creature)  1 round	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S Target: One living creature Close (40 ft.) V,SD Target: One living creature Close (40 ft.) V,SD Target: One living creature Close (40 ft.) V,SD	Yes [object]  ned  Yes [object]  F Yes  F Yes  F Yes (harmless)  allies within a 50-ft. burst,  No  red on you  Yes (object)  hed  Yes [harmless]  ith Intelligence 4 or higher  Yes  with 5 or fewer HD  F Yes [creature]  to a 20-ft. cube] or one  Yes	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Cold] Caster Level: 6 Erochantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211  dent,
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 ptermines gain +1 on attack rolls and +1 on saves against fear.  Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect:  The morale bonus on ranged attacks for your allies within the gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: The morale bonus on ranged attacks for your allies within the gain +1 on attack rolls and +1 on saves against fear.  Ceffect: The morale bonus on ranged attacks for your allies within the gain +1 on attack action allows creature to use natural or unarme and the gain +1 on the gain +	15 15 15 15 15 15 15 15 15	Will negates [object] Will negates  None  mage the weapon deals None  Will negates [harmless] sead.  Will negates (object)  Will negates [harmless] sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	1 swift action  1 swift action  a total of 3 Standard Action  1 standard action  1 minute  1 swift action  1 standard action  1 swift action  1 swift action  1 standard action  1 standard action  1 standard Action  1 standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage.  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  Instantaneous [creature]	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S Target: One living creature Close (40 ft.) V,SD Target: One living creature Close (40 ft.) V,SD Target: One living creature Close (40 ft.) V,SD	Yes [object]  The decoration of the second o	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Necromancy Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Good] Caster Level: 6 Transmutation [Cod] Caster Level: 6 Erocation Caster Level: 6 Erocation Caster Level: 6 Transmutation [Cold] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211
Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pts. Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Males pain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: Makes holy water. Bless Water  Effect: Makes holy water. Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Flames deal cold damage; see text Cone subject obeys selected command for 1 round. Comprehend Languages  Effect: One subject obeys selected command for 1 round.	15 15 15 15 15 15 15 15 15	Will negates [object]  Will negates  None  Will negates [harmless]  and.  Will negates (object)	1 swift action  1 swift action  a total of 3 Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 minute  Standard Action  Standard Action  Standard Action	Instantaneous  1 minute/level  1 round/level or until discharged  d6 extra damage. 1 minute/level  1 1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous (creature)  1 round	Target: Flask of water touc Touch V,S,M Target: Flask of water touc 50 ft. V,S, E Target: All enemies within Touch V,S Target: Weapon touched 50 ft. V,S, E Target: The caster and all centered on the caster 50 ft. V,S Target: 50 ft. spread, cente Touch V,S,M Target: Flask of water touc Close (40 ft.) V,S Target: One living creature w Close (40 ft.) V,S Target: One living creature Close (40 ft.) V,SD Target: One living creature Close (40 ft.) V,SD Target: One living creature Close (40 ft.) V,SD	Yes [object]  ned  Yes [object]  F Yes  F Yes  F Yes (harmless)  allies within a 50-ft. burst,  No  red on you  Yes (object)  hed  Yes [harmless]  ith Intelligence 4 or higher  Yes  with 5 or fewer HD  F Yes [creature]  to a 20-ft. cube] or one  Yes	[Chaotic] Caster Level: 6 Transmutation [Lawful] Caster Level: 6 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Divination Caster Level: 6 Transmutation [Good] Caster Level: 6 Evocation Caster Level: 6 Transmutation [Cold] Caster Level: 6 Erochantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 6	SC: p.22  PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211  dent,
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				Cleric Spells				
Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:	E at 10t		dollori		Target: Creature touched		Caster Level: 6	
+2 morale bonus to saves, +1 for every six levels [max +	15 15	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S  Target: Creature touched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB: p.215
Cures 1d8 +1/level [max +5] damage.  Delay Disease  Effect:	15	Will negates [harmless]	1 standard action	24 hours	Touch V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: p.63
Halts any nonmagical disease for the duration of the spe Detect Chaos  Effect:		None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DI		Divination  Caster Level: 6	PHB: p.218
Reveals creatures, spells, or objects of selected alignme	nt.	None	Standard	Concentration, up to 10 minutes/level [D	160 ft. V,S, DI	- No	Divination	PHB: p.218
Effect:			Action		Target: Cone-shaped eman	ation	Caster Level: 6	
Reveals creatures, spells, or objects of selected alignme	nt.	None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DI	- No	Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignments	nt.	None	Ctondond	Concentration, up to 10 minutes/level [D	Target: Cone-shaped eman		Caster Level: 6 Divination	PHB: p.219
Detect Law  Effect:		None	Action	Concentration, up to 10 minutes/level [D	Target: Cone-shaped eman		Caster Level: 6	F116. p.219
Reveals creatures, spells, or objects of selected alignment	nt.	None	Standard	Concentration, up to 1 minutes/level [D]	· ·	OF No	Divination	PHB: p.220
Detect Undead  Effect:		None	Action	Concentration, up to 1 minutes/level [D]	Target: Cone-shaped eman		Caster Level: 6	F11b. p.220
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (160 ft.) V,S	No	Abjuration	SC: p.67
□□□□□ Dispel Ward  Effect:		THO IT	action	inotantanoodo	Target: One warded object		Caster Level: 6	СС. р.с.
Functions like dispel magic; see text		None	Ctandard	4				DUD: - 004
□□□□□ Divine Favor  Effect:		None	Standard Action	i minute	Personal V,S, Di  Target: You	- No	Evocation  Caster Level: 6	PHB: p.224
You gain +1 on attack and damage rolls. [Every three ca	ster leve	els, MAX +6] Will negates	Standard	1 minute/level	Medium (160 ft.) V,S, DI	Yes	Necromancy [Fea	r,PHB: p.225
Effect:			Action		Target: One living creature		Mind-Affecting] Caster Level: 6	
One subject takes -2 on attack rolls, damage rolls, saves	s, and cr	None	1 standard action	10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect: See normally in darkness both magical and natural.			action		Target: Creature touched		Caster Level: 6	
□□□□□ Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch V,S	Yes (harmless)	Abjuration	PHB: p.226
Effect: Exist comfortably in hot or cold environments.		N	21 1 1	A size to the state.	Target: Creature touched	N.	Caster Level: 6	DUD - 007
Effect:		None	Action	1 minute/level [D]	Personal V,S  Target: You	No	Abjuration  Caster Level: 6	PHB: p.227
Ranged attacks against you have 20% miss chance.	15	Will negates	1 standard	Instantaneous	Touch V,S	Yes [harmless]	Conjuration	SC: p.87
Effect:		[harmless]	action		Target: Living creature touc	hed	(Healing) Caster Level: 6	
Heal 8 + caster level [max +5] hit points.  —————Foundation of Stone		None	1 standard action	1 round/level	Close (40 ft.) V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
Effect: As long as subjects don't move they gain +2 AC and +4					Target: One creature/level, than 30 ft. apart		Caster Level: 6	
Grave Strike	15	N/A	1 swift action	1 round	Personal V,DF  Target: You	N/A	Divination [Good]  Caster Level: 6	SC: p.107
Allows you to make sneak attacks against undead if you	have th	e ability.	1 standard	1 minute/level [D]	Long (640 ft.) V,S	Yes	Evocation	SC: p.108
Guiding Light		None	action	Timinute/level [D]	Target: Creatures in a 5-ft		Caster Level: 6	3C. p. 106
+2 on ranged attacks	15	Will negates	10 minutes	24 hours	Close (40 ft.) V,S	Yes [harmless]	Conjuration	SC: p.111
Healthful Rest	13	[harmless]	10 minutes	3 24 Hours	Target: One creature/level,		(Healing) Caster Level: 6	30. р. т т
Doubles the natural healing rate.	15	Will negates	Standard	10 minutes/level [D]	more than 30 feet apart Touch V,S, DI		Abjuration	PHB: p.241
Effect:		(harmless); see text	Action		Target: One touched creatu		Caster Level: 6	
Undead can't perceive 1 subject/level.	15	N/A		1 minute/level [D]	Personal V,DF	N/A	Evocation [Cold]	SC: p.119
Effect:			action		Target: You		Caster Level: 6	
Attack as if wearing a +1 spiked guantlet. Deals normal Incite	damage 15	for your size + 1d4 cold Will negates	I damage. 1 swift action	1 minute/level	Close (40 ft.) V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.121
Effect: Forces creature to act, it cannot delay or ready an action					Target: Creatures in a 10-ft.	burst	Caster Level: 6	
Inflict Light Wounds	15	Will half	Standard Action	Instantaneous	Touch V,S	Yes	Necromancy	PHB: p.244
Effect: Touch deals 1d8 +1/level [max +5] damage.	4-	NAPH	4 .1	Later to the second sec	Target: Creature touched	V	Caster Level: 6	00 . 100
Effect:	15	Will negates	1 standard action	Instantaneous	Medium (160 ft.) V,S  Target: One creature	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.123
Subject is forced to delay; see text.	15	Will half (harmless);	1 standard	Instantaneous; see text	Touch V,S	Yes (harmless); see	Caster Level: 6  Conjuration	PHB II: p.115
Effect:		see text	action		Target: Creature touched	text	(Healing) Caster Level: 6	
Living creature healed 1d4 +1 per two caster levels [ma of damage from a weapon that overcomes DR/good.		-						
nonguts	15	Will negates	1 standard action	10 minutes/level	Touch V,S,M	Yes	Abjuration	SC: p.126
Effect: Target gains +5 alchemical bonus on Fort saves against	all poise		4	40 min to the street	Target: Creature touched	V	Caster Level: 6	20 . 100
Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (160 ft.) V,S  Target: You and up to two r	Yes; see text	Evocation [Good, Light] Caster Level: 6	SC: p.132
Light radiating 30-ft. and 20-ft further of dim light, next outsiders]; see text	ound yo	ou can use the light as	a ray attack	dealing 1d6 [double against undead and		ayo, occ iext	Castel Level: 0	
□□□□ Magic Stone								
<u> </u>	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch V,S, DI	` '		PHB: p.251
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damag				30 minutes or until discharged  * =Domain/Speciality Spell	Touch V,S, DI  Target: Up to three pebbles	` '	t) Transmutation  Caster Level: 6	PHB: p.251

				Cleric Spells					
⊒□□□□ Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch V	,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect: Weapon gains +1 bonus.		(namicss, object)	riction		Target: Weapon touch	ned		Caster Level: 6	
	15	Will negates		1 round/level	Medium (160 ft.)	,S,F		Illsion (Pattern)	SC: p.143
Effect:		[harmless]	action		Target: Creature touch	hed		[Mind-Affecting] Caster Level: 6	
Creature becomes fascinated for the duration of the spell.	15	N/A	1 standard	1 minute/level [D]	Personal V	,S	N/A	Abjuration	SC: p.148
Effect:			action		Target: You			Caster Level: 6	
+1 resistance on Saving throws, increases to +2 at caster le		th and +3 at caster leve N/A		es magic missiles. 1 minute/level or until discharged [D]	-	S,DF		Evocation [Light]	SC: n 148
	13	N/A	action	Timinute/level of until discharged [D]		,3,DF			30. p. 140
Effect: Creates light 30' Can use as ranged touch attack 30' for 1da	8 plus	1 point per round that's						Caster Level: 6	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	Standard Action	1 minute/level	20 ft. V	,S		Conjuration (Creation)	PHB: p.258
Effect: Fog surrounds you.					Target: Cloud spreads high	s in 20-ft.	radius from you, 20 ft.	Caster Level: 6	
	15	N/A	1 round	Instantaneous		,F	N/A	Divination	SC: p.149
Effect: Brief supplication gives you a vision that hints at how dange	erous	the immediate future is	likely to be.;	see text.	Target: You			Caster Level: 6	
DDDD Portal Beacon		None		1 hour/level	Close (40 ft.)	,8	No	Transmutation	SC: p.161
Effect:  Up to six creatures can be chosen to recieve mental beaco	n				Target: One interplana	ar gate or	portal	Caster Level: 6	
	15	Will negates		1 minute/level [D]	Touch V	,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.266
Effect:		(harmless)	Action		Target: Creature touch	hed		Caster Level: 6	
+2 to AC and saves, counter mind control, hedge out eleme		and outsiders. Will negates	Standard	1 minute/level [D]	Touch V	,S,M/DF	No; see text	Abjuration [Good]	PHB: p.266
Effect:		(harmless)	Action		Target: Creature toucl	had		Caster Level: 6	•
+2 to AC and saves, counter mind control, hedge out eleme		and outsiders. Will negates	Standard	1 minute/level IDI				Abjuration	PHR: n 266
Jan Totoction from Law	15	(harmless)	Action	1 minute/level [D]			.,	[Chaotic]	PHB: p.266
Effect: +2 to AC and saves, counter mind control, hedge out elements					Target: Creature toucl			Caster Level: 6	
□□□□ Remove Fear	15	Will negates (harmless)	Standard Action	10 minutes; see text	Close (40 ft.) V	,S	Yes (harmless)	Abjuration	PHB: p.271
Effect: Suppresses fear or gives +4 on saves against fear for one s	suhian	,			Target: One creature/more than 30 ft. apart	4 levels, r	no two of which can be	Caster Level: 6	
		Will negates [harmless]		1 round/level		,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		manniessj	action		Target: Creature touch	ned		Caster Level: 6	
Grants limited protection from a plane's alignment traits; se		Will negates	1 standard	Instantaneous	Touch V	,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature touch			Caster Level: 6	
Allows one retry on a failed save against an ongoing spell,		ike ability, or supernatu Will negates		1 round/level	-	S, DF			PHB: p.274
	15	will negates	Action	i round/level				Abjuration	РПВ: р.274
Effect: Opponents can't attack you, and you can't attack.					Target: Creature toucl			Caster Level: 6	
□□□□□ Scholar's Touch		None	Standard Action	Concentration, up to 6 rounds	Personal V	,S,M,F	No	Divination	Race Des: p.167
Effect: Absorb the contents of an entire book as if you had read it of	once	Not perfect recall and m	nust he able	to read the language	Target: One book/rour	nd		Caster Level: 6	
		Will negates (harmless)		1 minute/level	Touch V	,S,M	Yes (harmless)	Abjuration	PHB: p.278
Effect:		(narmiess)	Action		Target: Creature touch	hed		Caster Level: 6	
Aura grants +3 deflection bonus.	15	N/A	1 standard	10 minutes/level or until discharged	Personal V	,S,M		Enchantment	SC: p.189
			action					(Compulsion) [Mind-Affecting]	
Effect: +4 bonus on your next initiative check.					Target: You			Caster Level: 6	
		Will negates [harmless]	1 standard action	1 hour/level [D]	Touch V	,S	Yes [harmless]	Transmutation	SC: p.194
Effect:			action		Target: Creature touch	ned		Caster Level: 6	
Speed increases by 10 ft. and no Balance checks or Reflex		N/A		1 round/level	Personal V	,S	N/A	Transmutation	SC: p.198
Effect:			action		Target: You			Caster Level: 6	
Hold the charge of one touch spell per arm; see text.		None	1 round	1 round/level [D]		,S,F/DF	No	Conjuration	PHB: p.285
		None	riound	Troundrever [D]	` '			(Summoning)	1 11b. p.200
Effect: Calls extraplanar creature to fight for you.	45	<b>N</b> 1/A	4		Target: One summone			Caster Level: 6	00
ada a operan	15	N/A	1 swift action	Instantaneous		,S,M		Conjuration (Creation) [Air]	SC: p.228
Effect: Gain 10 ft. per level of altitude, and then gently float back to	the o	ground.			Target: You			Caster Level: 6	
		Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch V	,,\$		Conjuration (Healing)	SC: p.229
Effect: Grants target fast healing ability for the duration of the spell	l Hos				Target: Living creature	e touched		Caster Level: 6	
Grants target fast healing ability for the duration of the spell	rreal	None	1 standard	1 minute or until discharged	Touch V	,S,DF	Yes	Divination	SC: p.231
			action		Target: Creature touch	ned		Caster Level: 6	
Grants a +1 morale bonus to a single saving throw [target's		e]. Fortitude negates	1 standard	1 minute/level	-	,M	Yes [harmless]	Transmutation	SC: p.240
Grants a +1 morale bonus to a single saving throw [target's	15		1 standard action	1 minute/level	Touch S		Yes [harmless]		SC: p.240
Grants a +1 morale bonus to a single saving throw [target's	15	Fortitude negates		1 minute/level	-		Yes [harmless]	Transmutation  Caster Level: 6	SC: p.240
Grants a +1 morale bonus to a single saving throw [target's ] Wings of the Sea Effect:	15	Fortitude negates		1 minute/level	Touch S		Yes [harmless]		SC: p.240
Grants a +1 morale bonus to a single saving throw (target's Company Wings of the Sea Effect: Increases creatures swim speed by 30 ft.	15	Fortitude negates [harmless]  Saving Throw	action Time	LEVEL 2	Touch S  Target: Creature touch	ned	Spell Resistance	Caster Level: 6	Source
Grants a +1 morale bonus to a single saving throw [target's Company of the Sea Effect: Increases creatures swim speed by 30 ft.	15	Fortitude negates [harmless]	action Time	LEVEL 2	Touch S  Target: Creature touch	ned	Spell Resistance Yes (harmless)	Caster Level: 6  School Enchantment (Compulsion)	
Grants a +1 morale bonus to a single saving throw (target's \\ \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tin}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tett{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\tet	15	Fortitude negates [harmless]  Saving Throw	action  Time Standard	LEVEL 2	Touch S  Target: Creature touch  Range C  Touch V	comp.	Spell Resistance Yes (harmless)	Caster Level: 6  School Enchantment (Compulsion) [Mind-Affecting]	Source
Grants a +1 morale bonus to a single saving throw [target's	DC empor	Fortitude negates [harmless]  Saving Throw None	Time Standard Action	LEVEL 2  Duration 1 minute/level	Touch S Target: Creature touch  Range C Touch V  Target: Living creature	comp.	Spell Resistance Yes (harmless)	Caster Level: 6  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	Source PHB: p.196
Grants a +1 morale bonus to a single saving throw (target's control of the Sea Effect: Increases creatures swim speed by 30 ft.  Name Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to control of the search of the s	DC empor	Fortitude negates [harmless]  Saving Throw None	Time Standard Action	LEVEL 2	Touch S  Target: Creature touch  Range C  Touch V  Target: Living creature  Touch V	comp.	Spell Resistance Yes (harmless)	Caster Level: 6  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	Source
Wings of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name  Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to	DC empor	Fortitude negates [harmless]  Saving Throw  None  vary hp.  Will negates	Time Standard Action Standard	LEVEL 2  Duration 1 minute/level	Touch S  Target: Creature touch  Range C Touch V  Target: Living creature Touch V  Target: Weapon touch must be in contact wit	comp.  S,S, DF  e touched  S,S, DF	Spell Resistance Yes (harmless)  Yes (harmless, object)  rojectiles [all of which	Caster Level: 6  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	Source PHB: p.196
Grants a +1 morale bonus to a single saving throw [targets	DC empor	Fortitude negates [harmless]  Saving Throw None  rary hp.  Will negates (harmless, object)	Time Standard Action Standard Action	LEVEL 2  Duration 1 minute/level	Touch S  Target: Creature touch  Range C Touch V  Target: Living creature Touch V  Target: Weapon touch must be in contact wit casting!	ned. somp. ,S, DF e touched ,S, DF ned or fifty	Spell Resistance Yes (harmless)  Yes (harmless, object) projectiles [all of which her at the time of	Caster Level: 6  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6 Transmutation	<b>Source</b> PHB: p.196 PHB: p.197
Grants a +1 morale bonus to a single saving throw (target's control of the Sea effect: Increases creatures swim speed by 30 ft.  Name Aid  Fifect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to control of the search of the s	DC empor	Fortitude negates [harmless]  Saving Throw  None  vary hp.  Will negates	Time Standard Action Standard Action	LEVEL 2  Duration 1 minute/level 1 minute/level	Touch S  Target: Creature touch  Range C Touch V  Target: Living creature Touch V  Target: Weapon touch must be in contact wit casting] Touch V	comp.  S, DF  e touched  S, DF  ned or fifty h each oth	Spell Resistance Yes (harmless)  Yes (harmless, object) Projectiles [all of which her at the time of Yes [harmless]	Caster Level: 6  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6  Transmutation Caster Level: 6	Source PHB: p.196
Grants a +1 morale bonus to a single saving throw [target's	DC empor 16	Fortitude negates [harmless]  Saving Throw None  rary hp.  Will negates (harmless, object)  Will negates [harmless]	Time Standard Action Standard Action 1 standard action	LEVEL 2  Duration 1 minute/level  1 minute/level  1 minute/level	Touch S Target: Creature touch  Range C Touch V Target: Living creature Touch V Target: Weapon touch must be in contact wit casting  Touch V Target: Creature touch	comp.  ,S, DF  e touched  ,S, DF  ned or fifty h each oth ,S,M	Spell Resistance Yes (harmless)  Yes (harmless, object) y projectiles [all of which her at the time of Yes [harmless]	Caster Level: 6  School Enchantment (Compulsion) Mind-Affecting] Caster Level: 6  Transmutation Caster Level: 6  Transmutation Caster Level: 6	Source PHB: p.196  PHB: p.197  PHB II: p.101
Grants a +1 morale bonus to a single saving throw (target's control of the Sea control of	DC empor 16	Fortitude negates [harmless]  Saving Throw  None  rary hp.  Will negates (harmless, object)  Will negates [harmless]	Time Standard Action Standard Action 1 standard action	LEVEL 2  Duration 1 minute/level 1 minute/level	Touch S Target: Creature touch  Range C Touch V Target: Living creature Touch V Target: Weapon touch must be in contact wit casting  Touch V Target: Creature touch	comp.  S, DF  e touched  S, DF  ned or fifty h each oth	Spell Resistance Yes (harmless)  Yes (harmless, object) y projectiles [all of which her at the time of Yes [harmless]	Caster Level: 6  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 6  Transmutation Caster Level: 6	<b>Source</b> PHB: p.196 PHB: p.197

				Cleric Spells					
□□□□□ Aura Against Flame	16	N/A	1 standard action	1 round/level	Personal V	/,S	N/A	Abjuration	SC: p.18
Effect: Protects against first 10 points of fire damage, it also extir	auiobo	on flames; and tout	action		Target: You			Caster Level: 6	
Avoid Planar Effects	iguisrie	None	1 immediate	1 minute/level	20 ft. V	′	Yes [harmless]	Abjuration	SC: p.19
Effect: Gain temporary respite from the natural effects of a specif	ic plan	0	action		Target: One creature/centered on you	level in a	20-ft. radius burst	Caster Level: 6	
Balor Nimbus	16	N/A		1 round/level		,S,M/DF	N/A	Transmutation	SC: p.24
Effect: Any creature grappling you takes 6d6 points of fire damage	_		action		Target: You			Caster Level: 6	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Will negates (harmless)	Standard Action	1 minute/level	Touch V	/,S, DF	Yes	Transmutation	PHB: p.203
Effect: Subject gains +4 to Con for 1 minutes/level.		(namiess)	ACTION		Target: Creature touch	hed		Caster Level: 6	
Black Karma Curse	16	Will negates	1 standard	Instantaneous	Close (40 ft.)	/,S	Yes	Enchantment	PHB II: p.103
Effect:			action		Target: One creature			(Compulsion) [Mind-Affecting] Caster Level: 6	
If the target fails it's save, it immediately takes damage as						/ C	V (h		DLID II 402
Blade Brothers	16	Will negates (harmless)	action	1 minute/level or until discharged		/,S	Yes (harmless)	Abjuration	PHB II: p.103
Effect:  Once during the spell, if a subject attempts a saving through are affected by the spell.	w, both	recipients can roll and	use the mo	st favorable result. If both saves fail, bot	Target: Two willing cre h	eatures		Caster Level: 6	
⊒□□□□ Body Blades	16	N/A	1 standard	1 minute/level	Personal V	/,S	N/A	Transmutation	SC: p.35
Effect: Sprouts dagger blades across your body able to inflict 1d6	3 ±1/lo	vel (may ±5) piercing da		melee attack; see text	Target: You			Caster Level: 6	
Danieles	7 1710	None		1 round/level	Touch V	/,S,M	No	Transmutation	SC: p.38
Effect: Small magical thorns/spikes protrude from wooden weapo	n. aair	ns a ±1 to hit enhancem		ls ±1/level [may ±10] damage	Target: Wooden weap	oon touch	ed	Caster Level: 6	
Bull's Strength	16	Will negates (harmless)		1 minute/level	Touch V	,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.		,550/			Target: Creature touch	hed		Caster Level: 6	
Calm Emotions	16	Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (160 ft.) V	/,S, DF	Yes	Enchantment (Compulsion)	PHB: p.207
Effect:					Target: Creatures in a	a 20-ftrad	dius spread	[Mind-Affecting] Caster Level: 6	
Calms creatures, negating emotion effects.	16	Will half [harmless];	1	Instantaneous	Close (40 ft.)		Yes [harmless]	Conjuration	SC: p.48
JJJJ 01030 Wodings		see text	immediate action		,		, , , , , , ,	(Healing)	
Effect: Cure 1d4 +1/level [max +5].					Target: One creature			Caster Level: 6	
Cloud of Knives			1 standard action	1 round/level	Personal V	/,S,M		Conjuration	PHB II: p.107
Effect:  Each round as a free action you can release a knife at	any op	ponent you can see wi	thin 30 ft. A	ttack bonus = Caster level + Key Ability	Target: You /.			Caster Level: 6	
Damage 1d6 +1/3 level [max +5] Crit 19-20.		None		2 hours/level	Close (40 ft.)	/,S,M, DF	No	Evocation [Good]	PHB: p.212
Effect:			Action		Target: 20-ftradius e	manation		Caster Level: 6	
Fills area with positive energy, making undead weaker.  Cure Moderate Wounds	16	Will half (harmless);		Instantaneous	Touch V	/,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.		see text	Action		Target: Creature touch	hed	text	(Healing) Caster Level: 6	
Curse of III Fortune	16	Will negates	1 standard action	1 minute/level	Medium (160 ft.)	,S,DF	Yes	Necromancy	SC: p.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability che	oke ar	nd skill shocks	action		Target: One living crea	ature		Caster Level: 6	
Darkness	ons ai	None None	Standard Action	10 minutes/level [D]	Touch V	, M/DF	No	Evocation [Darkness]	PHB: p.216
Effect: 20-ft. radius of supernatural shadow.					Target: Object touche	d		Caster Level: 6	
Dark Way		None	1 standard action	1 round/level	Close (40 ft.)	,S,DF	Yes	Illusion (Shadow)	SC: p.58
Effect: Create a ribbonlike, weightless, unbreakable bridge.					Target: One bridge of up to 20 ft./level long	force 5 ft	wide, 1 in. thick, and	Caster Level: 6	
Deific Vegeance	16	Will half	1 standard action	Instantaneous		,S,DF	Yes	Conjuration (Summoning)	SC: p.62
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	if unde	ad [max 10d6].			Target: One creature			Caster Level: 6	
Deific Vengeance	16	Will half	Standard Action	Instantaneous	Close (40 ft.)	,S,DF	Yes	Conjuration (Summoning)	cmpdiv: null
Effect: Cause 3d6 or 6d6 if the target is undead.					Target: One creature			Caster Level: 6	
□□□□□ Delay Poison	16	Fortitude negates (harmless)	Standard Action	1 hour/level		/,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
Effect: Stops poison from harming subject for 1 hour/level.					Target: Creature touch			Caster Level: 6	
Divine Insight	16	N/A	1 standard action	1 hour/level or until discharged [D]		,S,DF	N/A	Divination	SC: p.70
Effect: Gain 5 + your caster level [max bonus of 15] to one skill c				4	Target: You	,	V N	Caster Level: 6	00 70
Divine Interdiction	16	Will negates or None [object]; see text	1 standard action	i rouna/levei	Close (40 ft.) V		Yes or No [object]; see text		SC: p.70
Effect: Temp loss of turning power & domain powers.	10	Will possess	1 ot ! !	1 minute/lovel	object, or point in space	ce	centered on a creature		SC: p 70
Divine Protection	16	Will negates [harmless]	1 standard action	1 minute/level	Medium (160 ft.) V	,0,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: p.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-f	ftradius l	ourst	Caster Level: 6	
□□□□□ Eagle's Splendor	16	Will negates (harmless)	Standard Action	1 minute/level	Touch V	,S,M/DF	Yes	Transmutation	PHB: p.225
Effect: Subject gains +4 to Cha for 1 minutes/level.					Target: Creature touch	hed		Caster Level: 6	
□□□□□ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch V	,S,DF	No	Abjuration [See text]	SC: p.79
Effect: Protects against on energy type [fire, cold, electricity, acid	, or so				Target: Touch			Caster Level: 6	
Enthrall	16	Will negates; see text		1 hour or less	Medium (160 ft.) V	/,S	Yes	Enchantment (Charm)	PHB: p.227
Effect: Captivates all within 100 ft. +10 ft./level					Target: Any number o			Caster Level: 6	
Extend Tentacles	16	N/A	1 standard action	Instantaneous	Personal V	/	N/A	Transmutation	SC: p.86
Effect: Extends your tentacles by 5 ft.					Target: You			Caster Level: 6	
□□□□□ Find Traps		None	Standard Action	1 minute/level		/,S	No	Divination	PHB: p.230
Effect: Notice traps as a rogue does.					Target: You			Caster Level: 6	
				* =Domain/Speciality Spell					

				Cleric Spells					
□□□□□ Frost Breath	16	Reflex half		Instantaneous	30 ft. V	/,S,M	Yes	Evocation [Cold]	SC: p.100
Effect:			action		Target: Cone-shaped	burst		Caster Level: 6	
Breath a cone of cold that deal 1d4/2 caster levels [max 5	5d4] and	d creatures are also daz Fortitude negates		iled the Reflex save. 10 minutes/level	Touch V	/,S	Yes [harmless]	Transmutation	SC: p.100
Effect:		[harmless]	action	10 mma.co/10161					CO. p. 100
Gain +4 Str for every set of limbs fused to the primary lim	b.				Target: Creature with touched			Caster Level: 6	
□□□□□ Gentle Repose	16	Will negates (object)	Standard Action	1 day/level	Touch V	,S,M/DF	Yes (object)	Necromancy	PHB: p.235
Effect: Preserves one corpse.					Target: Corpse touche	ed		Caster Level: 6	
Ghost Touch Armor	16	Will negates		1 minute/level	Touch V	/,S,M	Yes [harmless]	Transmutation	SC: p.102
Effect:		[harmless]	action		Target: Armor of creat	ture touch	ed	Caster Level: 6	
Armor gains Ghost Touch property.		None	1 minute	1 minute/level			No	Evocation [See	SC: p.109
□□□□□ Hand of Divinity		None	i illillide	i minute/level			110	text]	30. p. 109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature toucl	ned		Caster Level: 6	
□□□□□ Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal V	/,S,M	N/A	Divination	SC: p.110
Effect:				and the first own and the first	Target: You			Caster Level: 6	
Allows caster with Heal ranks to remove other ailments w	nen us 16		Standard	1 round/level [D]; see text	Medium (160 ft.) V	/,S,F/DF	Yes	Enchantment	PHB: p.241
			Action					(Compulsion) [Mind-Affecting]	
Effect: Paralyzes one humanoid for 1 round/level.					Target: One humanoid	d creature		Caster Level: 6	
Inflict Moderate Wounds	16	Will half		Instantaneous	Touch V	/,S	Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature touch	hed		Caster Level: 6	
Touch attack, 2d8 +1/level [max +10] damage.		None	1 atondord	10 minutes/level	30 ft. V	/ C M	No	Conjuration	SC: p.123
□□□□□ Inky Cloud		None	action	10 minutes/level			No	(Creation)	00. p.123
Effect: Inky cloud that works under water.					Target: 30-ftradius s	pread cent	tered on you	Caster Level: 6	
□□□□□ Insight of Good Fortune	16	Will negates (harmless)	1 standard action	1 minute/level or until discharged	Close (40 ft.)	/,S,M	Yes (harmless)	Divination	PHB II: p.115
Effect:				and taken the besterner. It	Target: One creature			Caster Level: 6	
Reroll once after making an attack, skill check, saving thr	ow or a	bility check before resul None	Standard	nd take the better result. Instantaneous	Long (640 ft.) V	/,S,F	Yes (harmless)	Abjuration	Race Des: p.166
Effect:			Action		Target: All wearers of			Caster Level: 6	•
Spell alerts all wearers.		Marie	4	41	-				00 105
□□□□ Iron Silence	16	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch V	/,S,DF	Yes [harmless,object]	Transmutation	SC: p.125
Effect: Hide and Move Silent check ignore the Armor penalty dur	ing the	duration of the snell			Target: One suit of arr	mor touche	ed/3 levels	Caster Level: 6	
Light of Mercuria	ing the	None		10 minutes/level [D]	Medium (160 ft.)	/,S	Yes; see text	Evocation [Good,	SC: p.132
Effect:			action		Target: You and up to	two rays;	see text	Light] Caster Level: 6	
Same as light of Lunia except damage is 2d6 or 4d6 vs. u	ındead 16	or outsiders. Fortitude negates	1 standard	1 minute/level	Touch V	/,S,DF	Yes [harmless]	Necromancy	SC: p.134
<u> </u>		[harmless]	action	111111111111111111111111111111111111111			r oo (namiooo)	•	СС. р. 10 1
Effect:  Not subject to sneak attacks or criticals; -4 penalty to Cha	score.				Target: Creature toucl			Caster Level: 6	
□□□□□ Make Whole	16	Will negates	Standard	Instantaneous	Close (40 ft.) V	/,S	Yes (harmless, object)	Transmutation	PHB: p.252
						,-			•
Effect:	.0	(harmless, object)	Action		Target: One object of			Caster Level: 6	•
Effect: Repairs an object.	16		Action  1 standard	1 round/level	Target: One object of	up to 10 c		Caster Level: 6 Necromancy	PHB II: p.119
Effect: Repairs an object. Mark of Judgement		(harmless, object)	Action		Target: One object of Medium (160 ft.)	up to 10 c	cu. ft./level	Necromancy	
Effect: Repairs an object.  Mark of Judgement  Effect: Whenever a creature succeeds on a melee or ranged atta	16 ack ags	(harmless, object)  Will negates sinst the marked creature	Action  1 standard action  e, that attack	1 round/level xer heals 2 points of damage.	Target: One object of  Medium (160 ft.) V  Target: One creature/more than 30 ft. apart	up to 10 cm	yes  o two of which are	Necromancy  Caster Level: 6	PHB II: p.119
Effect: Repairs an object. Repairs an object. Repairs an object. Mark of Judgement  Effect: Whenever a creature succeeds on a melee or ranged atta	16	(harmless, object) Will negates	Action  1 standard action	1 round/level xer heals 2 points of damage.	Target: One object of  Medium (160 ft.) V  Target: One creature/more than 30 ft. apart	up to 10 co	cu. ft./level	Necromancy	
Effect: Repairs an object.  Mark of Judgement  Effect: Whenever a creature succeeds on a melee or ranged atta	16 ack ags	(harmless, object)  Will negates sinst the marked creature	1 standard action  that attack standard standard	1 round/level xer heals 2 points of damage.	Target: One object of  Medium (160 ft.) V  Target: One creature/more than 30 ft. apart	up to 10 cm	yes  o two of which are	Necromancy  Caster Level: 6	PHB II: p.119
Effect: Repairs an object.  Mark of Judgement  Effect: Whenever a creature succeeds on a melee or ranged attain	16 ack ags	(harmless, object) Will negates sinst the marked creatur Will negates Will negates	Action  1 standard action  e, that attack 1 standard action	1 round/level xer heals 2 points of damage.	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V	up to 10 cd //,S,DF //3 levels, not id //,S,DF	yes  o two of which are	Necromancy  Caster Level: 6  Necromancy	PHB II: p.119
Effect: Repairs an object.	16 ack ags 16	(harmless, object)  Will negates  sinst the marked creature Will negates	1 standard action  that attack standard standard	1 round/level ser heals 2 points of damage. Permanent	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature Close (40 ft.) V	up to 10 cd //,S,DF //3 levels, not id //,S,DF	cu. ft./level Yes no two of which are Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination	PHB II: p.119 SC: p.138
Effect: Repairs an object.  Mark of Judgement  Effect: Whenever a creature succeeds on a melee or ranged atta  Mark of the Outcast  Effect: Creates an indelible mark on the subjects face; see text.	16 ack ags 16	(harmless, object) Will negates sinst the marked creatur Will negates Will negates	1 standard action 2, that attact 1 standard action 1 immediate	1 round/level ser heals 2 points of damage. Permanent	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature	up to 10 cd //,S,DF //3 levels, not id //,S,DF	cu. ft./level Yes no two of which are Yes	Necromancy  Caster Level: 6  Necromancy  Caster Level: 6	PHB II: p.119 SC: p.138
Effect: Repairs an object.	16 ack ags 16	(harmless, object)  Will negates  sinst the marked creatur Will negates  Will negates (harmless)	Action  1 standard action  e, that attack 1 standard action  1 immediate action  Standard	1 round/level ser heals 2 points of damage. Permanent	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature	up to 10 cd //,S,DF //3 levels, not id //,S,DF	Yes No two of which are Yes Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination	PHB II: p.119 SC: p.138
Effect: Repairs an object.	16 ack ags 16	(harmless, object)  Will negates  will negates  Will negates  Will negates  (harmless)	Action  1 standard action  e, that attact 1 standard action  1 immediate action	1 round/level  ser heals 2 points of damage.  Permanent  Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature	up to 10 cd/,S,DF //3 levels, note: //S,DF	Yes No two of which are Yes Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119
Effect: Repairs an object.	16 ack ags 16 16	(harmless, object)  Will negates  sinst the marked creatur Will negates  Will negates (harmless)  Will negates (harmless)	Action  1 standard action  e, that attact 1 standard action  1 immediate action  Standard Action	1 round/level  ser heals 2 points of damage.  Permanent  Instantaneous	Target: One object of Medium (160 ft.) V  Target: One creature/ more than 30 ft. apant Close (40 ft.) V  Target: One creature Close (40 ft.) V  Target: One creature Touch V  Target: Creature touck	up to 10 cd/,s,DF // salevels, note // s,DF // s,DF	Yes Yes (harmless)  Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259
Effect: Repairs an object.	16 ack ags 16 16	(harmless, object)  Will negates  sinst the marked creatur Will negates  Will negates (harmless)	Action  1 standard action  e, that attact 1 standard action  1 immediate action  Standard Action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level	Target: One object of Medium (160 ft.) V  Target: One creature/more than 30 ft. apant Close (40 ft.) V  Target: One creature/Close (40 ft.) V  Target: One creature Touch V  Target: Creature touck	up to 10 cd/,S,DF  // S,DF  // S,DF  // S,DF  // S,M/DF  hed	Yes No two of which are Yes Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration	PHB II: p.119  SC: p.138  PHB II: p.119
Effect: Repairs an object.	16 16 16 16 y 16 y 17 y 18	(harmless, object)  Will negates  will negates  Will negates  Will negates (harmless)  Will negates (harmless)	Action  1 standard action  2, that attact  1 standard action  1 immediate action  Standard Action  1 standard action	1 round/level ser heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Touch V Target: Creature toucd Touch V Target: Creature toucd	up to 10 cd/,S,DF  // S levels, not //,S,DF  // S,M/DF  thed //,S,Mhed	Yes Yes (harmless)  Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163
Effect: Repairs an object.	16 16 16 16 y 16 y 17 y 18	(harmless, object)  Will negates sinst the marked creature Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	Action  1 standard action  2, that attact  1 standard action  1 immediate action  Standard Action  1 standard action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Touch V Target: Creature toucd Touch V Target: Creature toucd	up to 10 cd/,S,DF  // S,DF  // S,DF  // S,M/DF  // S,M/DF  hed  // S, Mhed	Yes Yes (harmless)  Yes	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259
Effect: Repairs an object.	16 16 16 16 16 16 17	(harmless, object)  Will negates  sinst the marked creatur  Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]	Action  1 standard action  2, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard  1 standard  1 standard	1 round/level ser heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apart Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Touch V Target: Creature toucd Touch V Target: Creature toucd	up to 10 cd /,S,DF /3 levels, not /,S,DF / /,S,M/DF hed /,S	Yes Yes (harmless)  Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163
Effect: Repairs an object.	16 16 16 16 16 16 17	(harmless, object)  Will negates  sinst the marked creatur Will negates (Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  kk. Will negates	Action  1 standard action  2, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature Close (40 ft.) V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Creature toucl	up to 10 cd //S,DF //S levels, note //S,M/DF //S,M/DF hed //S hed //S hed	Yes Yes (harmless)  Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163
Effect: Repairs an object.	16 16 16 16 16 16 29 attac	(harmless, object)  Will negates sinst the marked creature Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  k.	Action  1 standard action  2, that attact 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Creature toucl	up to 10 cd/,S,DF  3 levels, note 1,S,DF  //S,M/DF  whed  //S, hed  //S,DF	yes (harmless)  Yes [harmless]  Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163
Effect: Repairs an object.	16 16 16 16 16 y 16 gy attac	(harmless, object)  Will negates  sinst the marked creatur  Will negates  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 minutes/level	Target: One object of Medium (160 ft.) V  Target: One creature/more than 30 ft. apant Close (40 ft.) V  Target: One creaturer  Close (40 ft.) V  Target: One creaturer  Touch V  Target: Creature touck  Touch V  Target: Allies in a 20-1	up to 10 cd //S,DF //S levels, not //S,DF // //S,M/DF hed //S hed //S,DF ftradius b	Yes Yes (harmless) Yes [harmless] Yes [harmless] Yes [harmless]	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164
Effect: Repairs an object.	16 16 16 16 16 16 29 attac	(harmless, object)  Will negates  sinst the marked creatur Will negates (Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  kk. Will negates	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level	Target: One object of Medium (160 ft.) V  Target: One creature/more than 30 ft. apart Close (40 ft.) V  Target: One creature Touch V  Target: Creature toucl Close (40 ft.) V  Target: Allies in a 20-4  Close (40 ft.) V	up to 10 cd //S,DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S //S,DF //S,DF //S,DF //S,DF //S,DF	Yes (harmless)  Yes [harmless]  Yes [harmless]  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Coster Level: 6 Conjuration (Healing)	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16	(harmless, object)  Will negates sinst the marked creatur Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  k.  Will negates [harmless]  k.  Will negates [harmless]	Action  1 standard action  2, that attact 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard action  Standard action  Standard action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 minutes/level	Target: One object of Medium (160 ft.) V  Target: One creature/more than 30 ft. apant Close (40 ft.) V  Target: One creaturer  Close (40 ft.) V  Target: One creaturer  Touch V  Target: Creature touck  Touch V  Target: Allies in a 20-1	up to 10 cd //S,DF //S levels, not //S,M/DF //S,M/DF //S,M/DF //S hed //S,DF //S,DF //S,DF //S hed //S,DF //S,DF //S hed //S,DF	Yes (harmless)  Yes [harmless]  Yes [harmless]  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16	(harmless, object)  Will negates sinst the marked creatur Will negates (Will negates (harmless)  Will negates (harmless)  ck.  Will negates [harmless]  ck.  Will negates [harmless]  Will negates [harmless]  K.  Will negates [harmless]  Will negates [harmless]	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Standard Action  Standard Standard Action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. appart Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Touch V Target: Allies in a 20-t Close (40 ft.) V Target: Allies in a 20-t Close (40 ft.) V Target: Up to four creature toucl Target: Up to four creature toucl	up to 10 cd //S,DF //S levels, note //S,M/DF //S,M/DF //S,M/DF //S //S,M/DF //S //S //S //S //S //S //S //S //S //	Yes (harmless)  Yes [harmless]  Yes [harmless]  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Coster Level: 6 Conjuration (Healing)	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16	(harmless, object)  Will negates  sinst the marked creatur Will negates (will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  k.  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)	Action  1 standard action e, that attacl 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard action  Standard action  Standard action  Standard action	1 round/level ter heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. appart Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Touch V Target: Allies in a 20-t Close (40 ft.) V Target: Allies in a 20-t Close (40 ft.) V Target: Up to four creature toucl Target: Up to four creature toucl	up to 10 cd /,S,DF //S,BVDF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,M/DF //S,DF //S,DF //S,DF //S,DF	Yes Yes (harmless) Yes [harmless] Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Conjuration (Healing) Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever a creature succeeds on a melee or ranged atta with the context of the context	16 16 16 16 16 16 16 16 16 16 16 16	(harmless, object)  Will negates  sinst the marked creatur Will negates (will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  k.  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action	1 round/level ter heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature Close (40 ft.) V Target: Creature touck Touch V Target: Creature touck Touch V Target: Creature touck Medium (160 ft.) V Target: Allies in a 20-ft. Close (40 ft.) V Target: Up to four creamore than 30 ft. apart Touch V Target: Creature touck	up to 10 cd //S,DF //S levels, not //S,M/DF //S,M/DF //S,M/DF //S hed //S,DF //S,DF //S,DF //S,DF //S,DF //S,DF //S,DF //S,DF //S,DF	Yes Yes (harmless) Yes [harmless] Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.164  PHB: p.271
Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever a creature succeeds on a melee or ranged atta whenever a creature succeeds on a melee or ranged atta whenever a creature succeeds on a melee or ranged atta whenever a creature succeeds on a melee or ranged atta whenever a creature succeeds on a melee or ranged atta whenever a creature succeeds on a melee or ranged atta whenever succeeds on a melee or ranged atta whenever such a create san indelible mark on the subjects face; see text.  Effect: Subject gains +4 insight bonus to one skill check.  Whenever subject gains +4 to Wis for 1 minutes/level.  Protection from Negative Energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject a gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis for 1 minutes/level.  Whenever subjects energy  Effect: Subject gains +4 to Wis f	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object)  Will negates sinst the marked creatur Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates [harmless]  k.  Will negates [harmless]  Will negates [harmless]  Fortitude negates (harmless)  pe.	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  1 minutes/level	Target: One object of Medium (160 ft.) V  Target: One creature/ more than 30 ft. apart Close (40 ft.) V  Target: One creature Close (40 ft.) V  Target: One creature Touch V  Target: Creature toucl Touch V  Target: Up to four creamore than 30 ft. apart Touch V  Target: Creature toucl Touch V  Target: Creature toucl Touch V  Target: Creature toucl	up to 10 cd //S,DF //S levels, not //S,DF // //S,M/DF hed //S hed //S,DF ftradius b //S,DF atures, no it. //S,DF	Yes (harmless)  Yes [harmless]  Yes [harmless]  Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16 16 1	(harmless, object)  Will negates  sinst the marked creatur Will negates (will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  3 rounds	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  1 minutes/level  I round  Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apant Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: Creature toucly Touch V Target: Creature toucly Medium (160 ft.) V Target: Allies in a 20-1 Close (40 ft.) V Target: Up to four creature toucly Touch V Target: Up to four creature toucly Touch V Target: Creature toucly	up to 10 cd //S,DF //S levels, not //S,DF //S,M/DF hed //S,DF thed //S,DF thed //S,DF thed //S,DF thed //S,DF thed //S,DF thed //S,DF	Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Repairs an object.	16 16 16 16 16 16 16 16 16 16 16 16	(harmless, object)  Will negates  sinst the marked creatur Will negates (Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  Will negates [harmless]  Will negates [harmless]  Fortitude negates (harmless)  Portitude negates (harmless)  Will negates (harmless)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  3 rounds	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  1 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apant Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: Creature toucly Touch V Target: Creature toucly Medium (160 ft.) V Target: Allies in a 20-1 Close (40 ft.) V Target: Up to four creature toucly Touch V Target: Up to four creature toucly Touch V Target: Creature toucly	up to 10 cd //S,DF //S levels, not //S,DF //S,M/DF hed //S,DF thed //S,DF thed //S,DF thed //S,DF thed //S,DF thed //S,DF thed //S,DF	Yes (harmless)  Yes [harmless]  Yes [harmless]  Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Abjuration Caster Level: 6 Conjuration	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates sinst the marked creatur Will negates (Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  ck.  Will negates [harmless]  kk.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)	Action  1 standard action  1 standard action  1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds  1 round	1 round/level  ter heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  1 minutes/level  Instantaneous  10 minutes/level  Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apant Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: Creature toucly Touch V Target: Creature toucly Medium (160 ft.) V Target: Allies in a 20-1 Close (40 ft.) V Target: Up to four creature toucly Touch V Target: Up to four creature toucly Touch V Target: Creature toucly	up to 10 cd //S,DF //S,M/DF //S,M/DF //S,M/DF //S,DF	Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates sinst the marked creatur Will negates (will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  kt.  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  pa.  Will negates (harmless)  Will negates (harmless)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds  1 round  Ink in the sk  Standard	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Allies in a 20-1 Close (40 ft.) V Target: Up to four creamore than 30 ft. apart Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Up to four creamore than 30 ft. apart Touch V Target: Creature toucl	up to 10 cd /,S,DF //S,BVDF //S,M/DF //S,M/DF //S,M/DF //S,DF	Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates  sinst the marked creatur Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  pe.  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object) Will negates (object) Vill negates (object)	Action  1 standard action  2, that attact 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  Ink in the sk	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature Close (40 ft.) V Target: One creature Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Allies in a 20-1 Close (40 ft.) V Target: Up to four creamore than 30 ft. apart Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Up to four creamore than 30 ft. apart Touch V Target: Creature toucl	up to 10 cd /,S,DF //S,BVDF //S,M/DF //S,M/DF //S,M/DF //S,DF	yes (harmless)  Yes (harmless)  Yes [harmless]  Yes [harmless]  Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates sinst the marked creatur Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object) Will negates (object) Will negates (object)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds  1 round  Ink in the sk  Standard	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One object of Medium (160 ft.) V  Target: One creature Close (40 ft.) V  Target: Creature touck  Touch V  Target: Creature touck  Touch V  Target: Creature touck  Medium (160 ft.) V  Target: Up to four creamore than 30 ft. apart Touch V  Target: Creature touck  Touch V  Target: Creature touck  Touch V  Target: Up to four creamore than 30 ft. apart Touch V  Target: Creature touck  Touch V  Target: Creature touck	up to 10 cd //S,DF //Slevels, not //S,M/DF //S,M/DF //S,M/DF //S,DF //S,M/DF	Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates sinst the marked creatur Will negates (will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  ye.  Will negates (harmless)  Tortitude negates (harmless)  pe.  Will negates (harmless)  Yill negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)  Fortitude negates (harmless)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  Ink in the sk Standard Action	1 round/level  ter heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  1 minutes/level  I round  Instantaneous  10 minutes/level  III. Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature/ Medium (160 ft.) V Target: One creature/ Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Medium (160 ft.) V Target: Up to four creature than 30 ft. apart Touch V Target: Creature toucl	up to 10 cd //S,DF // Slevels, not //S,DF // //S,M/DF hed //S hed //S,DF ftradius b //S,DF ftradius b //S, atures, no identify //S,M eatures tou //S,M/DF bread; or or	Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272  PHB II: p.124  PHB: p.278
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates  sinst the marked creatur Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  pe.  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object) Will negates (object) Vill negates (object)	Action  1 standard action a, that attack 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  Ink in the sk Standard Action	1 round/level  ter heals 2 points of damage.  Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One object of Medium (160 ft.) V Target: One creature/more than 30 ft. apant Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature/Close (40 ft.) V Target: One creature toucl Touch V Target: Creature toucl Touch V Target: Creature toucl Medium (160 ft.) V Target: Up to four creamore than 30 ft. apart Touch V Target: Up to four creamore than 30 ft. apart Touch V Target: Creature toucl Touch V Target: Creature toucl Touch V Target: Creature toucl Close (40 ft.) V Target: Creature toucl Touch V Target: Two willing creature toucl Close (40 ft.) V Target: S-ftradius sperystalline creature Close (40 ft.) V	up to 10 cd //S,DF //Slevels, not //S,DF // //S,M/DF hed //S hed //S,DF ftt-radius b //S,DF hed //S,M eatures tou	Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Effect: Repairs an object.	16  16  16  16  16  16  16  16  16  16	(harmless, object)  Will negates sinst the marked creatur Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  k.  Will negates (harmless)  k.  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  will negates (harmless)  as one has at least 1 ra Will negates (bejet;) Will negates (rarmless)  as one has at least 1 ra Will negates (rarmless)  Tortitude half; see text  Will negates Will negates (vier rarmless)	Action  1 standard action a, that attact 1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  3 standard Action  Standard Action  3 rounds  1 round  I round  Standard Action  Standard Action	1 round/level  ter heals 2 points of damage. Permanent  Instantaneous  1 minute/level  10 minutes/level  1 round  Instantaneous  1 minutes/level  I round  Instantaneous  10 minutes/level  III. Instantaneous	Target: One object of Medium (160 ft.) V Target: One creature/ Medium (160 ft.) V Target: One creature/ Close (40 ft.) V Target: One creature Touch V Target: Creature toucl Medium (160 ft.) V Target: Up to four creature than 30 ft. apart Touch V Target: Creature toucl	up to 10 cd //S,DF // Slevels, not //S,DF // //S,M/DF hed //S hed //S,DF ftradius b //S,DF ftradius b //S, atures, no identify //S,M eatures tou //S,M/DF bread; or or	Yes (harmless)  Yes (harmless)	Necromancy Caster Level: 6 Necromancy Caster Level: 6 Divination Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration Caster Level: 6 Transmutation Caster Level: 6 Evocation [Sonic]	PHB II: p.119  SC: p.138  PHB II: p.119  PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272  PHB: p.272

□□□□□Shroud of Undeath	16	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
Effect: Shroud yourself in invisbile negative energy so nonint	elligent	undead percieve you a		undead. Cure and inflict spells have the	Target: You e			Caster Level: 6	
opposite effect on you as if you were undead.  Silence	16	Will negates; see text		1 minute/level [D]	Long (640 ft.)	V,S	Yes; see text or no	Illusion (Glamer)	PHB: p.279
Effect: Negates sound in 15-ft. radius.		or none (object)	Action		Target: 20 ft. radius	emanation	(object) centered on a creature	, Caster Level: 6	
□□□□ Sound Burst	16	Fortitude partial	Standard Action	Instantaneous	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	PHB: p.281
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ftradius			Caster Level: 6	
□□□□□ Spawn Screen  Effect:	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy  Caster Level: 6	SC: p.197
Subject will not rise as spawn if killed by an undead cap	able of o	creating spawn. Will negates	1 standard	10 minutes/level	Target: One creatur	V,S	Yes [harmless]	Abjuration	SC: p.199
□□□□□ Spell Immunity, Lesser  Effect:		[harmless]	action		Target: Creature to			Caster Level: 6	
Protects one creature from a single 1st- or 2nd-level spe	II; see te	ext. None		1 round/level [D]	Medium (160 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
Effect: Magical weapon attacks on its own.			Action		Target: Magic weap	oon of force		Caster Level: 6	
Stabilize	16	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.204
Effect: Spell designed for battle fields, heals all creatures for 1 l					Target: 50-ftradius			Caster Level: 6	
Status	16	Will negates (harmless)	Standard Action	1 hour/level	Touch	V,S	Yes (harmless)	Divination	PHB: p.284
Effect:  Monitors condition, position of allies.	16	Will negates	1	Instantaneous	Target: One/per 3 le	V	Yes	Caster Level: 6 Enchantment	PHB II: p.126
Stay the Hand	10	vviii riegates	immediate action	mstantaneous	Wedam (100 it.)	•	103	(Charm) [Mind-Affecting]	1 115 II. p. 120
Effect: Target refrains from attacking you or targetting you with					Target: One human			Caster Level: 6	
Stone Bones	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
Effect: Target gains natural armor AC bonus of +3.  Stone Fist		None	Standard	6 rounds [D]	Target: Corporeal u	V,S,DF	No	Caster Level: 6 Transmutation	Race Sto: p.163
Effect:		110110	Action	o roundo (D)	Target: You	1,0,5.		Caster Level: 6	Nado 616. p. 166
Acts as if armed and your hands become hard inflicting  Stretch Weapon	damage 16	Will negates	1 swift	One attack	0 ft.	٧	Yes (harmless, object)	Transmutation	PHB II: p.126
Effect: Adds 5 feet of reach for one attack.		(harmless, object)	action		Target: Melee weap	oon wielded		Caster Level: 6	
Summon Elysian Thrush		None	10 minutes	8 hours	Close (40 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.214
Effect:					Target: One summo	oned Elysia	n thrush	[Good] Caster Level: 6	
Summons a Elysian thrush [Planar Handbook 118]; see	text	None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Company)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		ed creatures, no two of	(Summoning) Caster Level: 6	
Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
Effect: Conceals alignment for 24 hours.					Target: One creatur			Caster Level: 6	
Under the state of Shadow	16	N/A	1 standard action	1 minute/level	Personal Tarrett Varia	V,S	N/A	Evocation [Darkness]	SC: p.228
Effect: Grants you a 20% miss chance from concealment.  Concealment  Concealment	16	Will negates	Standard	1 minute/level	Target: You Close (40 ft.)	V,S, DF	Yes	Caster Level: 6 Enchantment	PHB: p.303
zone or main		VVIII riogatoo	Action		0.000 (101)	1,0, 5.	100	(Compulsion) [Mind-Affecting]	. 115. p.000
Effect: Subjects within range cannot lie.					Target: 20-ftradius	emanation	1	Caster Level: 6	
				LEVEL 3					
Name Aid, Mass	DC	Saving Throw None	Time 1 standard	Duration 1 minute/level	Range Close (40 ft.)	Comp. V,S,DF	Spell Resistance Yes [harmless]	School Enchantment	Source SC: p.8
			action					(Compulsion) [Mind-Affecting]	
### ### ##############################	+1/cas	ter level [max 15] tempo Will negates		2 hours/level; see text	more than 30 ft. apa		, no two of which are Yes [harmless]	Caster Level: 6 Transmutation	SC: p.8
□□□□□ Air Breathing  Effect:	17	[harmless]	action	2 Hours/level, See text	Target: Living creat			Caster Level: 6	30. p.0
Grants creatures the ability to breath air.  Grants Creatures the ability to breath air.  Mass	17	Will negates		1 minute/level	Close (40 ft.)	V,S,DF	Yes [harmless, object]	Transmutation	SC: p.9
Effect: Functions like align weapon, except it effects multiple w	anone -	[harmless, object]	action		Target: One weapo than 30 ft. apart	n/level, no t	two of which are more	[See text] Caster Level: 6	
Alter Fortune	Japon 18 (	None	te. 1 immediate	Instantaneous	Close (40 ft.)	V,X	No	Divination	PHB II: p.101
Effect:			action		Target: One creatur	re		Caster Level: 6	
Target must reroll any die roll it just made taking the sec	ond roll.	None		1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation)	SC: p.11
Effect:			action		Target: Cylinder [20	)-ft. radius	20 ft. highl	(Creation) [Chaotic, Water] Caster Level: 6	
Storm imposes penalties and damages lawful creatures.  Antidragon Aura	17	Will negates	1 standard	1 minute/level	Close (40 ft.)		Yes [harmless]	Abjuration	SC: p.14
Effect:		[harmless]	action		Target: One creatur	re/2 levels,		Caster Level: 6	
All subjects granted +2 luck bonus to AC, saves against	anythin 17	g dragon, bonus increas N/A	e +1 per fou 1 standard action		more than 30 ft. apa Touch	art V,S,M/DF	N/A	Transmutation	SC: p.17
Effect: Attunes the affected creatures to the plane you are curre	ently on	negating harmful effect			Target: One creatur	re/3 levels		Caster Level: 6	
□□□□□Awaken Sin	17	Will negates		Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion)	SC: p.21
Effects					Torquit On a "	oture'.	Intelligen 2	[Fear, Good, Mind-Affecting]	
Effect: Subject immediately takes 1d6/caster level [max 10d unconscious it takes 1d6 Wis damage.	6] point	s of nonlethal damage	and is stu	nned for 1 round. If subject is knocker	Target: One evil cre d	eature with I	inteiligence 3+	Caster Level: 6	
Axiomatic Storm		None		1 round/level	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful,	SC: p.22
			action						
Effect:		Lattacka Division 0.10 1		Deutle control	Target: Cylinder [20	)-ft. radius, :	20 ft. high]	Water] Caster Level: 6	
Effect: Rain falls around you4 to Listen, Spot, Search and random chaotic outsider takes additional 5d6 acid.	ranged	attacks. Deals 2d6 da		aotic creature [Double to outsiders] and * =Domain/Speciality Spell		)-ft. radius, :	20 ft. high]	Water]	

				Cleric Spells					
□□□□□ Bestow Curse	17	Will negates	Standard Action	Permanent	Touch \	/,S	Yes	Necromancy	PHB: p.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks	e: or 50	% chance of losing each			Target: Creature touc	hed		Caster Level: 6	
□□□□□ Blade of Pain and Fear		Will partial		1 minute/level [D]	0 ft.	/,S,DF	Yes	Evocation	SC: p.30
Effect:					Target: Swordlike col	umn of gn	ashing teeth	Caster Level: 6	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	or bed	Fortitude negates	Standard	Permanent [D]	Medium (160 ft.)	/	Yes	Necromancy	PHB: p.206
Effect:			Action		Target: One living cre	ature		Caster Level: 6	
Makes subject blinded or deafened.	17	Will negates	1 standard	1 minute/level		/,S	Yes [harmless]	Transmutation	SC: p.32
Blindsight	17	[harmless]	action	Timinute/level			res [namiess]		30. p.32
Effect: Grant blindsight to 30 ft.					Target: Creature touc			Caster Level: 6	
Chain of Eyes	17	Will negates	1 standard action	1 hour/level	Touch \	/,S	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.					Target: Living creatur	e touched	l	Caster Level: 6	
Channeled Divine Shield			See text	1 round/level	Personal \	/,S		Abjuration	PHB II: p.106
Effect: Gain DR based upon casting time; See text.					Target: You			Caster Level: 6	
□□□□□ Checkmate's Light		None	1 standard action	1 round/level [D]	Touch \	/,S,DF	No	Evocation [Lawful]	] SC: p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	/ ±5 at :	15th lovell and is Lawfu		lice gain ±1 morale honus ve fear in 20 f	Target: Melee weapo	n touched		Caster Level: 6	
radius of red light.									
□□□□□ Circle Dance  Effect:	17	N/A	1 minute	Instantaneous	Personal \ Target: You	/,S	N/A	Divination  Caster Level: 6	SC: p.46
Get direction and general status of a known target.	47	MGIIt	4	40		10	Van (haaralaan)		00: - 47
□□□□□Cloak of Bravery	17	Will negates [harmless]	action	10 minutes/level		/,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.47
Effect: You and your allies gain a morale bonus on saves against	t fear et	ffects equal to your cast	er level [Ma	x +10].	Target: 60-ftradius e	emanation	centered on you	Caster Level: 6	
□□□□□Cloak Pool	17	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (40 ft.)	/,S	No	Illusion (Glamer) [Mind-Affecting]	SC: p.48
Effect: Causes a color pool on the Astral Plane to seemingly cease	se to ev				Target: One color poo	ol		Caster Level: 6	
Causes a color poor on the Asiral Plane to seemingly cease	-0 10 6)	None		Permanent	Touch \	/,S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touche	ed Magical	I, heatless flame	Caster Level: 6	
Makes a permanent, heatless torch.  Conviction, Mass	17	Will negates	1 standard	10 minutes/level	Medium (160 ft.)	/,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:		[harmless]	action		Target: Allies in a 20-			Caster Level: 6	
Same as conviction, except it affects multiple allies at a dis-	stance.		1	4	-	/,S,DF	Yes		CC: - F2
Corona of Cold	17	Fortitude negates	action	1 round/level [D]			162	Evocation [Cold]	30. p.32
Effect: Gain fire resistance 10, and deal 1d12 damage to all in yo	our area	a of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed fo	Target: 20-ftradius s	spread		Caster Level: 6	
as ong as they remain in the area. Create Food and Water		None	10 minutes	24 hours; see text	Close (40 ft.)	/,S	No	Conjuration	PHB: p.214
Effect:					Target: Food and wat	ter to susta	ain 3 humans/level or	(Creation) Caster Level: 6	
Feeds 3 humans or 1 horses/level.								040107 20701. 0	
	17	Will pogotoo	1 atondord	1 hour/level ID) or until discharged	one horse/level for 24	l hours	Voa (harmlana)	Negramanay	DUD III n 100
Crown of Grave	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	one horse/level for 24 Touch	hours /,S,M,F	Yes (harmless)	Necromancy	PHB II: p.108
Crown of Grave		(harmless) minute. See text.		1 hour/level [D] or until discharged	one horse/level for 24	hours /,S,M,F	Yes (harmless)	Necromancy  Caster Level: 6	PHB II: p.108
□□□□□ Crown of Grave  Effect:  Wearer can compel undead with a one-word command on		(harmless)	action	hour/level [D] or until discharged      hour/level [D] or until discharged	one horse/level for 24 Touch  **Target: Creature touch**	hours /,S,M,F	Yes (harmless) Yes (harmless)		PHB II: p.108  PHB II: p.108
Crown of Grave  Effect:  Wearer can compel undead with a one-word command on  Crown of Might  Effect:	nce per 17	(harmless) minute. See text. Will negates (harmless)	action  1 standard		one horse/level for 24 Touch  **Target: Creature touch**	hours /,S,M,F ched /,S,F		Caster Level: 6	
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for	nce per 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates	action  1 standard action  1 standard		one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc	hours /,S,M,F ched /,S,F		Caster Level: 6 Transmutation	
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection	nce per 17 r one ro 17	(harmless) minute. See text. Will negates (harmless) bund.	action  1 standard action	1 hour/level [D] or until discharged	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc	thours //S,M,F ched //S,F ched //S,F	Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108
Effect: Wearer can compel undead with a one-word command on Crown of Might Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all	nce per 17 r one ro 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates	1 standard action  1 standard action  1 standard action	1 hour/level [D] or until discharged	one horse/level for 24 Touch \ \ Target: Creature touc Touch \ \ Target: Creature touc Touch \ \ Target: Creature touc	thours /,S,M,F ched /,S,F ched /,S,F	Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6 Transmutation	PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all	r one ro 17	(harmless) minute. See text. Will negates (harmless) build Will negates (harmless)	1 standard action  1 standard action	hour/level [D] or until discharged      hour/level [D] or until discharged	one horse/level for 24 Touch \ \ Target: Creature touc Touch \ \ Target: Creature touc Touch \ \ Target: Creature touc	hours //s,M,F hed //s,F hed //s,F	Yes (harmless) Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation	PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe	r one ro 17 saves. 17	(harmless) minute. See text. Will negates (harmless) uund. Will negates (harmless) Will negates (harmless)	1 standard action  1 standard action  1 standard action	hour/level [D] or until discharged      hour/level [D] or until discharged      hour/level [D] or until discharged	one horse/level for 24 Touch  Target: Creature touc Touch  Touch  Touch  Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc	hours //s,M,F hed //s,F hed //s,F	Yes (harmless)  Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for	r one ro 17 saves. 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless);	action  1 standard action  1 standard action  1 standard action  1 standard action  s on damagest Standard	hour/level [D] or until discharged      hour/level [D] or until discharged      hour/level [D] or until discharged	one horse/level for 24 Touch  Target: Creature touc	hours //s,M,F hed //s,F hed //s,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration	PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Crown of Smitting  Effect:	r one ro 17 r one ro 17 saves. 17 er minur a +8 b	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tite, gain +2 divine bonuonus.	1 standard action  1 standard action  1 standard action  1 standard action  s on damage	hour/level [D] or until discharged     hour/level [D] or until discharged     hour/level [D] or until discharged     erolls no next melee or ranged attack in	one horse/level for 24 Touch  Target: Creature touc	hours /,S,M,F  ched /,S,F  ched /,S,F  ched /,S,F	Yes (harmless)  Yes (harmless)  Yes (harmless)	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Serious Wounds  Effect: Cure Serious Wounds	r one ro 17 r one ro 17 saves. 17 er minur a +8 b	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless);	action  1 standard action  1 standard action  1 standard action  s on damagest Standard Action  1 standard Action  1 standard Action	hour/level [D] or until discharged     hour/level [D] or until discharged     hour/level [D] or until discharged     erolls no next melee or ranged attack in	one horse/level for 24 Touch \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	hours /,S,M,F  ched /,S,F  ched /,S,F  ched /,S,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing)	PHB II: p.108  PHB II: p.108  PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Crown of Smitting  Effect: Cures 3d8 +1/level [max +15] damage.	r one ro 17 saves. 17 er minur a +8 b	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. will half (harmless); see text	1 standard action  1 standard action  1 standard action  1 standard action  s on damage Standard Action	hour/level [D] or until discharged      hour/level [D] or until discharged      hour/level [D] or until discharged      per rolls no next melee or ranged attack i	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc f  Touch  Target: Creature touc f  Touch  Target: Creature touc Medium (160 ft.)	I hours //s,M,F  thed //s,F  thed //s,F  thed //s,F  thed //s,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful], Once pe the opponent has the designated alignment or Discharge for Crown of Smitting  Effect: Cures Sd8 +1/level [max +15] damage.  Cures da8 +1/level [max +15] damage.	r one ro 17 saves. 17 er minur a +8 b 17	(harmless) minute. See text. Will negates (harmless)  wund. Will negates (harmless)  Will negates (harmless)  Will half (harmless)  Will half (harmless); see text  Will negates	action  1 standard action  1 standard action  1 standard action  s on damage Standard Action  1 standard action	hour/level [D] or until discharged     hour/level [D] or until discharged     hour/level [D] or until discharged     e rolls no next melee or ranged attack instantaneous     round/level	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Touch  Target: Creature touc Touch  Target: Creature touc f  Touch  Target: Creature touc f  Target: Creature touc f  Target: Creature touc Medium (160 ft.)	I hours //s,M,F  thed //s,F  thed //s,F  thed //s,F  thed //s,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation	PHB II: p.108  PHB II: p.108  PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:  +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect:  +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Smitting  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures 4d8 +1/level [max +15] damage.  Effect:  Subjects AC against any ranged attack is -5, including threats are automatically confirmed.	r one ro 17 saves. 17 er minur a +8 b 17	(harmless) minute. See text. Will negates (harmless)  wund. Will negates (harmless)  Will negates (harmless)  Will half (harmless)  Will half (harmless); see text  Will negates	action  1 standard action  1 standard action  1 standard action  5 son damage Standard Action  1 standard action  1 standard action  1 standard action  2 standard action  2 standard action  2 standard action  3 standard action  4 standard action  5 standard action  1 standard action	1 hour/level [D] or until discharged  1 hour/level [D] or until discharged  1 hour/level [D] or until discharged  ge rolls no next melee or ranged attack i Instantaneous  1 round/level  I ranged attacks. In addition, any critical	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Medium (160 ft.)  Target: One creature	I hours //s,M,F  thed //s,F  thed //s,F  thed //s,F  thed //s,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation	PHB II: p.108  PHB II: p.108  PHB II: p.108
Effect: Wearer can compel undead with a one-word command onCrown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength forCrown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on allCrown of Smiting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe he opponent has the designated alignment or Discharge forCure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damageCurse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including interests are automatically confirmedDarkfire	r one rc 17 r one rc 17 saves. 17 er minu 17	(harmless) minute. See text. Will negates (harmless)  wund. Will negates (harmless)  Will negates (harmless)  Will half (harmless)  tte, gain +2 divine bonuonus. Will half (harmless); see text  Will negates	action  1 standard action  1 standard action  1 standard action  s on damag  Standard Action  1 standard action	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack in Instantaneous 1 round/level 1 ranged attacks. In addition, any critical 1 round/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Medium (160 ft.)  Target: One creature	I hours //S,M,F ched //S,F ched //S,F ched //S,F ched //S,F ched //S,F ched //S,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.108
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Cure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage. Curse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmed.  Darkfire  Effect: Produce a flame that can be used for touch attack or range.	r one rc 17 r one rc 17 saves. 17 er minu 17	(harmless) minute. See text. Will negates (harmless)  wund. Will negates (harmless)  Will negates (harmless)  Will half (harmless)  tte, gain +2 divine bonuonus. Will half (harmless); see text  Will negates	action  1 standard action  1 standard action  1 standard action  1 standard action  s on damage Standard Action  1 standard action  1 standard action  2 standard action  2 standard action  3 standard action  2 standard action  3 standard action  3 standard action  4 standard action  5 standard  5 standard  5 standard  5 standard	1 hour/level [D] or until discharged 1 hour/level [D] or until discharged 1 hour/level [D] or until discharged ge rolls no next melee or ranged attack in Instantaneous 1 round/level 1 ranged attacks. In addition, any critical 1 round/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Medium (160 ft.)  Target: One creature  Oft.  Target: Flame in your	I hours //S,M,F ched //S,F ched //S,F ched //S,F ched //S,F ched //S,F ched //S,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire]	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:  +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect:  +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once per the opponent has the designated alignment or Discharge for Crown of Smitting  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] damage.  Darkfire  Effect:  Cures 3d8 +1/level [max +15] damage.  Darkfire  Effect:  Produce a flame that can be used for touch attack or rang  Daylight  Effect:  Effect:  Cures 3d8 +1/level [max +15] damage.	r one rc 17 r one rc 17 saves. 17 er minu 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates	action  1 standard action  1 standard action  1 standard action  s on damage Standard Action  1 standard action  2 standard action  2 standard action  2 standard action  3 standard action  2 standard action  2 standard action  3 standard action  2 standard action  3 standard action  3 standard action  3 standard action  3 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  1 instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Medium (160 ft.)  Target: One creature  Oft.  Target: Flame in your	Is hours //s,M,F shed //s,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59
Effect: Wearer can compel undead with a one-word command onCrown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength forCrown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on allCrown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge forCure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damageCurse of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including threats are automatically confirmedDarkfire  Effect: Produce a flame that can be used for touch attack or rangDaylight  Effect: 60-ft. radius of bright light.	r one rc 17 r one rc 17 saves. 17 er minu 17	(harmless) minute. See text. Will negates (harmless) uund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None ck [120 ft. no penalty] d None	action  1 standard action  1 standard action  1 standard action  1 standard action  S on damage Standard Action  1 standard action  1 standard action  2 standard action  2 standard action  2 standard action  3 standard action  4 standard action  5 standard Action  Standard Action	1 hour/level [D] or until discharged 1 rolls no next melee or ranged attack is 1 Instantaneous 1 round/level 1 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Touch  Touch  Target: Creature touc f  Touch  Target: Creature touc f  Touch  Target: Creature touc Medium (160 ft.)  Target: One creature  Oft.  Target: Flame in your Touch  Target: Object touche	Is hours //s,M,F ched //s,F ched //s,S ched //s,S ched	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216
Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:	r one rc 17 r one rc 17 saves. 17 er minu 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates	action  1 standard action  1 standard action  1 standard action  1 standard action  S on damage Standard Action  1 standard action  1 standard action  2 standard action  2 standard action  2 standard action  3 standard action  4 standard action  5 standard Action  Standard Action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  1 instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Target: Creature touc Touch  Target: Creature touc f  Touch  Target: Creature touc f  Touch  Target: Creature touc f  Touch  Target: One creature  Oft.  Target: Flame in your Touch  Target: Object touche Touch	Is hours Is	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness]	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown of Smitting  Effect: Cures 3d8 +1/level [max +15] damage. Cure	r one rc 17 saves. 17 saves. 17 17 17 17	(harmless) minute. See text. Will negates (harmless) pund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates tile weapons, thrown we have None kt [120 ft. no penalty] d None	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damag Standard Action  1 standard action  1 standard action  2 standard action  2 standard action  2 standard action  3 standard Action  Standard Action  Standard Action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Medium (160 ft.)  Target: One creature  O ft.  Target: Clause in your Touch  Target: Object touche Touch  Target: Object touche	Is hours //s,M,F ched //s,F ched //s,B ched //s ched	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No  No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
Effect: Wearer can compel undead with a one-word command on comman	r one rc 17 r one rc 17 saves. 17 er minu 17	(harmless) minute. See text. Will negates (harmless) uund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None ck [120 ft. no penalty] d None	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damag Standard Action  1 standard action  1 standard action  2 standard action  2 standard action  2 standard action  3 standard Action  Standard Action  Standard Action	1 hour/level [D] or until discharged 1 rolls no next melee or ranged attack is 1 Instantaneous 1 round/level 1 ranged attacks. In addition, any critical 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Medium (160 ft.)  Target: One creature  O ft.  Target: Clause in your Touch  Target: Object touche Touch  Target: Object touche	Is hours Is	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness]	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216
Effect: Wearer can compel undead with a one-word command on Dirge Effect: Wearer can compel undead with a one-word command on Dirge Effect:  *2 Strength enhancement or discharge for +8 Strength for Discharge for +1 deflection bonus to AC and +1 resistance bonus on all Discharge for Dischar	nce per 17 r one rc 17 saves. 17 saves. 17 17 17 17 17 17 17 17	(harmless) minute. See text. Will negates (harmless) und. Will negates (harmless) Will negates (harmless) Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates lile weapons, thrown we have been been been been been been been be	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damage Standard Action  1 standard action  1 standard action  2 standard action  3 standard action  2 standard Action  Standard Action  1 standard action  3 standard Action  1 standard Action  1 standard Action  1 standard Action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Medium (160 ft.)  Target: One creature  O ft.  Target: Clause in your Touch  Target: Object touche Touch  Target: Object touche	Is hours //S,M,F shed //S,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No  No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
Effect: Wearer can compel undead with a one-word command onCrown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength forCrown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on allCrown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe he opponent has the designated alignment or Discharge forCure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damageCurse of Arrow Attraction  Effect: Effect: Bujects AC against any ranged attack is -5, including threats are automatically confirmedDarkfire  Effect: Produce a flame that can be used for touch attack or rangDarkfire  Effect: Bol-ft. radius of bright lightDeeper Darkness  Effect: Object sheds supernatural shadow in 60-ft. radiusDemon Dirge	nce per 17 r one rc 17 saves. 17 saves. 17 17 17 17 17 17 17 17	(harmless)  minute. See text.  Will negates (harmless)  pund.  Will negates (harmless)  Will negates (harmless)  tite, gain +2 divine bonu onus.  Will half (harmless);  see text  Will negates  None  ck [120 ft. no penalty] d  None  None  None	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damage Standard Action  1 standard action  1 standard action  2 standard action  2 standard Action  Standard Action  Standard Action  1 standard action  2 standard action  3 standard action  3 standard action  5 standard action  1 standard action  1 standard action  2 standard action  2 standard action  3 standard action  3 standard action  3 standard action  4 standard action  5 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Target: Creature touc f  Touch  Target: Creature touc f  Touch  Target: Creature touc Medium (160 ft.)  Target: One creature  Touch  Target: Object touche Touch  Target: Object touche Touch  Target: Object touche Close (40 ft.)  Target: Living creatur	Is hours //S,M,F shed //S,F	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No  No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect on Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once perfect on Crown of Smitting  Effect: Cures add +1/level [max +15] damage.  Cures add +1/level [max +15] dam	r one rcc 17 r one rcc 17 saves. 17 17 17 17 17 17 17 17 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None  Kill 120 ft. no penalty] d None  Non	action  1 standard action  Standard Action  1 standard action  1 standard action  1 standard action  2 standard action  Standard Action  Standard Action  1 standard action  1 standard action  2 standard action  1 standard action  1 standard action  1 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  1 instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanarri it is also stunned unless it saves.  1d6 rounds	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Target: Creature touc f  Touch  Target: Creature touc f  Touch  Target: Creature touc Medium (160 ft.)  Target: One creature  Touch  Target: Object touche Touch  Target: Object touche Touch  Target: Object touche Close (40 ft.)  Target: Living creatur	Is hours //s,M,F ched //s,F ched //s,D ched //s,D ched //s,D ched //s,D ched //s,D ched //s,D ched	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No  No  Yes	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:	r one rcc 17 r one rcc 17 saves. 17 17 17 17 17 17 17 17 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates lie weapons, thrown we None  Kill 120 ft. no penalty] d None  Non	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damage Standard Action  1 standard action  1 standard action  2 standard action  3 standard Action  Standard Action  1 standard action  2 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  1 instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanarri it is also stunned unless it saves.  1d6 rounds	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Touch  Target: Creature touc  Touch  Target: Creature touc  Touch  Target: One creature  Touch  Target: Object touche Touch  Target: Object touche Close (40 ft.)  Target: Living creatur  Touch  Target: Living creatur  Target: Living creatur	Is hours //s,M,F ched //s,F ched //s,D ched //s,D ched //s,D ched //s,D ched //s,D ched //s,D ched	Yes (harmless)  Yes (harmless)  Yes (harmless)  Yes (harmless); see text  Yes  No  No  Yes	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:  +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect:  +1 deflection bonus to AC and +1 resistance bonus on all Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful]. Once pe the opponent has the designated alignment or Discharge for Crown of Smitting  Effect:  Cures 3d8 +1/level [max +15] damage.  Cures 3d8 +1/level [max +15] dam	r one rcc 17 r one rcc 17 saves. 17 17 17 17 17 17 17 17 17	(harmless)  minute. See text.  Will negates (harmless)  will negates (harmless)  Will negates (harmless)  Will negates (harmless)  tte, gain +2 divine bonu onus.  Will half (harmless);  see text  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates  If the weapons, thrown we have  None  None or Fortitude partial; see text  B. Baatezu must save o	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damage Standard Action  1 standard action  1 standard action  2 standard action  3 standard Action  Standard Action  1 standard action  2 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanar'ri it is also stunned unless it saves.  1d6 rounds  d	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Medium (160 ft.)  Target: Plame in your Touch  Touch  Target: Object touche Touch  Target: Living creatur Medium (160 ft.)  Target: Living creatur Medium (160 ft.)  Target: Living creatur Medium (160 ft.)	Is hours Is	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No No No No No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Abjuration	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.217  SC: p.63  SC: p.64
Effect: Wearer can compel undead with a one-word command onCrown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength forCrown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on allCrown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pe he opponent has the designated alignment or Discharge forCure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damageCures of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including in the same automatically confirmed.  —Darkfire  Effect: Produce a flame that can be used for touch attack or rangDaylight  Effect: 60-ft. radius of bright light	r one rcc 17 r one rcc 17 saves. 17 17 17 17 17 17 17 17 17	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonu onus. Will half (harmless); see text Will negates tile weapons, thrown we None  Kill 120 ft. no penalty] d None	action  1 standard action  3 son damage Standard Action  1 standard action  1 standard action  2 standard action  3 standard action  Standard Action  1 standard action  2 standard action  3 standard action  4 standard action  5 standard action  7 standard action  8 standard action  8 standard action  9 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  1 instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanarri it is also stunned unless it saves.  1d6 rounds  d.,  Instantaneous	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Medium (160 ft.)  Target: Plame in your Touch  Touch  Target: Object touche Touch  Target: Object touche Touch  Target: Living creatur Medium (160 ft.)  Target: Living creatur Medium (160 ft.)  Target: Living creatur Medium (160 ft.)  Target: Object touche Touch  Target: Living creatur	Is hours //s,M,F ched //s,F ched //s,S,D ched //s,S,D ched //s,D ched //s ched //s,D ched //s ched	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No Yes Yes No re, or object; or	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Crown of Grave  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all H1 resistance bonus on all Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful]. Once pethe opponent has the designated alignment or Discharge for Crown of Smitting  Effect: Cures Sd8 +1/level [max +15] damage. Cure Sd8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures 3d8 +1/level [max +15] damage. Cures damage of Crown Attraction  Effect: Cures damage of Arrow Attraction  Effect: Cures damage of Arrow attraction  Effect: Cures damage of Crown attraction of Council attack or rang  Daylight  Effect: Condition of Deeper Darkness  Effect: Object sheds supermatural shadow in 60-ft. radius. Demon Dirge  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [reconcesting of Council attack or candidate of Council and	r one rcc 17 r one rcc 17 saves. 17 17 17 17 17 17 17 17 17	(harmless)  minute. See text.  Will negates (harmless)  will negates (harmless)  Will negates (harmless)  Will negates (harmless)  tte, gain +2 divine bonu onus.  Will half (harmless);  see text  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates  If the weapons, thrown we have  None  None or Fortitude partial; see text  B. Baatezu must save o	action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  1 standard action  1 standard action  1 standard action  2 standard action  Standard Action  Standard Action  1 standard action  1 standard action  2 standard action  1 standard action  2 standard action  1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  1 instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  Tanarri it is also stunned unless it saves.  1d6 rounds  d.,  Instantaneous	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Touch  Target: Creature touc  Medium (160 ft.)  Target: Plame in your Touch  Target: Object touche Touch  Target: Object touche Touch  Target: Living creatur  Medium (160 ft.)  Target: Living creatur	Is hours //S,M,F ched //S,F ched //S,D ched //S,DF ce //S,DF ce //S,DF ce //S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No No No No No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6 Evocation [Force]	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:	r one rcc 17 r one rcc 17 saves. 17 er minut a +8 b 17 17 projecti 17 Evil sul 17 no saves.	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates tile weapons, thrown we None	action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  1 standard action  1 standard action  2 standard action  3 standard action  2 standard action  Standard Action  1 standard action  1 standard action  2 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1 day/level [D]  1 df rounds; see text  5 anar'ri it is also stunned unless it saves.  1 d6 rounds  d  Instantaneous  1 round  Vis modifier [your choice]. Damage is the	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc  Touch  Target: Creature touc  Touch  Target: Creature touc  Medium (160 ft.)  Target: Object touche Touch  Target: Object touche Touch  Target: Object touche Touch  Target: Living creatur  Medium (160 ft.)  Target: Living creatur  Medium (160 ft.)  Target: Living creatur  Touch  Target: Living creatur	Is hours //S,M,F ched //S,F ched //S,D ched //S,DF ce //S,DF ce //S,DF ce //S,DF	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes No No No Yes Yes No re, or object; or	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Abjuration Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect: +1 deflection bonus to AC and +1 resistance bonus on all clear command on Crown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on all clear command on Crown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful], Once pethe opponent has the designated alignment or Discharge for clear command	r one rcc per 17 r one rcc 17 saves. 17 saves. 17 17 17 17 17 17 17 Evil sul 17 17 no save	(harmless)  minute. See text.  Will negates (harmless)  bund.  Will negates (harmless)  Will negates (harmless)  tte, gain +2 divine bonu onus.  Will half (harmless);  see text  Will negates  Will negates  Will negates  Will negates  Will half (harmless);  see text  Will negates  None  None is caster teve weapon strikes for like  we weapon strikes for like  we weapon strikes for like  we weapon strikes for like	action  1 standard action  3 standard Action  1 standard action  1 standard action  2 standard action  2 standard Action  3 standard Action  1 standard action  2 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  anar'ri it is also stunned unless it saves.  1d6 rounds  d.,  Instantaneous  1 round  Vis modifier [your choice]. Damage is the lainst any creature that attacks you.	one horse/level for 24 Touch  Target: Creature touc Medium (160 ft.)  Target: Object touche Touch  Target: Object touche Touch  Target: Living creatur Medium (160 ft.)  Target: Living creatur Medium (160 ft.)  Target: Object touche Close (40 ft.)  Target: Living creatur Medium (160 ft.)  Target: Object over touche Target: Living creatur Touch  Target: Living creatur Medium (160 ft.)  Target: Object over touche Target: Object over touche Target: Living creatur	Is hours //s,M,F ched //s,F ched //s,S ched //s ched //s,S ched //s ched //s,S ched //s ched //s,S ched //s c	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes Yes No	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Force] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB: p.216  PHB II: p.109  SC: p.59  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110
Effect: Wearer can compel undead with a one-word command on Crown of Might  Effect:  **2 Strength enhancement or discharge for +8 Strength for Crown of Protection  Effect:  **1 deflection bonus to AC and +1 resistance bonus on all Clear of Crown of Smitting  Effect:  **1 deflection bonus to AC and +1 resistance bonus on all Clear of Crown of Smitting  Effect:  Choose alignment [chaotic, evil, good or lawful], Once pethe opponent has the designated alignment or Discharge for Cures and Clear of Command Comm	r one rcc per 17 r one rcc 17 saves. 17 saves. 17 17 17 17 17 17 17 Evil sul 17 17 no save	(harmless) minute. See text. Will negates (harmless) bund. Will negates (harmless) Will negates (harmless) tte, gain +2 divine bonuonus. Will half (harmless); see text Will negates tile weapons, thrown we None	action  1 standard action  3 standard Action  1 standard action  1 standard action  2 standard action  2 standard Action  3 standard Action  1 standard action  2 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  anar'ri it is also stunned unless it saves.  1d6 rounds  d.,  Instantaneous  1 round  Vis modifier [your choice]. Damage is the lainst any creature that attacks you.	one horse/level for 24 Touch  Target: Creature touc Touch  Target: Creature touc Touch  Target: Creature touc Touch  Touch  Touch  Target: Creature touc Medium (160 ft.)  Target: Plame in your Touch  Target: Object touche Touch  Target: Object touche Touch  Target: Living creatur Medium (160 ft.)  Target: Magic weapon  Touch  Target: Magic weapon  Touch  Target: Magic weapon	Is hours Is hours Is hours Is hours Is hours Is hours Is here	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes Ves No Yes Ves Ves No Yes	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Force] Caster Level: 6 Evocation [Force] Caster Level: 6 Evocation [Force] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Effect: Wearer can compel undead with a one-word command onCrown of Might  Effect: +2 Strength enhancement or discharge for +8 Strength forCrown of Protection  Effect: +1 deflection bonus to AC and +1 resistance bonus on allCrown of Smitting  Effect: +1 deflection bonus to AC and +1 resistance bonus on allCrown of Smitting  Effect: Choose alignment [chaotic, evil, good or lawful], Once pe he opponent has the designated alignment or Discharge forCure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damageCures of Arrow Attraction  Effect: Subjects AC against any ranged attack is -5, including in the same automatically confirmed	r one rcc 17  r one rcc 17  saves. 17  er minu a +8 b 17  17  projecti 17  Evil sul 17  Evil sul 17  no save	(harmless)  minute. See text.  Will negates (harmless)  Jund.  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  tte, gain +2 divine bonu onus.  Will half (harmless);  see text  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates  If the weapons, thrown we have be the half betypes [No Save. If the None or Fortitude partial; see text  January (half betypes [No Save. If the None or Fortitude partial; see text  January (half betypes [No Save. If the None or Fortitude partial; see text  None  None	action  1 standard action  1 standard action  1 standard action  1 standard action  3 son damage Standard Action  1 standard action  1 standard action  2 standard Action  Standard Action  Standard Action  1 standard action  2 standard action  3 standard action  1 standard action  2 standard action  2 standard action  3 standard action  3 standard action  4 standard action  1 standard action  1 swift action  2 s amount action  2 s amount action  1 standard action  1 standard action	1 hour/level [D] or until discharged  1 rolls no next melee or ranged attack is  Instantaneous  1 round/level  1 ranged attacks. In addition, any critical  1 round/level [D]  2 levels [Max 5d6].  10 minutes/level [D]  1 day/level [D]  1d6 rounds; see text  5 anar'ri it is also stunned unless it saves.  1 round  1 round  Vis modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous	one horse/level for 24 Touch  Target: Creature touc Medium (160 ft.)  Target: Object touche Touch  Target: Object touche Touch  Target: Living creatur Medium (160 ft.)  Target: Living creatur Medium (160 ft.)  Target: Object touche Close (40 ft.)  Target: Living creatur Medium (160 ft.)  Target: Object over touche Target: Living creatur Touch  Target: Living creatur Medium (160 ft.)  Target: Object over touche Target: Object over touche Target: Living creatur	Is hours Is hours Is hours Is hours Is hours Is hours Is here	Yes (harmless) Yes (harmless) Yes (harmless) Yes (harmless); see text Yes Yes No No No Yes Ves No Yes Ves Ves No Yes	Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation (Healing) Caster Level: 6 Transmutation Caster Level: 6 Evocation [Fire] Caster Level: 6 Evocation [Light] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Darkness] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Evocation Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6 Evocation [Force] Caster Level: 6	PHB II: p.108  PHB II: p.108  PHB II: p.108  PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223  PHB II: p.110

				Cleric Spells					
□□□□□ Energized Shield  Effect:		None	1 standard action	1 round/level	Touch  Target: Touch	V,S,DF	No	Abjuration [See text] Caster Level: 6	SC: p.79
As lesser energized shield, except energy resistance is 10	0 and 0	damage dealt is 2d6 Will negates (harmless)	1 immediate	1 round	Close (40 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
Effect: Gain resistance 20 against one energy type for one attack		(	action		Target: One creatu	re		Caster Level: 6	
□□□□□ Energy Vortex	17	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: p.81
Effect: Choose a energy type and it causes 1d8 +1/caster level as well.	[max +	-20]. You may double th	e damage i	f you forgoe a save and take the damag	Target: All creature ecentered on you	s within a 2	0-ftradius burst	Caster Level: 6	
□□□□□ Energy Vulnerability	17	Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M/DF		Abjuration	PHB II: p.112
Effect: You can affect a number of creatures with total hit dice e energy type and that creature takes an additional 50% dama			You select	which creatures are affected. Choose a		e creatures	within a 10-ftradius	Caster Level: 6	
Favorable Sacrifice	17	Will negates [harmless]	1 standard action	1 hour/level	Touch  Target: Creature to	V,S,M	Yes [harmless]	Abjuration  Caster Level: 6	SC: p.89
Gain benefit from deity; see text.	17	Fortitude negates		1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
Effect: Deal 1d6 damage per size category difference.		[harmless]	action		Target: Creature to	uched		Caster Level: 6	
□□□□□ Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SC: p.95
Effect: Normal or masterwork weapon becomes temporary +1 fla	ıming b	ourst weapon. Will negates	1 standard	1 minute/level	Target: Nonmagica Close (40 ft.)	I weapon to V,S	uched Yes [harmless,object]	Caster Level: 6	SC: p.102
Ghost Touch Weapon	.,	[harmless,object]	action	·······································	Target: One weapo		jectiles [all in contact at		00. p. 102
Hit incorporeal normally.  Girallon's Blessing	17	Fortitude negates [harmless]	1 standard	10 minutes/level	time of casting] Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
Effect: Gain an additional pair of arms; see text					Target: Creature to			Caster Level: 6	
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch  Target: Object touc	V,S,M hed or up to	see text	Abjuration  Caster Level: 6	PHB: p.236
Inscription harms those who pass it.	17	N/A	1 swift	1 round/level	Personal	V	N/A	Transmutation	SC: p.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft	20 per	nalty to Hide checks.	action		Target: You			[Good] Caster Level: 6	
□□□□□ Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage.  DDDDDDHelping Hand		None	Standard	1 hour/level	Target: Creature to 5 miles	V,S, DF	No	Caster Level: 6 Evocation	PHB: p.239
Effect:			Action		Target: Ghostly har	nd		Caster Level: 6	
Ghostly hand leads subject to you.  Ghostly hand leads subject to you.  Ghostly hand leads subject to you.	17	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.114
Effect: Creature can only take move action on it's turn; retry save	each	round [swift action].	1 standard	1 round/level [D]	Target: One living of 20 ft.	v,s,M,DF	No	Caster Level: 6 Conjuration	SC: p.115
Effect:			action		Target: Cylinder [20			(Creation) [Good, Water] Caster Level: 6	
-4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks	s. Evil creatures take 2d6 None	1 standard	ach round [double if outsiders]. 1 round/level [D]	0 ft.	V,S,M	Yes		SC: p.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +1	01.		action		Target: Battleaxe-s	haped wear	on of swirling ice	Caster Level: 6	
□□□□ Inflict Serious Wounds	17	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.		None	Standard	6 minutes	Target: Creature to Long (640 ft.)	v,S,F	Yes (harmless)	Caster Level: 6 Enchantment	Race Des: p.166
Effect:			Action				nsignia within range	(Comulsion) [Mind-Affecting] Caster Level: 6	
+1 morale bonus on attack rolls and on saving throws aga	ainst fe 17	ar effects. Will half (Harmless)	Standard Action	Instantaneous	Long (640 ft.)	V,S,F	Yes (harmless);see	Conjuration	Race Des: p.166
Effect: Heals 1d8+6 to all wearers.			ACION		Target: All wearers	of special ir	text nsignia within range	(Healing) Caster Level: 6	
□□□□□ Insignia of Warding	17	Will negates (Harmless)	Standard Action	6 minutes	Long (640 ft.)	V,S,F	Yes (harmless)	Abjuration	Race Des: p.166
Effect: +1 divine bonus to AC and on Fort saves.  Interplanar Message	17	Will negates		24 hours/level	One creature	V,S	Yes [harmless]	Caster Level: 6 Evocation	SC: p.124
Effect: Send 25 words or less to the targeted creature; see text.		[harmless]	action		Target: One creatu	re		[Language-Depen Caster Level: 6	dent]
Invest Moderate Protection	17	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: p.115
Effect: Living creature healed 3d4 +1 per two caster levels [ma failed save undead take an extra 3 points of damage from a	x +6]	and gains DR:1/evil for on that overcomes DR/a	1 minute, u	indead damaged by likewise amount. O	Target: Creature to n	uched		Caster Level: 6	
□□□□□ Invisibility Purge  Effect:		None		1 minute/level [D]	Personal  Target: You	V,S	No	Evocation  Caster Level: 6	PHB: p.245
Dispels invisibility within 5 ft./level	17	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 6	SC: p.129
Teleport and end up flanking an opponent.  The control of the cont	17	Will negates	1 standard action	Instantaneous	Close (40 ft.)  Target: One creatu	S,DF	Yes	Divination  Caster Level: 6	SC: p.129
Learn strengths or weaknesses of opponent; see text.	17	Will negates		Instantaneous	Close (40 ft.)	V,S	Yes	Divination	SC: p.129
Effect: Learn any vulnerabilities and resistances the target has.			action		Target: One creatu	re		Caster Level: 6	
Light of Venya  Effect:		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)  Target: You and up	V,S to two rays	Yes; see text ; see text	Evocation [Good, Light] Caster Level: 6	SC: p.132
Same as light of Lunia except damage is 3d6 or 6d6 vs. u	indead	or outsiders; see text		* =Domain/Speciality Spell	-				

				Cienc Spens					
□□□□□Locate Object		None	Standard Action	-	Long (640 ft.)	V,S,F/DF	No	Divination	PHB: p.249
Effect: Senses direction toward object [specific or type].			Action		Target: Circle, cente 40 ft. per level	red on you	, with a radius of 400 +	Caster Level: 6	
Magic Circle against Chaos	17	Will negates		10 minutes/level		V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
ffect:		(harmless)	Action		Target: 10-ftradius	emanation	from touched creature	Caster Level: 6	
+2 to AC and saves, counter mind control, hedge out elem	nentals 17	and outsiders in 10-ft. I Will negates		0 minutes/level. 10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
fect:		(harmless)	Action				from touched creature		, -
+2 to AC and saves, counter mind control, hedge out elem		and outsiders in 10-ft. I		0 minutes/level. 10 minutes/level	-		No; see text	Abjuration	PHB: p.250
□□□□ Magic Circle against Law	17	(harmless)	Action	To minutes/level				[Chaotic]	РПВ: р.250
fect: +2 to AC and saves, counter mind control, hedge out elem	nentals	and outsiders in 10-ft.	radius and 1	0 minutes/level.	Target: 10-ftradius	emanation	from touched creature	Caster Level: 6	
□□□□ Magic Vestment	17	Will negates (harmless, object)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
ffect: Armor or shield gains +1/4 levels [max +5] enhancement		,			Target: Armor or shi	eld touche	d	Caster Level: 6	
Mantle of Chaos	17	N/A		10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos]	SC: p.137
ffect:			action		Target: You			Caster Level: 6	
Gain SR 12 + your caster level against spells with the lawf	ful desc 17	criptor. N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: p.138
ffect:			action		Target: You			Caster Level: 6	
Gain SR 12 + your caster level against spells with the chac	os des		4	4 10 1	-	V 0 DE	N		DUD II . 110
I□□□ Mark of Doom		None	action	1 round/level		V,S,DF	No	Necromancy	PHB II: p.119
ffect: Subject marked takes 1d6 damage any time it continues fig	ighting;	see text.			Target: One creature	9		Caster Level: 6	
I□□□□ Meld into Stone		None	Standard Action	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth]	PHB: p.252
ffect:					Target: You			Caster Level: 6	
You and your gear merge with stone.		None		Instantaneous	Touch	V,S, DF	No	Conjuration	PGtF: p.106
fect:			Action		Target: Patch of bro	wn mold		(Creation) Caster Level: 6	
NATURE GRANTED:Create 5-foot-diameter patch of brow	vn molo	d to appear; see text Fortitude negates	1 standard	Instantaneous		V,S,M	No	Conjuration	SC: p.146
□□□□□Nauseating Breath	••		action				=	(Creation) Caster Level: 6	
Creatures in area must save or be nauseated for 1d6 roun		NAPH	0	01 (D)	Target: Cone-shape		V. (1)		DUD
Obscure Object	17	Will negates (object)	Standard Action	8 hours [D]			Yes (object)	Abjuration	PHB: p.258
ffect: Masks object against scrying.					Target: One object to	ouched of	up to 100 lbs/level	Caster Level: 6	
□□□□ Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.264
			Action					[Mind-Affecting]	
ffect: Allies +1 bonus on most rolls, enemies -1 penalty.					centered on you		n a 40-ftradius burst	Caster Level: 6	
Protection from Energy	17	Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
ffect: Absorb 12 points of damage/level [max 120] from one kind	d of end	· · · · ·			Target: Creature tou	ched		Caster Level: 6	
Day Remove Blindness/Deafness	17	Fortitude negates		Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.270
ffect:		(harmless)	Action		Target: Creature tou	ched		(Healing) Caster Level: 6	
Cures normal or magical conditions.	17	Will negates	Standard	Instantaneous	-	V,S	Yes (harmless)	Abjuration	PHB: p.270
ffect:		(harmless)	Action		Target: Creature or i			Caster Level: 6	
Frees object or person from curse.	4-7	Fauta de la constitución de la c	Ctarle	la-ta-ta-a-a-a-a					DUD: - 074
Remove Disease	17	Fortitude negates (harmless)	Standard Action	Instantaneous		V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
ffect: Cures all diseases affecting subject.					Target: Creature tou	ched		Caster Level: 6	
Resist Energy, Mass	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (40 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
ffect: As resist energy, except that it affects all targeted creature		(·······			Target: One creature		two of which can be	Caster Level: 6	
As resist energy, except that it allects all targeted creature	17	Will negates		Instantaneous	more than 30 ft. apa Close (40 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.175
ffect:		[harmless]	action		Target: One creature		two of which can be	Caster Level: 6	
Same as resurgence, except it affects multiple targets. pernatural ability.	Allows	one retry on a failed	save agair	ast an ongoing spell, spell-like ability, o	rmore than 30 ft. apa	rt			
Ring of Blades	17	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation)	SC: p.177
ffect:	to -"	adiacent		domogo	Target: You			Caster Level: 6	
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]	Abjuration	SC: p.179
ffect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 6	
Subject can find the shortest, most direct route to safety; s	see text	t. None	Standard	Instantaneous		V,S	Yes	Evocation	PHB: p.275
☐☐☐☐☐ Searing Light		THORE	Action	matantaneous		٧,٥	160		1 710. p.273
ffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level	[max	10d6] against undead;	6 to undea	d vulnerable to bright light; construct o	Target: Ray r			Caster Level: 6	
animate object only takes 3d6 damage.	17	Fortitude negates	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.188
fect:		[harmless]	action		Target: Living creatu			Caster Level: 6	
ਾect: Subject gains immunity to fatigue, exhaustion, and ability d	damag		4	4 minute/level					00 400
	47	Will negates	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good]	SC: p.188
Shield of Warding	17	[object,harmless]	action					Caster Level: 6	
Shield of Warding					Target: One shield of	r buckler to	ouched		
□□□□ Shield of Warding fect: Grants +1 sacred bonus to Armor Class and Reflex Saves			x +5]. 1 standard	1 round	_	V,S,DF	Yes	Transmutation	SC: p.190
Grants +1 sacred bonus to Armor Class and Reflex Saves Grants +1 sacred bonus to Armor Class and Reflex Saves	s, +1 pe	er five caster levels [max	x +5].	1 round	Close (40 ft.)  Target: One creature	V,S,DF		Transmutation  Caster Level: 6	SC: p.190
☐☐☐ Shield of Warding  ffect:  Grants +1 sacred bonus to Armor Class and Reflex Saves  ☐☐☐☐☐☐ Sink  ffect:  Affect creatures sink 100 ft/round; see text.	s, +1 pe	er five caster levels [max	x +5]. 1 standard action	1 round	Close (40 ft.)  Target: One creature than 30 ft. apart	V,S,DF	Yes		SC: p.190 SC: p.191
Float  Grants +1 sacred bonus to Armor Class and Reflex Saves  John Sink  Float:  Affect creatures sink 100 ft/round; see text.	s, +1 pe 17	er five caster levels [ma: Will negates	x +5]. 1 standard action		Close (40 ft.)  Target: One creature than 30 ft. apart Touch	V,S,DF e/level, no V,S,F	Yes two of which are more	Caster Level: 6 Necromancy	
The ct:  Grants +1 sacred bonus to Armor Class and Reflex Saves  Class and Ref	s, +1 pe 17	er five caster levels [ma: Will negates See text	x +5]. 1 standard action 1 standard action	Permanent	Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani	V,S,DF e/level, no V,S,F od skull	Yes two of which are more No	Caster Level: 6 Necromancy Caster Level: 6	SC: p.191
Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armo	s, +1 pe 17	er five caster levels [ma: Will negates	x +5]. 1 standard action 1 standard action		Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani	V,S,DF e/level, no V,S,F	Yes two of which are more	Caster Level: 6  Necromancy  Caster Level: 6  Evocation	
Flect:  Grants +1 sacred bonus to Armor Class and Reflex Saves  John Sink  Flect:  Affect creatures sink 100 ft/round; see text.  John Skull Watch  Flect:  Alarm affect; see text  John Slashing Darkness  Flect:	17 17	r five caster levels [ma: Will negates See text	x +5].  1 standard action  1 standard action  1 standard	Permanent	Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani	V,S,DF e/level, no V,S,F od skull	Yes two of which are more No	Caster Level: 6 Necromancy Caster Level: 6	SC: p.191
### The Image of Warding  ### The Image of Warding  ### The Image of	17 17	r five caster levels [ma: Will negates  See text  None  damage. Will negates	x +5].  1 standard action  1 standard action  1 standard action  1 standard action	Permanent	Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani Medium (160 ft.)  Target: Ray	V,S,DF e/level, no V,S,F od skull	Yes two of which are more No	Caster Level: 6  Necromancy  Caster Level: 6  Evocation	SC: p.191
### Shield of Warding  ###################################	17 17 17	er five caster levels [ma: Will negates See text None	x +5].  1 standard action  1 standard action  1 standard action	Permanent	Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani Medium (160 ft.)  Target: Ray  Close (40 ft.)  Target: One creature	V,S,DF e/level, no V,S,F od skull V,S	Yes two of which are more No Yes	Caster Level: 6 Necromancy Caster Level: 6 Evocation Caster Level: 6 Transmutation	SC: p.191
Shield of Warding  Stiffect: Grants +1 sacred bonus to Armor Class and Reflex Saves  Sink  Sink  Siffect: Affect creatures sink 100 ft/round; see text.  Siffect: Saves  S	17 17 equal o	or five caster levels [ma: Will negates  See text  None  damage. Will negates [harmless]	x +5]. 1 standard action  1 standard action  1 standard action  1 standard action  1 standard action	Permanent Instantaneous 1 hour/level [D]	Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani Medium (160 ft.)  Target: Ray  Close (40 ft.)  Target: One creature than 30 ft. apart	V,S,DF e/level, no V,S,F od skull V,S V,S	Yes two of which are more No Yes Yes [harmless] two of which are more	Caster Level: 6 Necromancy Caster Level: 6 Evocation Caster Level: 6 Transmutation Caster Level: 6	SC: p.191 SC: p.191 SC: p.194
### Shield of Warding  ###################################	17 17 17	r five caster levels [ma: Will negates  See text  None  damage. Will negates	x +5]. 1 standard action  1 standard action  1 standard action  1 standard action  1 standard action	Permanent	Close (40 ft.)  Target: One creature than 30 ft. apart Touch  Target: One humani Medium (160 ft.)  Target: Ray  Close (40 ft.)  Target: One creature than 30 ft. apart	V,S,DF e/level, no V,S,F od skull V,S	Yes two of which are more No Yes Yes [harmless]	Caster Level: 6 Necromancy Caster Level: 6 Evocation Caster Level: 6 Transmutation	SC: p.191 SC: p.191 SC: p.194

				Cierre Sheris					
□□□□□ Spark of Life	17	Will negates	1 standard	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
Effect:					Target: Undead cre	ature touch	ed	Caster Level: 6	
Undead touched temporarily acts as if it were alive and	vuinerat 17	Will negates; see text		1 minute/level	10 ft.	V,S, DF	No	Necromancy	PHB: p.281
		3,						[Language-Depen	
Effect: Corpse answers one question/2 levels.					Target: One dead of	reature		Caster Level: 6	
□□□□□ Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
Effect:					Target: Wooden we	eapon touch	ed	Caster Level: 6	
As brambles, except affected weapon gains +2 enhance	ement b	onus and threat range de None		Instantaneous	Touch	V.S.M/DF	No	Transmutation	PHB: p.284
□□□□□ Stone Shape		110110	Action					[Earth]	1 11B. p.20 1
Effect: Sculpts stone into any shape.					Target: Stone or sto +1 cu. ft./level	one object t	ouched, up to 10 cu. ft.	Caster Level: 6	
□□□□□ Summon Monster III		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect:							d creatures, no two of	Caster Level: 6	
Calls extraplanar creature to fight for you.  Suppress Glyph	17	Will negates [object]	1 standard	1 minute/level	which can be more 100 ft.	than 30 ft.	apart Yes [object]	Abjuration	SC: p.216
**		Triii riogatoo [object]	action	· ·······dicoriovo.			. , ,	,	00. p.2.10
Effect: Gain enhanced awareness of magical writing such as a	glyph o	warding; see text.			Target: 100-ftradio	us emanatio	n centered on you	Caster Level: 6	
□□□□□Telepathic Bond, Lesser	371	None	1 standard action	60 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
Effect:			action		Target: You and Or	ne willing cr	eature within 30'	Caster Level: 6	
You forge a telepathic bond with another willing creatur	e with ar	Intelligence score of 6 See text		1 round/3 levels	Medium (160 ft.)	V.S.DF	No	Evocation [Earth]	00: - 000
□□□□ Tremor	17	See lext	action	1 Touria/3 leveis	, ,	,-,	NO		30. p.223
Effect: Disrupts concentration; see text.					Target: 40-ftradius	s spread		Caster Level: 6	
□□□□□ Vigor, Mass Lesser	17	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect:							no two of which can be		
Same as lesser vigor except it grants all targets fast he	aling abi 17	ity for the duration of the N/A		p automatically healed per round.  1 round/level	more than 30 ft. ap	art V,S,DF	N/A	Transmutation	SC: p.231
□□□□□Visage of the Deity, Lesser	17	IN/A	action	i Tourid/level	reisonai	V,3,DF	N/A	Hansmutation	30. p.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 6	
□□□□□Wall of Light		None		1 minute/level [D]	Close (40 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect:			action		Target: A straight w	all whose a	rea is up to one 10-ft.	Caster Level: 6	
Any creature passing through the wall becomes dazzle					square/level or hen	ni/sphere 5	t./2 levels		BUB AAA
□□□□ Water Breathing	17	Will negates (harmless)	Standard Action	2 hours/level; see text	Touch	v,5,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.					Target: Living creat	ures touche	ed	Caster Level: 6	
Water Walk	17	Will negates		10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.300
Effect:		(harmless)	Action		Target: One touche	d creature/	evel	[Water] Caster Level: 6	
Subject treads on water as if solid.	4	AAPH	4	40	_				00
□□□□□Weapon of Impact	17	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SC: p.237
Effect: Double threat range of weapon.					Target: One bludge projectiles [all of wh			Caster Level: 6	
□□□□□ Weapon of the Deity	17	Fortitude negates	1 standard	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: p.237
TITIE Weapon of the Deity	17								
Effect:	17	[harmless,object]	action		Target: Weapon to	uched		Caster Level: 6	
Effect: Imbue a weapon favored by your deity with special enh	anceme	[harmless,object]  ints and abilities. See tex	t.	4 marel Mariel	- '		V		DUD: - 202
Effect:		[harmless,object]	t.	1 round/level	Medium (160 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302

<sup>\* =</sup>Domain/Speciality Spell

Liam Archon	
	Human
	RACE
	16
	AGE
	Male
	GENDER
	VISION
	Neutral Good
	ALIGNMENT
	Right DOMINANT HAND
	DOMINANT HAND
	6' 0"
	HEIGHT
	190 lbs.
	WEIGHT
	Brown
	EYE COLOUR
	SKIN COLOUR
	Blonde,
	HAIR
	PHOBIAS
	PERSONALITY TRAITS
	INTERESTS
	SPOKEN STYLE
	RESIDENCE
	LOCATION
	None
	REGION
	NECION

**Description:**Spellpoints at Cleric level 6 = 64 [Wis 19]

# **Biography:**