

15

+5

+4 -2

Light

\*Mage Chain

EQUIPMI	ENT			
ITEM	LOCATION	QTY	WT	COST
Fedyra Holy Symbol (Holy Symbol (Silver))	Equipped	1	1.0	25.0
Feywood Religious Staff Adds (Wisdom Score) worth of Spell Points	Equipped	1	4.0	8300.0
Mage Chain	Equipped	1	40.0	300.0
Potion of Cure Serious Wounds	Carried	10	0.0 (0.0)	750.0 (7500.0)
Ring of Sustenance	Equipped	1	0.0	2500.0
TOTAL WEIGHT CARRIED/V	ALUE/		45 lbs.	. 18625.0 gp

	WEIGHT ALLOWANCE										
Light	43	Medium	86	Heavy	130						
Lift over head	130	Lift off ground	260	Push / Drag	650						

	Special Attacks	
Warcraft	·	[Eclipse, p.10]
+2 BAB		

Special Qualities	
Armor Proficiency (Light) [Eclipse,	p.49]
Proficient with Light Armors	
Resistance To Acid (Ex)	[MM]
You may ignore 10 points of Acid damage each time you take Acid damage	
Weapon Prof ~ All Simple Weapons [Eclipse,	p.49]
Grants Proficiency with all simple weapons.	

Feats	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

## **PROFICIENCIES**

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

## LANGUAGES

Draconic, Elven, Sylvan, Terran, Tradetongue

## **TEMPLATES**

### Recurring Bonuses

#### Duties

### [Eclipse, p.17]

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

Fast Learner [Eclipse, p.17]

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

#### **DISADVANTAGES**

#### Accursed (Uniquely striking appearance)

[Is This It]

Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.

Compulsive (Rushes to Aid any injured companion)

[Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagent spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

Dependent (Power Source)

[Is This It]

Every Fedyra is mystically dependent on a link with a particular natural feature - a grove, outcropping of stone, stream, or whatever. If it is damaged or despoiled, they will lose access to their Fey Ancestry abilities, cannot reproduce, and will age more quickly.

History [Eclipse, p.19]

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

Hunted (Ancient Evil)

[Eclipse, p.19]

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

Obligations (Must participate in Cultural Rituals)

s This I

If they fail to do so, they will - once again - lose access to their fey ancestry package.

### Spell Caster Information

Cleric

[Eclipse, p.11]

Cleric Level 6, Casterlevel is 7

#### **Eclipse Abilities**

# Adept (Heal, Healing ~ Physical Healing, Perception, Diplomacy)

[Eclipse, p.24]

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

Base Caster Level ~ Specialized ~ Cleric (12x)

[Eclipse, p.11] [Eclipse, p.27]

(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.

Damage Reduction 2 ~ Fedyra

Celerity (Walk)

[Is This It]

Specialized in energy for double effect, Corrupted for reduced cost (reduces a particular type of energy damage by four points [to a minimum of zero] per exposure, 2 CP).

Deep Sleep [Eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

Deep Sleep ~ Meditation

[Eclipse, p.30]

(+6 CP) allows a character to regain his or her spells or Power whenever he or she has enough time to rest. At the very utmost, this can only work three times per day, and even arranging that is usually quite difficult.

Enhanced Attribute (+2 Charisma)

[Is This It]

(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)

Grant of Aid

[Eclipse, p.32]

(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.

Green ~ Delay Poison

[Is This It]

Immortal Vigor I

[Is This It]

adds 2d6 - effectively 12 due to at-will use, +2x Con Mod HP (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).

Immunity (Fedyra Aging)

[Is This It]

(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.

#### Immunity (XP cost of Innate Enchantments)

[Is This It]

the normal XP cost of Innate Enchantments (Uncommon, Minor, Trivial [only covers first level effects at caster level one], Specialized/only to cover initial racial abilities, 1 CP).

Inherent Spell ~ Fedyra

[Is This It]

Elemental Bolt (L2, 1d6/level to a single target up to a maximum of 10d6, the type is chosen to suit the draconic ancestor, usable twice per day), Corrupted/provokes attacks of opportunity (4 CP).

Innate Enchantment ~ Fedyra

[Is This It]

(8000 GP total value, 9 CP, all abilities Use-Activated).

Inspiring Word

[le Thie H]

provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.

Naiad [Is This It]

Obscuring Mist (Unlimited Use, L1 at CL1, 2000 GP), Sense Weather and Currents (Unlimited Use, L0 at CL1, 1000 GP), Acid Resistance 10 (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Cure Light Wounds 3/Day (L1 at CL1, 1200 GP), Cure Minor Wounds 2/Day (L0 at CL1, 400 GP), and Create Water 3/Day (L0 at CL 1, 600 GP).

Split Movement

[Eclipse, p.55]

(6 CP). The user selects a specific type of action (like attacking or spellcasting) He or she may then split his or her movement up into sections before and after that type of action. Consider each move separately. He or she does not gain any bonus for using Move-Equivalent Actions and may not use more of them than he or she normally could. The Game Master may want to draw a distinction between ranged and melee attacks, schools of magic, or disciplines, making this ability much more specific.

Thaumaturgy [Eclipse, p.46]

(6 CP). Thaumaturgy allows the control of primal forces and powers. Often possessed by Shamans and barbarian cultures, these allow for powerful effects bounded not by mathematical law or divine providence, but the limits of the user's own will. See Thaumaturgy and Dweomer, page 100.

## Innate Racial Spells

				- 11	mate readial Open	13				
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Delay Poison	10	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
Effect:						Target: Creature to	uched		Caster Level: 1	
Stops pois	on from harming subject for 1 hour/level.									
At Will	Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
Effect: Fog surrou	ınds you.					Target: Cloud sprea	ids in 20-ft.	radius from you, 20 ft.	Caster Level: 1	
At Will	Sense Weather and Currents			Standard Action	10 minutes		V,S		Divination	Is This : null
Effect: You can d	etermine with fair accuracy the future weather f	or the r	next 12 hours, and sens	e current di	rrection.	Target:			Caster Level: 1	
	Cure Light Wounds	10	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect: Cures 1d8	+1/level [max +5] damage.					Target: Creature to	uched		Caster Level: 1	
	Create Water		None	Standard Action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
Effect: Creates 2	gallons/level of pure water.					Target: Up to 2 gall	ons/level of	water	Caster Level: 1	
	Cure Minor Wounds	10	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 1 po	pint of damage.					Target: Creature to	uched		Caster Level: 1	

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

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

Amanuesis			action					
Effect:					Target: Object or objects with	writing	Caster Level: 7	
Copies 250 words per minute.  Create Water		None	Standard	Instantaneous	Close (40 ft.) V,S	No	Conjuration	PHB: p.215
Effect:			Action		Target: Up to 2 gallons/level or	f water	(Creation) [Water] Caster Level: 7	
Creates 2 gallons/level of pure water.	4.4	Mall half (harrelane).	Ctendend	la stantana sa sa				DUD: = 040
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: 7	
Detect Magic		None		Concentration, up to 1 minutes/level [D]	60 ft. V,S	No	Divination	PHB: p.219
Effect:			Action		Target: Cone-shaped emanati	on	Caster Level: 7	
Detects spells and magic items within 60 ft.		None	Ctondord	Instantanagua				DUD: p 240
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 obje	ect, or a 5-ft. cube	Caster Level: 7	
⊒□□□ 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: 7	
+1 on one attack roll, saving throw, or skill check.	44	Well	Chandard	Instantaneous	Touch V,S	Yes	Name	DUD: - 044
Inflict Minor Wounds	14	Will negates	Action	Instantaneous	100011 7,3	162	Necromancy	PHB: p.244
Effect: Touch attack, 1 point of damage.					Target: Creature touched		Caster Level: 7	
⊒□□□□ Light		None		10 minutes/level [D]	Touch V, M/DF	No	Evocation [Light]	PHB: p.248
Effect:			Action		Target: Object touched		Caster Level: 7	
Object shines like a torch.	4.4	Will negates	Ctendend	Instantaneous		Van (hannlann ahina)		DUD 050
⊒□□□ Mending	14	(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 ll	b.	Caster Level: 7	
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 contain	minated food and water	Caster Level: 7	
Purifies 1 cu. ft./level of food or water.		None	Ctonder	10 minutes/level				DUD: n 260
⊒□□□□ Read Magic		None	Standard Action	10 minutes/level	Personal V,S,F	No	Divination	PHB: p.269
Effect: Read scrolls and spellbooks.					Target: You		Caster Level: 7	
Resistance	14	Will negates		1 minute	Touch V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect:		(harmless)	Action		Target: Creature touched		Caster Level: 7	
Subject gains +1 on saving throws.	4.4	Fastinuda assessas	Ctendend	4 !		V (hl)	T	DUD 200
□□□□ Virtue	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.					Target: Creature touched		Caster Level: 7	
Subject gains i temporary rip.								
				LEVEL 1				
Name	DC	Saving Throw	Time	Duration	Range Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	15	Will negates [object]	1 minute	Instantaneous	Touch V,S,M	Yes [object]	Transmutation [Chaotic]	SC: p.11
****								
Effect:					Target: Flask of water touched	ı	Caster Level: 7	
	15	Will negates [object]	1 minute	Instantaneous	Target: Flask of water touched	Yes [object]	Caster Level: 7 Transmutation	SC: p.22
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water	15	Will negates [object]	1 minute	Instantaneous	Touch V,S,M	Yes [object]	Caster Level: 7	SC: p.22
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages daotic outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages	ge.				Touch V,S,M  Target: Flask of water touched	Yes [object]	Caster Level: 7 Transmutation [Lawful] Caster Level: 7	
Effect: Chaos imbued damages lawful outsiders for 2d4 points.		Will negates [object] Will negates		Instantaneous  1 minute/level	Touch V,S,M	Yes [object]	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion)	SC: p.22 PHB: p.203
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages daotic outsiders for 2d4 points of damages chaotic outsiders for 2d4 points of damages	ge.		Standard		Touch V,S,M  Target: Flask of water touched	Yes [object]	Caster Level: 7  Transmutation [Lawful] Caster Level: 7  Enchantment (Compulsion) [Fear,	
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane	ge.		Standard		Touch V,S,M  Target: Flask of water touched	Yes [object]	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion)	
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	ge.		Standard		Touch V,S,M  Target: Flask of water touchec  50 ft. V,S, DF	Yes [object]	Caster Level: 7  Transmutation [Lawful] Caster Level: 7  Enchantment (Compulsion) [Fear, Mind-Affecting]	
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Axiomatic Water  Effect: Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	ge.	Will negates	Standard Action	1 minute/level	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S	Yes [object] I Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantmen (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy	PHB: p.203
Effect:  Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect:  Water damages chaotic outsiders for 2d4 points of damages.  Bane	ge. 15	Will negates  None  mage the weapon deals	Standard Action  1 swift action a total of 3a	1 minute/level  1 round/level or until discharged  6 extra damage.	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched	Yes [object] I Yes t. No	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7	PHB: p.203 PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Cffect: Water damages chaotic outsiders for 2d4 points of damages. Cffect: Enemies take -1 on attack rolls and saves against fear. Cffect: Chaos imbued damages. Cffect: C	ge. 15	Will negates	Standard Action  1 swift action a total of 3a	1 minute/level 1 round/level or until discharged	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S	Yes [object] I Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment	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	ge. 15	Will negates  None  mage the weapon deals	Standard Action  1 swift action a total of 3d Standard	1 minute/level  1 round/level or until discharged  6 extra damage.	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF	Yes [object] I Yes t. No Yes (harmless)	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting]	PHB: p.203 PHB II: p.103
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 of damages. Chaos imbued lamages chaotic outsiders for 2d4 points of damages. Chaos imbued lamages chaotic outsiders for 2d4 points of damage. Chaos imbued lamages lawful points. Chaos	ge. 15 s of dar	Will negates  None  mage the weapon deals	Standard Action  1 swift action a total of 3d Standard	1 minute/level  1 round/level or until discharged  6 extra damage.	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched	Yes [object] I Yes t. No Yes (harmless)	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion)	PHB: p.203 PHB II: p.103
Effect: Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages dawful outsiders for 2d4 points of damage. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos imbued damage in damage. Chaos imbued damage. Chaos	ge. 15 s of dar	Will negates  None  mage the weapon deals None  Will negates	Standard Action  1 swift action  a total of 3d Standard Action  1 standard	1 minute/level  1 round/level or until discharged  6 extra damage.	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie	Yes [object] I Yes t. No Yes (harmless)	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting]	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.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim	ge. 15 s of dar r. 15	Will negates  None  mage the weapon deals  None  Will negates [harmless]	Standard Action  1 swift action  a total of 36 Standard Action	1 minute/level  1 round/level or until discharged  6 extra damage.  1 minute/level	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst,	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	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 pt  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect:  House of Bloods and House of	ge. 15 s of dar r. 15	Will negates  None  mage the weapon deals None  Will negates [harmless]	Standard Action  1 swift action a total of 3d Standard Action  1 standard action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7	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 damages. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within to the provider of the points.	ge. 15 s of dar r. 15	Will negates  None  mage the weapon deals None  Will negates [harmless]	Standard Action  1 swift action a total of 3d Standard Action  1 standard action	1 minute/level  1 round/level or until discharged  6 extra damage.  1 minute/level	Touch V,S,M  Target: Flask of water touched  50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched  50 ft. V,S, DF  Target: The caster and all allie centered on the caster  50 ft. V,S  Target: 50 ft. spread, centered  Touch V,S,M	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No Lon you Yes (object)	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good]	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 damages damages chaotic outsiders for 2d4 points of damages. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within to the same damage.	ge. 15 s of dar r. 15	Will negates  None  mage the weapon deals None  Will negates [harmless]	Standard Action  1 swift action a total of 3d Standard Action  1 standard action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No Lon you Yes (object)	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation	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. Balade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt. Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect:  -2 morale bonus on ranged attacks for your allies within t.  Bless Water  Effect: Makes holy water.	ge. 15 s of dar r. 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  sead.  Will negates (object)  Will negates	Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level	Touch V,S,M  Target: Flask of water touched  50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched  50 ft. V,S, DF  Target: The caster and all allie centered on the caster  50 ft. V,S  Target: 50 ft. spread, centered  Touch V,S,M	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No Lon you Yes (object)	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good]	PHB: p.203  PHB II: p.103  PHB: p.205  SC: p.31
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 of damage. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos imbued damages chaotic outsiders for 2d4 points of damage. Chaos imbued damages for 2d4 points of damage. Chaos imbued damages. Chaos im	15 15 s of dar	Will negates  None  Will negates [harmless]  ad.  Will negates (object)  Will negates [harmless]	Standard Action  1 swift action a total of 38 Standard Action  1 standard action  1 minute  1 swift action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round	Touch V,S,M  Target: Flask of water touched  50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched  50 ft. V,S, DF  Target: The caster and all allie centered on the caster  50 ft. V,S  Target: 50 ft. spread, centered  Touch V,S,M  Target: Flask of water touched	Yes [object] I Yes  t. No Yes (harmless) Swithin a 50-ft. burst, No I on you Yes (object) I Yes [harmless]	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation	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. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages chaotic outsiders for 2d4 points of damages. Chaos imbued damages for 2d4 points of damages. Chaos imbued damages for 2d4 points of damages. Chaos imbued damages for 2d4 points of damages. Chaos imbued damages. Chaos	s of dar s of dar 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  ead.  Will negates (object)  Will negates [harmless]  sk with a 20 ft range inc.	Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action rement; see	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round  text	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with	Yes [object] I Yes t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7	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. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages lawful outsiders for 2d4 points of damage. CHect: Water damages chaotic outsiders for 2d4 points of damage. CHect: Chemies take -1 on attack rolls and saves against fear. CHect: Weapon deals an additional 1d6 damage, if you take 5 pt. CHect: Allies gain +1 on attack rolls and +1 on saves against fear. CHect: Allies gain +1 on attack rolls and +1 on saves against fear. CHect: CHect: CHect: Makes holy water. CHect: Makes holy water. CHect: Makes holy water. CHect: Full attack action allows creature to use natural or unarmage. Cause Fear	15 15 s of dar	Will negates  None  Will negates [harmless]  ad.  Will negates (object)  Will negates [harmless]	Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action rement; see	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with Close (40 ft.) V,S	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7  Necromancy [Feat Mind-Affecting]	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. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Bless Water  Effect: Makes holy water. Chaos Blood Wind  Effect: Full attack action allows creature to use natural or unarmage. Cause Fear	s of dar s of dar 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  ead.  Will negates (object)  Will negates [harmless]  sk with a 20 ft range inc.	Standard Action  1 swift action  a total of 3s Standard Action  1 standard Action  1 minute  1 swift action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round  text	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7 Necromancy [Fear	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 pt. Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: -2 morale bonus on ranged attacks for your allies within the control of the co	s of dar s of dar 15 15 15	Will negates  None  mage the weapon deals  None  Will negates [harmless]  add.  Will negates (object)  Will negates [harmless]  ck with a 20 ft range inc  Will partial  No [fire] or Fortitude	Standard Action  1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action rement; see Standard Action  1 standard Action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text  1 minute/level [fire source] or	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with Close (40 ft.) V,S	Yes [object] I Yes t. No Yes (harmless) s within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7 Necromancy [Feam Mind-Affecting] Caster Level: 7 Transmutation [Good] Caster Level: 7 Transmutation [Feam Mind-Affecting] Caster Level: 7 Transmutation	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 pt. Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within t. Bless Water  Effect: Makes holy water. Blood Wind  Effect: Full attack action allows creature to use natural or unarmage. Cause Fear	s of dar r. 15 15 15 15 15	Will negates  None  Will negates [harmless]  add.  Will negates (object)  Will negates [harmless]  cad.  Will negates (badding)  Will negates [harmless]  ck with a 20 ft range inc  Will partial	Standard Action  1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action rement; see Standard Action  1 standard Action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with Close (40 ft.) V,S  Target: One living creature with	Yes [object] I Yes  t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature]	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7 Necromancy [Feat Mind-Affecting] Caster Level: 7	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. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim  Effect:  -2 morale bonus on ranged attacks for your allies within the chaos Bless Water  Effect: Makes holy water. Chaos Bless Water  Effect: Chaos Bless Grade Total Founds. Cold Fire  Effect: Flames deal cold damage; see text	ge. 15 s of dan r. 15 15 15 15 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  sad.  Will negates (object)  Will negates [harmless]  sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	Standard Action  1 swift action a total of 3d 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	1 minute/level  1 round/level or until discharged  36 extra damage.  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One living creature with Close (40 ft.) V,S,DF	Yes [object] I Yes  t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature] I a 20-ft. cube] or one	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7 Necromancy [Fear Mind-Affecting] Caster Level: 7 Transmutation [Caster Level: 7 Transmutation [Caster Level: 7 Transmutation [Caster Level: 7 Transmutation [Caster Level: 7	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
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. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Bless Chaos Bless Chaos C	s of dar r. 15 15 15 15 15	Will negates  None  mage the weapon deals  None  Will negates [harmless]  add.  Will negates (object)  Will negates [harmless]  ck with a 20 ft range inc  Will partial  No [fire] or Fortitude	Standard Action  1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action rement; see Standard Action  1 standard Action	1 minute/level  1 round/level or until discharged  36 extra damage.  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One living creature with Close (40 ft.) V,S,DF	Yes [object] I Yes  t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature]	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7 Transmutation [Feam Mind-Affecting] Caster Level: 7 Transmutation [Cold] Caster Level: 7 Transmutation [Cold] Caster Level: 7 Transmutation [Cold] Caster Level: 7	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. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim  Effect:  -2 morale bonus on ranged attacks for your allies within the chaos Bless Water  Effect: Makes holy water. Chaos Bless Water  Effect: Chaos Bless Grade Total Founds. Cold Fire  Effect: Flames deal cold damage; see text	ge. 15 s of dan r. 15 15 15 15 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  sad.  Will negates (object)  Will negates [harmless]  sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	Standard Action  1 swift action  a total of 36 Standard Action  1 standard action  1 minute  1 swift action  2 swift action  1 swift action  1 standard action  1 standard action  Standard Action	1 minute/level  1 round/level or until discharged  36 extra damage.  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One living creature with Close (40 ft.) V,S,DF	Yes [object] I Yes  t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature] I a 20-ft. cube] or one	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Divination  Caster Level: 7  Transmutation [Good] Caster Level: 7  Necromancy [Feat Mind-Affecting] Caster Level: 7  Transmutation [Cold] Caster Level: 7  Transmutation [Cold] Caster Level: 7  Enchantment (Compulsion) Language-Depen	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 pt. Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Blessed Aim  Effect: 42 morale bonus on ranged attacks for your allies within the bless water  Effect: Makes holy water. Blood Wind  Effect: Full attack action allows creature to use natural or unarmage. Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Flames deal cold damage; see text Command	ge. 15 s of dan r. 15 15 15 15 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  sad.  Will negates (object)  Will negates [harmless]  sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	Standard Action  1 swift action  a total of 36 Standard Action  1 standard action  1 minute  1 swift action  2 swift action  1 swift action  1 standard action  1 standard action  Standard Action	1 minute/level  1 round/level or until discharged  36 extra damage.  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One living creature with Close (40 ft.) V,S,DF	Yes [object] I Yes  t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature] I a 20-ft. cube] or one	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation Caster Level: 7 Transmutation [Feam Mind-Affecting] Caster Level: 7 Transmutation [Cold] Caster Level: 7 Transmutation [Cold] Caster Level: 7 Transmutation [Cold] Caster Level: 7	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. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim  Effect: Chaos Blessed Aim  Effect: Makes holy water. Chaos Water  Effect: Full attack action allows creature to use natural or unarmaged. Chaos Fear  Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone could cold damage; see text Cone subject obeys selected command for 1 round.	ge. 15 s of dan r. 15 15 15 15 15 15 15	Will negates  None  mage the weapon deals None  Will negates [harmless]  sad.  Will negates (object)  Will negates [harmless]  sk with a 20 ft range inc Will partial  No [fire] or Fortitude half	Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action ement; see Standard Action  1 standard action  Standard Action  Standard Action	1 minute/level  1 round/level or until discharged  36 extra damage.  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One living creature with Close (40 ft.) V,S,DF  Target: One fire source [up to creature; see text Close (40 ft.) V	Yes [object] I Yes t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature] In 20-ft. cube] or one Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Divination  Caster Level: 7  Transmutation [Good] Caster Level: 7  Transmutation [Cold] Caster Level: 7  Enchantment (Compulsion) [Language-Depen Mind-Affecting]	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. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim  Effect: Bless Water  Effect: Makes holy water. Chaos Water  Effect: Full attack action allows creature to use natural or unarmaged. Cause Fear  Effect: Cone 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	ge. 15 s of dan r. 15 15 15 15 15 15 15	Will negates  None  Will negates [harmless]  sead.  Will negates (object)  Will negates [harmless]  sead.  Will negates [harmless]  sead.  Will negates [harmless]  Sk with a 20 ft range inc  Will partial  No [fire] or Fortitude  half  Will negates	Standard Action  1 swift action a total of 3 Standard Action  1 standard action  1 minute  1 swift action ement; see Standard Action  1 standard action  Standard Action  Standard Action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]  1 round	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One living creature [up to creature; see text Close (40 ft.) V,SMDF	Yes [object] I Yes t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature] In 20-ft. cube] or one Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Divination  Caster Level: 7  Evocation  Caster Level: 7  Evocation  Caster Level: 7  Transmutation [Coold] Caster Level: 7  Transmutation [Cold] Caster Level: 7  Transmutation [Cold] Caster Level: 7  Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 7  Divination	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. Chaos imbued damages lawful outsiders for 2d4 points. Chaos imbued damages chaotic Water Effect: Water damages chaotic outsiders for 2d4 points of damage. Chaos 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 pt Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. Chaos Blessed Aim  Effect: Chaos Blessed Aim  Effect: Makes holy water. Chaos Water  Effect: Full attack action allows creature to use natural or unarmaged. Chaos Fear  Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone creature of 5 HD or less flees for 1d4 rounds. Cold Fire  Effect: Cone could cold damage; see text Cone subject obeys selected command for 1 round.	ge. 15 s of dan r. 15 15 15 15 15 15 15	Will negates  None  Will negates [harmless]  sead.  Will negates (object)  Will negates [harmless]  sead.  Will negates [harmless]  sead.  Will negates [harmless]  Sk with a 20 ft range inc  Will partial  No [fire] or Fortitude  half  Will negates	Standard Action  1 swift action a total of 3d Standard Action  1 standard action  1 minute  1 swift action  1 minute  1 swift action  1 standard action  2 standard Action  Standard Action  Standard Action  Standard Action	1 minute/level  1 round/level or until discharged  36 extra damage. 1 minute/level  1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text  1 minute/level [fire source] or Instantaneous [creature]  1 round	Touch V,S,M  Target: Flask of water touched 50 ft. V,S, DF  Target: All enemies within 50 ft  Touch V,S  Target: Weapon touched 50 ft. V,S, DF  Target: The caster and all allie centered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water touched Close (40 ft.) V,S  Target: A single creature with Close (40 ft.) V,S  Target: One living creature with Close (40 ft.) V,S,DF  Target: One fire source [up to creature; see text Close (40 ft.) V  Target: One living creature	Yes [object] I Yes t. No Yes (harmless) Is within a 50-ft. burst, No I on you Yes (object) I Yes [harmless] Intelligence 4 or higher Yes In 5 or fewer HD Yes [creature] In 20-ft. cube] or one Yes	Caster Level: 7 Transmutation [Lawful] Caster Level: 7 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Divination  Caster Level: 7 Transmutation [Good] Caster Level: 7 Evocation  Caster Level: 7 Transmutation [Good] Caster Level: 7 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 7	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,

\_\_\_\_Amanuesis

				Cleric Spells				
Conviction	15	Will negates		10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SC: p.52
Effect:		[harmless]	action		Target: Creature touched		Caster Level: 7	
+2 morale bonus to saves, +1 for every six levels [max +	-5 at 18t 15	h level]; see text. Will half (harmless);	Standard	Instantaneous	Touch V,S	Yes (harmless); see	Conjuration	PHB: p.215
Cure Light Wounds	15	see text	Action	instantaneous	Target: Creature touched	text	(Healing) Caster Level: 7	rns. p.215
Cures 1d8 +1/level [max +5] damage.  Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect: Halts any nonmagical disease for the duration of the spe	ell.				Target: Creature touched		Caster Level: 7	
Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DF	No	Divination	PHB: p.218
Effect:			Action		Target: Cone-shaped emanation	on	Caster Level: 7	
Reveals creatures, spells, or objects of selected alignme	ent.	None	Standard	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DF	No	Divination	PHB: p.218
Effect:			Action		Target: Cone-shaped emanation	nn	Caster Level: 7	
Reveals creatures, spells, or objects of selected alignme	ent.	Nana	Ctandard	Concentration, up to 10 minutes/level [D				DLID: - 240
Detect Good		None	Action	Concentration, up to 10 minutes/level [D	•	No	Divination	PHB: p.219
Effect: Reveals creatures, spells, or objects of selected alignme	ent.				Target: Cone-shaped emanation	on	Caster Level: 7	
Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D	]60 ft. V,S, DF	No	Divination	PHB: p.219
Effect:	nt.				Target: Cone-shaped emanation	on	Caster Level: 7	
Reveals creatures, spells, or objects of selected alignme  Detect Undead	ii.	None		Concentration, up to 1 minutes/level [D]	60 ft. V,S,M/DF	No	Divination	PHB: p.220
Effect:			Action		Target: Cone-shaped emanation	on	Caster Level: 7	
Reveals undead within 60 ft.		None	1 standard	Instantaneous	Medium (170 ft.) V,S	No	Abjuration	SC: p.67
□□□□□Dispel Ward  Effect:			action				Caster Level: 7	
Functions like dispel magic; see text					Target: One warded object or a			
□□□□ Divine Favor		None	Standard Action	1 minute	Personal V,S, DF	No	Evocation	PHB: p.224
Effect: You gain +1 on attack and damage rolls. [Every three ca	ster lev	els, MAX +61			Target: You		Caster Level: 7	
Doom	15	Will negates	Standard Action	1 minute/level	Medium (170 ft.) V,S, DF	Yes	Necromancy [Fea Mind-Affecting]	r,PHB: p.225
Effect:			Action		Target: One living creature		Caster Level: 7	
One subject takes -2 on attack rolls, damage rolls, saves	s, and ch	necks. None		10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect:			action		Target: Creature touched		Caster Level: 7	
See normally in darkness both magical and natural.	15	Will negates	Standard	24 hours	Touch V,S	Yes (harmless)	Abjuration	PHB: p.226
□□□□□ Endure Elements	10	(harmless)	Action	24 110013		res (namicss)	•	111b. p.220
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched		Caster Level: 7	
Entropic Shield		None	Standard Action	1 minute/level [D]	Personal V,S	No	Abjuration	PHB: p.227
Effect: Ranged attacks against you have 20% miss chance.					Target: You		Caster Level: 7	
□□□□□ Faith Healing	15	Will negates [harmless]	1 standard	Instantaneous	Touch V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
Effect:		[nanness]	action		Target: Living creature touched	d	Caster Level: 7	
Effect: Heal 8 + caster level [max +5] hit points.  Foundation of Stone		None	1 standard	1 round/level	Target: Living creature touched Close (40 ft.) V,M	d Yes [harmless]	Caster Level: 7 Transmutation	SC: p.99
Heal 8 + caster level [max +5] hit points.				1 round/level	Close (40 ft.) V,M	Yes [harmless]	Caster Level: 7	SC: p.99
Heal 8 + caster level [max +5] hit points.		None gainst bull rush.	1 standard action		Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart	Yes [harmless] two of which are more	Caster Level: 7 Transmutation [Earth] Caster Level: 7	·
Heal 8 + caster level [max +5] hit points.	to Str aç 15	None	1 standard	1 round/level 1 round	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart  Personal V,DF	Yes [harmless]	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good]	·
Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect:  As long as subjects don't move they gain +2 AC and +4  Grave Strike  Effect:  Allows you to make sneak attacks against undead if you	15	None gainst bull rush. N/A e ability.	1 standard action  1 swift action	1 round	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You	Yes [harmless] two of which are more N/A	Caster Level: 7  Transmutation [Earth] Caster Level: 7  Divination [Good] Caster Level: 7	SC: p.107
Heal 8 + caster level [max +5] hit points.	15	None gainst bull rush. N/A	1 standard action  1 swift action		Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S	Yes [harmless] two of which are more N/A Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation	·
Heal 8 + caster level [max +5] hit points.  Grave Strike  Effect:  As long as subjects don't move they gain +2 AC and +4  Grave Strike  Effect:  Allows you to make sneak attacks against undead if you	15	None gainst bull rush. N/A e ability.	1 standard action  1 swift action  1 standard	1 round	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You	Yes [harmless] two of which are more N/A Yes	Caster Level: 7  Transmutation [Earth] Caster Level: 7  Divination [Good] Caster Level: 7	SC: p.107
Heal 8 + caster level [max +5] hit points.	15	None  None  N/A  e ability.  None  Will negates	1 standard action  1 swift action  1 standard	1 round 1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S	Yes [harmless] two of which are more N/A Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration	SC: p.107
Heal 8 + caster level [max +5] hit points.	15 have th	None gainst bull rush. N/A e ability. None	1 standard action  1 swift action  1 standard action	1 round 1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless]	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7	SC: p.107
Heal 8 + caster level [max +5] hit points.	15 have th	None gainst bull rush. N/A e ability. None  Will negates [harmless]	1 standard action  1 swift action  1 standard action  10 minutes	1 round 1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless]	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing)	SC: p.107
Heal 8 + caster level [max +5] hit points.	15 have th	None  N/A  e ability.  None  Will negates [harmless]	1 standard action  1 swift action  1 standard action  1 standard action  10 minutes	1 round 1 minute/level [D] 24 hours	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S	Yes [harmless] two of which are more N/A  Yes filius burst Yes [harmless] two of which can be Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7	SC: p.107  SC: p.108  SC: p.111
Heal 8 + caster level [max +5] hit points.	15 have th	None gainst bull rush. N/A e ability. None  Will negates [harmless]	1 standard action  1 swift action  1 standard action  1 ominutes  Standard Action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/	Yes [harmless] two of which are more N/A  Yes filius burst Yes [harmless] two of which can be Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7	SC: p.107 SC: p.108 SC: p.111 PHB: p.241
Heal 8 + caster level [max +5] hit points.	15 have th	None  None  e ability.  None  Will negates [harmless]  Will negates (harmless); see text	1 standard action  1 swift action  1 standard action  1 ominutes  Standard Action	1 round 1 minute/level [D] 24 hours	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feat apart Touch V,S, DF  Target: One touched creature/ Personal V,DF	Yes [harmless] two of which are more N/A  Yes dius burst Yes [harmless] two of which can be Yes level	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold]	SC: p.107  SC: p.108  SC: p.111
Heal 8 + caster level [max +5] hit points.	15 have the 15 hav	None  None  ainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 color	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 damage.	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless] two of which can be Yes level N/A	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119
Heal 8 + caster level [max +5] hit points.	15 have th	None  None  e ability.  None  Will negates [harmless]  Will negates (harmless); see text	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feat apart Touch V,S, DF  Target: One touched creature/ Personal V,DF	Yes [harmless] two of which are more N/A  Yes dius burst Yes [harmless] two of which can be Yes level	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion)	SC: p.107 SC: p.108 SC: p.111 PHB: p.241
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have 15	None  None  ainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 color	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You	Yes [harmless] two of which are more N/A  Yes lius burst Yes [harmless] two of which can be Yes level N/A  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have 15	None  N/A e ability. None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 damage. 1 swift action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. but	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless] two of which can be  Yes level N/A  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have 15	None  None  ainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 color	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 damage. 1 swift action	1 round 1 minute/level [D] 24 hours 10 minutes/level [D] 1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S, DF  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/level, no more than 30 feet apart Touch V,S, DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S	Yes [harmless] two of which are more N/A  Yes lius burst Yes [harmless] two of which can be Yes level N/A  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Necromancy	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 15 15 15 15 15 15 15 15 15 15	None  None  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have 15	None  N/A e ability. None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S, DF  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/level, no more than 30 feet apart Touch V,S, DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless] two of which can be  Yes level N/A  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting]	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 15 15 15 15 15 15 15 15 15 15	None  None  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action  2 damage. 1 swift action  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment Caster Level: 7 Enchantment Caster Level: 7 Enchantment Caster Level: 7 Enchantment Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244
Heal 8 + caster level [max +5] hit points.	15 have th 15 15 15 15 15 15 15 15 15 15 15 15 15	None  None  Painst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will half  Will half  Will half (harmless);	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  I damage. 1 swift action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad v,S, DF  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/level, no more than 30 feet apart Touch V,S, DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless] two of which can be  Yes level N/A  Yes  Yes  Yes  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Conjuration	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244
Heal 8 + caster level [max +5] hit points.	15 have the 15 15 15 15 15 15 15 15 15 15	None  None  ainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half (harmless); see text	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  1 standard action  1 standard action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous; see text	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: One creature/ Touch V,S  Target: One creature/ Touch V,S  Target: Creature touched	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes Yes Yes Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123
Heal 8 + caster level [max +5] hit points.	15 have the 15 15 15 15 15 15 15 15 15 15 15 15 15	None  None  ainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half  Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  2 damage. 1 swift action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous; see text  failed save undead take an extra 1 point	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad v.S, DF  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: One creature Touch V,S  Target: Creature touched  V,S  Target: Creature touched  V,S  Target: Creature touched  V,S  Target: Creature touched	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Caster Level: 7 Conjuration Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115
Heal 8 + caster level [max +5] hit points.	15 have the 15 15 15 15 15 15 15 15 15 15	None  None  ainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half (harmless); see text	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  2 damage. 1 swift action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous; see text	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: One creature/ Touch V,S  Target: One creature/ Touch V,S  Target: Creature touched	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless] two of which can be  Yes level N/A  Yes  Yes  Yes  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Conjuration [Confile Incompulsion] [Mind-Affecting] Caster Level: 7 Conjuration Caster Level: 7 Conjuration	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123
Heal 8 + caster level [max +5] hit points.	15 have the 15 15 15 15 15 15 15 15 15 15 15 15 15	None  None  e ability. None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will half  Will negates  Will half (harmless); see text  d gains DR:1/evil for 1  Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous; see text  failed save undead take an extra 1 point	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad v.S, DF  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: One creature Touch V,S  Target: Creature touched  V,S  Target: Creature touched  V,S  Target: Creature touched  V,S  Target: Creature touched	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Caster Level: 7 Conjuration Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115
Heal 8 + caster level [max +5] hit points.	15 have the 15 15 15 15 15 15 15 15 15 15 15 15 15	None  None  e ability. None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will half  Will negates  Will half (harmless); see text  d gains DR:1/evil for 1  Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous; see text  failed save undead take an extra 1 point	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. but Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: One creature  Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: Creature touched  Touch V,S  Target: Creature touched  V,S,M	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Evocation (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Necromancy Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Abjuration Caster Level: 7 Evocation [Good,	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115  SC: p.126
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have 15	None  None  painst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half  Will negates  Will half (harmless); see text  In the see text  Will negates  Will negates  Will negates  Will negates  None	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous  Instantaneous; see text  failed save undead take an extra 1 point 10 minutes/level  10 minutes/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: Creature touched  Touch V,S,M  Target: Creature touched  Medium (170 ft.) V,S  Target: You and up to two rays	Yes [harmless] two of which are more N/A  Yes lius burst  Yes [harmless] two of which can be  Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Necromancy Caster Level: 7 Caster Level: 7 Conjuration (Healing) Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115  SC: p.126
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have the 15 have 15 hav	None  None  Pagainst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half  Will negates  Will half (harmless); see text  ad gains DR:1/evil for 1  Will negates  ons.  None  ou can use the light as	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous  Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level  10 minutes/level [D]  dealing 1d6 [double against undead an	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. but Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: Creature touched  S  Touch V,S,M  Target: Creature touched  Medium (170 ft.) V,S  Target: You and up to two rays d	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Evocation [Good, Light] Evocation [Good, Light] Caster Level: 7	SC: p.107  SC: p.108  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115  SC: p.126  SC: p.132
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have 15	None  None  painst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half  Will negates  Will half (harmless); see text  In the see text  Will negates  Will negates  Will negates  Will negates  None	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous  Instantaneous; see text  failed save undead take an extra 1 point 10 minutes/level  10 minutes/level [D]	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S, DF  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. bu Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: You and up to two rays of the second of	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be  Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Evolution (Healing) Caster Level: 7 Evolution [Good, Light] Caster Level: 7	SC: p.107  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115  SC: p.126
Heal 8 + caster level [max +5] hit points.	15 have the 15 have the 15 have the 15 have the 15 have 15 hav	None  None  painst bull rush.  N/A  e ability.  None  Will negates [harmless]  Will negates (harmless); see text  N/A  for your size + 1d4 cold Will negates  Will half  Will negates  Will half (harmless); see text  ad gains DR:1/evil for 1  Will negates  ons.  None  ou can use the light as  Will negates	1 standard action  1 swift action  1 standard action  10 minutes  Standard Action  1 standard action  1 standard action  Standard Action  1 standard action	1 round  1 minute/level [D]  24 hours  10 minutes/level [D]  1 minute/level [D]  1 minute/level  Instantaneous  Instantaneous  Instantaneous; see text failed save undead take an extra 1 point 10 minutes/level  10 minutes/level [D]  dealing 1d6 [double against undead an	Close (40 ft.) V,M  Target: One creature/level, no than 30 ft. apart Personal V,DF  Target: You  Long (680 ft.) V,S  Target: Creatures in a 5-ftrad  Close (40 ft.) V,S  Target: One creature/level, no more than 30 feet apart Touch V,S, DF  Target: One touched creature/ Personal V,DF  Target: You  Close (40 ft.) V,S  Target: Creatures in a 10-ft. but Touch V,S  Target: Creature touched  Medium (170 ft.) V,S  Target: Creature touched  S  Touch V,S,M  Target: Creature touched  Medium (170 ft.) V,S  Target: You and up to two rays d	Yes [harmless] two of which are more N/A  Yes flius burst  Yes [harmless] two of which can be  Yes level N/A  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Caster Level: 7 Transmutation [Earth] Caster Level: 7 Divination [Good] Caster Level: 7 Evocation Caster Level: 7 Evocation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Evocation [Cold] Caster Level: 7 Evocation [Cold] Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Evocation [Good, Light] Evocation [Good, Light] Caster Level: 7	SC: p.107  SC: p.108  SC: p.108  SC: p.111  PHB: p.241  SC: p.119  SC: p.121  PHB: p.244  SC: p.123  PHB II: p.115  SC: p.126  SC: p.132

⊒□□□□ Magic Weapon				Cienc Spens					
S	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.		(narmess, object)	Action		Target: Weapon toud	ched		Caster Level: 7	
		Will negates		1 round/level	Medium (170 ft.)	V,S,F	Yes	Illsion (Pattern)	SC: p.143
Effect:		[harmless]	action		Target: Creature tou	ched		[Mind-Àffecting] Caster Level: 7	
Creature becomes fascinated for the duration of the spell.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15	N/A	1 standard	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
Effect:			action		Target: You	-,-		Caster Level: 7	
+1 resistance on Saving throws, increases to +2 at caster le					-	V 0 DE			20 140
JJJJJ14111bus of Eight	15	N/A	action	1 minute/level or until discharged [D]		V,S,DF		Evocation [Light]	SC: p.148
Effect: Creates light 30' Can use as ranged touch attack 30' for 1di	8 plus	1 point per round that's	elapsed sir	nce casting to max of [1d8 + caster level]	Target: You			Caster Level: 7	
Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S		Conjuration (Creation)	PHB: p.258
Effect: Fog surrounds you.			71011011		Target: Cloud spread	ds in 20-ft.		Caster Level: 7	
	15	N/A	1 round	Instantaneous		V,F	N/A	Divination	SC: p.149
Effect:  Brief supplication gives you a vision that hints at how dange	oroug t	ho immodiato futuro io	likalu ta ba	and tout	Target: You			Caster Level: 7	
Duran Supplication gives you a vision that fill its at now danger	erous i	None None	1 standard	1 hour/level	Close (40 ft.)	V,S	No	Transmutation	SC: p.161
Effect:			action		Target: One interplai	nar gate or	portal	Caster Level: 7	
Up to six creatures can be chosen to recieve mental beaco		Will negates	Standard	1 minute/level [D]	Touch	V.S.M/DF	No; see text	Abjuration [Lawful]	PHB: p.266
Effect:		(harmless)	Action		Target: Creature tou			Caster Level: 7	
+2 to AC and saves, counter mind control, hedge out eleme									B
Protection from Evil	15	Will negates (harmless)	Action Action	1 minute/level [D]				Abjuration [Good]	PHB: p.266
Effect: +2 to AC and saves, counter mind control, hedge out elements	entals	and outsiders.			Target: Creature tou	ched		Caster Level: 7	
		Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF		Abjuration [Chaotic]	PHB: p.266
Effect:	onto!=	, ,			Target: Creature tou	ched		Caster Level: 7	
+2 to AC and saves, counter mind control, hedge out eleme		Will negates		10 minutes; see text	Close (40 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
Effect:		(harmless)	Action				no two of which can be	Caster Level: 7	
Suppresses fear or gives +4 on saves against fear for one		t/4 levels. Will negates	1 standard	1 round/level	more than 30 ft. apa			Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature tou		• •	Caster Level: 7	
Grants limited protection from a plane's alignment traits; se					_				
	15	Will negates [harmless]	1 standard action	Instantaneous		V,S,DF		Abjuration	SC: p.174
Effect: Allows one retry on a failed save against an ongoing spell,	spell-li	ke ability, or supernatu	ral ability.		Target: Creature tou	ched		Caster Level: 7	
□□□□□ Sanctuary	15	Will negates	Standard Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
Effect: Opponents can't attack you, and you can't attack.					Target: Creature tou	ched		Caster Level: 7	
Scholar's Touch		None	Standard Action	Concentration, up to 7 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
Effect:					Target: One book/ro	und		Caster Level: 7	
Absorb the contents of an entire book as if you had read it o		Not perfect recall and m Will negates		to read the language.  1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
Effect:		(harmless)	Action		Target: Creature tou	ched		Caster Level: 7	
Aura grants +3 deflection bonus.	15	N/A	1 atandard	10 minutes/level or until discharged		V,S,M		Enchantment	SC: p.189
⊒⊒⊒⊒ Sign	15	IVA	action	To minutes/level of until discharged	reisonai	v,o,ivi		(Compulsion) [Mind-Affecting]	30. p. 103
Effect:					Target: You			Caster Level: 7	
+4 bonus on your next initiative check.	15	Will negates		1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 7	
Speed increases by 10 ft. and no Balance checks or Reflex		red to walk on snow. N/A	1 standard	1 round/level	_	V,S	N/A	Transmutation	SC: p.198
□□□□□ Spell Flower			action		Target: You	,-		Caster Level: 7	
Hold the charge of one touch spell per arm; see text.		Ness	1 : 1	4	-	V 0 5/0 =			DUD 005
□□□□□ Summon Monster I		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: p.285
Effect: Calls extraplanar creature to fight for you.					Target: One summor	ned creatur	е	Caster Level: 7	
	15	N/A	1 swift action	Instantaneous	Personal	V,S,M		Conjuration (Creation) [Air]	SC: p.228
□□□□□ Updraft									
Effect:	the -	round	action		Target: You			Caster Level: 7	
Effect: Gain 10 ft. per level of altitude, and then gently float back to		Will negates	1 standard	10 rounds + 1 round/level [max 15]	-	V,S	Yes [harmless]	Caster Level: 7 Conjuration	SC: p.229
Effect:  Sain 10 ft. per level of altitude, and then gently float back to	15	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	-		Yes [harmless]	Caster Level: 7	SC: p.229
Effect:  Gain 10 ft. per level of altitude, and then gently float back to  Jijijijijijijijijijijijijijijijijijiji	15	Will negates [harmless]	1 standard action r round.	10 rounds + 1 round/level [max 15] 1 minute or until discharged	Touch  Target: Living creatu		Yes [harmless]	Caster Level: 7 Conjuration (Healing)	
Effect: Gain 10 ft. per level of altitude, and then gently float back to July Vigor, Lesser Effect: Grants target fast healing ability for the duration of the spell	15	Will negates [harmless] s 1 hp automatically pe	1 standard action r round.		Touch  Target: Living creatu  Touch	re touched V,S,DF	Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination	SC: p.229 SC: p.231
Effect: Gain 10 ft. per level of altitude, and then gently float back to visit to the period of altitude, and then gently float back to visit to the period of the spell visit to the duration of the spell visit to the duration of the spell visit visit to the duration of the spell visit visit visit to the duration of the spell visit vis	15 I. Heal	Will negates [harmless] s 1 hp automatically pe None e].	1 standard action r round. 1 standard action	1 minute or until discharged	Touch  Target: Living creatu  Touch  Target: Creature tou	v,S,DF	Yes [harmless] Yes	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination  Caster Level: 7	SC: p.231
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of the spell vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [target's vision] Wings of the Sea	15 I. Heal choic 15	Will negates [harmless] s 1 hp automatically pe None	1 standard action r round. 1 standard action		Touch Target: Living creatu Touch Target: Creature tou Touch	V,S,DF ched S,M	Yes [harmless]  Yes  Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation	
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of the spell vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [target's vision] with which will be vision of the Sea	15 I. Heal choic 15	Will negates [harmless] s 1 hp automatically pe None e). Fortitude negates	1 standard action r round. 1 standard action 1 standard	1 minute or until discharged	Touch  Target: Living creatu  Touch  Target: Creature tou	V,S,DF ched S,M	Yes [harmless]  Yes  Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination  Caster Level: 7	SC: p.231
Effect:  Gain 10 ft. per level of altitude, and then gently float back to compare the fact:  Grants target fast healing ability for the duration of the spell compare the fact:  Grants a +1 morale bonus to a single saving throw [target's compare the fact:  Grants a +1 morale bonus to a single saving throw [target's compare the fact:	15 I. Heal choic 15	Will negates [harmless] s 1 hp automatically pe None e). Fortitude negates	1 standard action r round. 1 standard action 1 standard	1 minute or until discharged 1 minute/level	Touch Target: Living creatu Touch Target: Creature tou Touch	V,S,DF ched S,M	Yes [harmless]  Yes  Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation	SC: p.231
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of the spell vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw (target's vision) with the Sea  Effect: Grants a +2 morale bonus to a single saving throw (target's vision) with the Sea  Effect: Increases creatures swim speed by 30 ft.	15 I. Heal choic 15	Will negates [harmless] s 1 hp automatically pe None e). Fortitude negates	1 standard action r round. 1 standard action 1 standard	1 minute or until discharged	Touch Target: Living creatu Touch Target: Creature tou Touch Target: Creature tou	V,S,DF ched S,M	Yes [harmless]  Yes  Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation	SC: p.231
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of the spell vision of Glory  Effect: Grants target fast healing ability for the duration of the spell vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [target's vision] vision of the Sea  Effect: Increases creatures swim speed by 30 ft.	15 I. Heal choic 15	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless]	1 standard action r round. 1 standard action 1 standard action  Time Standard	1 minute or until discharged 1 minute/level LEVEL 2	Touch Target: Living creatu Touch Target: Creature tou Touch Target: Creature tou Range	v,S,DF ched S,M ched	Yes [harmless]  Yes [harmless]  Spell Resistance Yes (harmless)	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment	SC: p.231
Effect: Gain 10 ft. per level of altitude, and then gently float back to leave to le	15 I. Heal choic 15	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless] Saving Throw	1 standard action r round. 1 standard action 1 standard action 1 standard action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration	Touch Target: Living creatu Touch Target: Creature tou Touch Target: Creature tou Range Touch	v,S,DF ched S,M ched	Yes [harmless]  Yes  Yes [harmless]  Spell Resistance Yes (harmless)	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination  Caster Level: 7  Transmutation  Caster Level: 7  School  Enchantment (Compulsion) (Mind-Affecting)	SC: p.240  Source
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of the spell vision of Glory  Effect: Grants target fast healing ability for the duration of the spell vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [target's vision of the Sea  Effect: Increases creatures swim speed by 30 ft.  Name Aid  Name Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to	15 I. Heal choice 15  DC	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless] Saving Throw None ary hp.	1 standard action r round. 1 standard action  1 standard action  Time Standard Action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration 1 minute/level	Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creatur	V,S,DF ched S,M ched Comp. V,S, DF	Yes [harmless]  Yes  Yes [harmless]  Spell Resistance  Yes (harmless)	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: p.240  Sc: p.240  Source PHB: p.196
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of the spell vision of Glory  Effect: Grants target fast healing ability for the duration of the spell vision of Glory  Effect: Grants a +1 morale bonus to a single saving throw [target's vision vision 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	15 I. Heal choice 15  DC	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless] Saving Throw None	1 standard action r round. 1 standard action  1 standard action  Time Standard Action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration	Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creatur	V,S,DF ched S,M ched Comp. V,S, DF	Yes [harmless]  Yes  Yes [harmless]  Spell Resistance Yes (harmless)	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: p.231 SC: p.240 Source
Effect: Gain 10 ft. per level of altitude, and then gently float back to all 10 ft. per level of altitude, and then gently float back to all 10 ft. per level of altitude, and then gently float back to all 10 ft. per level of altitude, and then gently float back to all 10 ft. per level of altitude, and then gently float to a single saving throw (target's all 10 ft. per level of all 10 ft.	15 I. Heal choice 15  DC	Will negates [harmless] s 1 hp automatically pe None el. Fortitude negates [harmless] Saving Throw None any hp. Will negates	1 standard action r round. 1 standard action  1 standard action  Time Standard Action  Standard	1 minute or until discharged  1 minute/level  LEVEL 2  Duration 1 minute/level	Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creatur Touch	v,S,DF ched S,M ched  Comp. V,S,DF cre touched V,S,DF	Yes [harmless]  Yes  Yes [harmless]  Spell Resistance Yes (harmless)  Yes (harmless, object)  projectiles [all of which	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 7  Transmutation	SC: p.231  SC: p.240  Source PHB: p.196
Effect: Gain 10 ft. per level of altitude, and then gently float back to compare the compared to the spell of	15 I. Heal choice 15  DC  empor	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless] Saving Throw None ary hp. Will negates (harmless, object)	1 standard action r round. 1 standard action  1 standard action  Time Standard Action  Standard Action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration 1 minute/level  1 minute/level	Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creatur Touch Target: Weapon touc must be in contact w casting!	v,S,DF ched S,M ched Comp. v,S,DF ched or fifty tith each other	Yes [harmless]  Yes  Yes [harmless]  Spell Resistance Yes (harmless)  Yes (harmless, object) projectiles [all of which her at the time of	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation Caster Level: 7	SC: p.240  Source PHB: p.196  PHB: p.197
Effect: Gain 10 ft. per level of altitude, and then gently float back to vision of glory. Lesser  Effect: Grants target fast healing ability for the duration of the spell Common of Glory  Effect: Grants a +1 morale bonus to a single saving throw (target's Common of Glory  Effect: Increases creatures swim speed by 30 ft.  Name Common of Glory  Name Common of Glory  Aid  Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to common of Glory  Effect: Horal of Glory  Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.	15 I. Heal choice 15  DC  empor	Will negates [harmless] s 1 hp automatically pe None el. Fortitude negates [harmless] Saving Throw None any hp. Will negates	1 standard action r round. 1 standard action  1 standard action  Time Standard Action  Standard Action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration 1 minute/level	Touch  Target: Living creatur  Touch  Target: Creature tou  Touch  Target: Creature tou  Range  Touch  Target: Living creatur  Touch  Target: Weapon toumoust be in contact we casting!  Touch	v.s.,DF ched S.M ched Comp. v.s.,DF cre touched v.s.,DF ched or fifty tith each off	Yes [harmless]  Yes [harmless]  Spell Resistance Yes (harmless)  Yes (harmless, object) Projectiles [all of which her at the time of Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation Caster Level: 7  Transmutation	SC: p.240  Sc: p.240  Source PHB: p.196
Effect: Gain 10 ft. per level of altitude, and then gently float back to with the period of altitude, and then gently float back to with the period of the period of the spell with the spell wi	15 I. Heal choice 15  DC  empor	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless]  Saving Throw None  ary hp. Will negates (harmless, object)  Will negates [harmless]	1 standard action r round. 1 standard action 1 standard action  Time Standard Action  Standard Action  1 standard action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration 1 minute/level  1 minute/level	Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creatur Touch Target: Weapon touc must be in contact w casting  Touch Target: Creature tou	v.S.DF ched S.M ched Comp. V.S.DF are touched V.S.DF ched or fifty tith each off	Yes [harmless]  Yes  Yes [harmless]  Spell Resistance Yes (harmless)  Yes (harmless, object) Projectiles [all of which her at the time of Yes [harmless]	Caster Level: 7  Conjuration (Healing) (Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) (Mind-Affecting) (Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7	SC: p.240  Source PHB: p.196  PHB: p.197
Effect: Gain 10 ft. per level of altitude, and then gently float back to alian 10 ft. per level of altitude, and then gently float back to alian 10 ft. per level of altitude, and then gently float back to alian 10 ft. per level of alian and then gently float back to alian and the spell alian area to be seen alian area to be seen alian and the spell alian area to be seen alian area to be seen alian and the spell alian area to be seen area to be seen alian area to be seen area to be seen alian area to be seen a	15 I. Heal choice 15  DC  empor	Will negates [harmless] s 1 hp automatically pe None e]. Fortitude negates [harmless]  Saving Throw None ary hp. Will negates (harmless, object)	1 standard action r round. 1 standard action 1 standard action  Time Standard Action  Standard Action  1 standard action	1 minute or until discharged  1 minute/level  LEVEL 2  Duration 1 minute/level  1 minute/level	Touch Target: Living creatur Touch Target: Creature tou Touch Target: Creature tou Range Touch Target: Living creatur Touch Target: Weapon touc must be in contact w casting  Touch Target: Creature tou	v.S.DF ched S.M ched Comp. V.S.DF are touched V.S.DF ched or fifty tith each off	Yes [harmless]  Yes Yes [harmless]  Spell Resistance Yes (harmless)  Yes (harmless, object) Projectiles [all of which her at the time of Yes [harmless]	Caster Level: 7  Conjuration (Healing) Caster Level: 7  Divination Caster Level: 7  Transmutation Caster Level: 7  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation Caster Level: 7  Transmutation	SC: p.240  Source PHB: p.196  PHB: p.197

				Cleric Spells					
⊒□□□□ Aura Against Flame	16	N/A	1 standard action	1 round/level	Personal V,S	S	N/A	Abjuration	SC: p.18
Effect: Protects against first 10 points of fire damage, it also exting	au iobo	a flamas; and taxt	dollori		Target: You			Caster Level: 7	
Avoid Planar Effects	guisi ic.	None	1 immediate action	1 minute/level	20 ft. V		Yes [harmless]	Abjuration	SC: p.19
Effect: Gain temporary respite from the natural effects of a specific	c plane				Target: One creature/le centered on you	evel in a 2	0-ft. radius burst	Caster Level: 7	
		N/A		1 round/level		S,M/DF	N/A	Transmutation	SC: p.24
Effect:			action		Target: You			Caster Level: 7	
Any creature grappling you takes 6d6 points of fire damage DDDDDBear's Endurance	e. 16	Will negates		1 minute/level	Touch V,S	S, DF	Yes	Transmutation	PHB: p.203
Effect:		(harmless)	Action		Target: Creature touche	ed		Caster Level: 7	
Subject gains +4 to Con for 1 minutes/level.	16	Will negates	1 standard	Instantaneous	Close (40 ft.) V,5	S	Yes	Enchantment	PHB II: p.103
Effect:		ū	action		Target: One creature			(Compulsion) [Mind-Affecting] Caster Level: 7	
If the target fails it's save, it immediately takes damage as i	if struc	k by it's currently held w Will negates		ost damaging natural attack.  1 minute/level or until discharged	Touch V,S	ς .	Yes (harmless)	Abjuration	PHB II: p.103
□□□□□ Blade Brothers  Effect:  Once during the spell, if a subject attempts a saving throw		(harmless)	action		Target: Two willing crea		res (namicss)	Caster Level: 7	1 11B II. p. 100
re affected by the spell.							N1/A	Tanananitatian	00 25
Jajaabody Blades	16	N/A	action	1 minute/level	Personal V,S	5	N/A	Transmutation	SC: p.35
Effect: Sprouts dagger blades across your body able to inflict 1d6	+1/lev				Target: You			Caster Level: 7	
□□□□□ Brambles		None	1 standard action	1 round/level			No	Transmutation	SC: p.38
Effect: Small magical thorns/spikes protrude from wooden weapor	n; gain	s a +1 to hit enhanceme	ent and deal	s +1/level [max +10] damage.	Target: Wooden weapo	on touche	d	Caster Level: 7	
Jaja Ban o Onongan	16	Will negates (harmless)	Standard Action	1 minute/level			Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature touche			Caster Level: 7	
	16	Will negates	Standard Action	Concentration, up to 1 round/level [D]			Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 2	20-ftradi	ius spread	Caster Level: 7	
	16	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (40 ft.) V		Yes [harmless]	Conjuration (Healing)	SC: p.48
Effect: Cure 1d4 +1/level [max +5].					Target: One creature			Caster Level: 7	
Cloud of Knives			1 standard action	1 round/level	Personal V,S	S,M		Conjuration	PHB II: p.107
Effect:  Each round as a free action you can release a knife at all damage 1d6+1/3 level [max+5] Crit 19-20.	ny op	ponent you can see wit		ttack bonus = Caster level + Key Ability	Target: You			Caster Level: 7	
Consecrate		None	Standard Action	2 hours/level	Close (40 ft.) V,5	S,M, DF	No	Evocation [Good]	PHB: p.212
iffect:			Action		Target: 20-ftradius em	nanation		Caster Level: 7	
care moderate wearing	16	Will half (harmless); see text	Standard Action	Instantaneous	Touch V,S		Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature touche			Caster Level: 7	
Curse of III Fortune	16	Will negates	1 standard action	1 minute/level	Medium (170 ft.) V,S	S,DF	Yes	Necromancy	SC: p.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability chec	cks an	d skill checks.			Target: One living creat	ture		Caster Level: 7	
Darkness  Stect:		None	Standard Action	10 minutes/level [D]	Touch V,  Target: Object touched	M/DF	No	Evocation [Darkness] Caster Level: 7	PHB: p.216
20-ft. radius of supernatural shadow.		None	1 standard	1 round/level	Close (40 ft.) V,5	S,DF	Yes	Illusion (Shadow)	SC: p.58
Effect:			action		Target: One bridge of fo		wide 1 in thick and		
Create a ribbonlike, weightless, unbreakable bridge.	16	Will half	1 standard	Instantaneous	up to 20 ft./level long		Yes	Conjuration	SC: p.62
□□□□□□□ Deific Vegeance Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if			action		Target: One creature	0,5.		(Summoning) Caster Level: 7	ос. р.ог
Delfic Vengeance	16	Will half		Instantaneous	Close (40 ft.) V,S	S,DF	Yes	Conjuration	cmpdiv: null
Effect: Cause 4d6 or 7d6 if the target is undead.			Action		Target: One creature			(Summoning) Caster Level: 7	
	16	Fortitude negates		1 hour/level	Touch V,S	S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
Effect:		(harmless)	Action		Target: Creature touche	ed		(Healing) Caster Level: 7	
						S DE	N/A	Divination	SC: p.70
Stops poison from harming subject for 1 hour/level.	16	N/A	1 standard action	1 hour/level or until discharged [D]	Personal V,S	0,01			
Stops poison from harming subject for 1 hour/level.  Divine Insight  Ciffect:			action	1 hour/level or until discharged [D]	Personal V,S Target: You	5,51		Caster Level: 7	
Stops poison from harming subject for 1 hour/level.  Divine Insight  Effect: Gain 5 + your caster level [max bonus of 15] to one skill ch		uring the duration of the Will negates or None	action spell. 1 standard				Yes or No [object]; see		SC: p.70
Stops poison from harming subject for 1 hour/level.  Divine Insight  Effect:  Gain 5 + your caster level [max bonus of 15] to one skill ch  Divine Interdiction	eck du	uring the duration of the	action spell.		Target: You Close (40 ft.) V Target: 10-ftradius em	nanation (	text	Abjuration	SC: p.70
Stops poison from harming subject for 1 hour/level.  Clipical Divine Insight  Siffect:  Gain 5 + your caster level [max bonus of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the company of 15] to one skill charmonic divided by the charmonic divided by the company of 15] to one skill charmonic divided by the charmonic divided	eck du	uring the duration of the Will negates or None [object]; see text Will negates	action spell. 1 standard action 1 standard		Target: You Close (40 ft.)	nanation o	text	Abjuration ,Caster Level: 7 Enchantment	SC: p.70
Stops poison from harming subject for 1 hour/level.  Divine Insight  Steet:  Gain 5 + your caster level [max bonus of 15] to one skill charmonic production  Steet:  Temp loss of turning power & domain powers.  Divine Protection	eck du 16	uring the duration of the Will negates or None [object]; see text	action spell. 1 standard action	1 round/level	Target: You  Close (40 ft.) V  Target: 10-ftradius emobject, or point in space Medium (170 ft.) V,\$	nanation o e S,DF	text centered on a creature Yes [harmless]	e Abjuration , Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting]	
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill checking the properties of turning power & domain powers.  Divine Protection  Control of turning power & domain powers.  Divine Protection  Control of turning power & domain powers.	eck du 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless]	action spell. 1 standard action 1 standard action	1 round/level 1 minute/level	Target: You  Close (40 ft.) V  Target: 10-ftradius emobject, or point in space Medium (170 ft.) V,S  Target: Allies in a 20-ft.	nanation of e S,DF -radius b	text centered on a creature Yes [harmless] urst	Abjuration  Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: p.70
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill check.  Temp loss of turning power & domain powers.  Divine Protection  Ciffect:  +1 morale bonus to AC and saving throws.	eck du 16	uring the duration of the Will negates or None [object]; see text Will negates	action spell. 1 standard action 1 standard action	1 round/level	Target: You  Close (40 ft.) V  Target: 10-ftradius em object, or point in space Medium (170 ft.) V.\$  Target: Allies in a 20-ft.  Touch V,\$	nanation of e S,DF -radius b	text centered on a creature Yes [harmless] urst	Abjuration  ,Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation	
Stops poison from harming subject for 1 hour/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	eck du 16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	action spell. 1 standard action  1 standard action  Standard Action	1 round/level 1 minute/level 1 minute/level	Target: You  Close (40 ft.) V  Target: 10-ftradius em object, or point in space Medium (170 ft.) V,s  Target: Allies in a 20-ft.  Touch V,s  Target: Creature touche	nanation of e e S,DF -radius b S,M/DF	text centered on a creature Yes [harmless] urst Yes	Abjuration ,Caster Level: 7 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 7 Transmutation Caster Level: 7	SC: p.70 PHB: p.225
Stops poison from harming subject for 1 hour/level.  Divine Insight  Strect: Gain 5 + your caster level [max bonus of 15] to one skill chell of the control	16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	action spell. 1 standard action  1 standard action  Standard Action  1 standard action	1 round/level 1 minute/level	Target: You  Close (40 ft.) V  Target: 10-ftradius em object, or point in space Medium (170 ft.) V,s  Target: Allies in a 20-ft.  Touch V,s  Target: Creature touche	nanation of e e S,DF -radius b S,M/DF	text centered on a creature Yes [harmless] urst Yes	Abjuration  ,Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation	SC: p.70
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill check.  Temp loss of turning power & domain powers.  Divine Protection  Effect: +1 morale bonus to AC and saving throws.  Divine Protection  Effect: Subject gains +4 to Cha for 1 minutes/level.  Effect: Protects against on energy type [fire, cold, electricity, acid,	16	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless)	action spell. 1 standard action  1 standard action  Standard Action  1 standard action  2 standard action  2 standard action  3 standard action  2 standard action  2 standard action	1 round/level 1 minute/level 1 minute/level	Target: You  Close (40 ft.) V  Target: 10-ftradius emobject, or point in space Medium (170 ft.) V.\$  Target: Allies in a 20-ft.  Touch V.\$  Target: Creature toucher V.\$	nanation (e e S,DF -radius b S,M/DF ed	text centered on a creature Yes [harmless] urst Yes	Abjuration Caster Level: 7 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 7 Transmutation Caster Level: 7 Abjuration (See text)	SC: p.70 PHB: p.225
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill check.  Temp loss of turning power & domain powers.  Divine Protection  Effect: +1 morale bonus to AC and saving throws.  Divine Protection  Effect: Subject gains +4 to Cha for 1 minutes/level.  Effect: Frote Gain 5 + your caster level [max bonus of 15] to one skill check.  Subject gains +4 to Cha for 1 minutes/level.  Effect: Frote Gain 5 + your caster level [max bonus of 15] to one skill check.	16 16 or son	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None	action spell. 1 standard action  1 standard action  Standard Action  1 standard action  2 standard action  2 standard action  3 standard action  2 standard action  2 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level	Target: You  Close (40 ft.) V  Target: 10-ftradius emobject, or point in space Medium (170 ft.) V.\$  Target: Allies in a 20-ft.  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Touch	nanation de e S,DF radius b S,M/DF ed S,DF	text centered on a creature Yes [harmless] urst Yes No	Abjuration , Caster Level: 7 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Abjuration [See text] Caster Level: 7	SC: p.70  PHB: p.225  SC: p.79
Stops poison from harming subject for 1 hour/level.	16 16 or sor	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None	action spell. 1 standard action  1 standard action  Standard Action  1 standard 1 standard	1 round/level 1 minute/level 1 minute/level 1 round/level	Target: You  Close (40 ft.) V  Target: 10-ftradius on object, or point in space Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Touch  Medium (170 ft.) V,\$	nanation de e S,DF -radius b S,M/DF ed S,DF	text centered on a creature Yes [harmless] urst Yes No	Abjuration  ,Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation  Caster Level: 7  Abjuration [See text] Caster Level: 7  Enchantment (Charm)	SC: p.70  PHB: p.225  SC: p.79
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill check.  Gain 5 + your caster level [max bonus of 15] to one skill check.  Temp loss of turning power & domain powers.  Divine Protection  Effect:  + 1 morale bonus to AC and saving throws.  Geffect:  Subject gains +4 to Cha for 1 minutes/level.  Ceffect:  Protects against on energy type [fire, cold, electricity, acid, cold, col	16 16 or sor	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None Will negates; see text	action spell. 1 standard action  1 standard action  Standard Action  1 standard action  1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 round/level 1 hour or less	Target: You  Close (40 ft.) V  Target: 10-ftradius emobject, or point in space Medium (170 ft.) V.s.  Target: Allies in a 20-ft.  Touch V.s.  Target: Creature touche Touch V.s.  Target: Touch Medium (170 ft.) V.s.  Target: Any number of	nanation de e S,DF -radius b S,M/DF ed S,DF	text centered on a creature Yes [harmless] urst Yes No	Abjuration  ,Caster Level: 7  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7  Transmutation  Caster Level: 7  Abjuration [See text] Caster Level: 7  Enchantment (Charm) Caster Level: 7	SC: p.70  PHB: p.225  SC: p.79  PHB: p.227
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill check.  Temp loss of turning power & domain powers.  Divine Protection  Effect: +1 morale bonus to AC and saving throws.  Divine Protection  Effect: Subject gains +4 to Cha for 1 minutes/level.  Divine Protects Splendor  Effect: Captivates all within 100 ft. +10 ft./level  Divine Protects splendor  Effect: Captivates all within 100 ft. +10 ft./level  Extends your tentacles by 5 ft.	16 16 or sor	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None Will negates; see text	action spell. 1 standard action  1 standard action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action  2 see text 1 round  1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 round/level 1 hour or less	Target: You  Close (40 ft.) V  Target: 10-ftradius em object, or point in space Medium (170 ft.) V,8  Target: Allies in a 20-ft.  Touch V,8  Target: Creature touche Touch V,8  Target: Touch  Medium (170 ft.) V,8  Target: Any number of the Personal V	nanation de e S,DF -radius b S,M/DF ed S,DF S	text centered on a creature Yes [harmless] urst Yes No	Abjuration Caster Level: 7 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 7 Transmutation Caster Level: 7 Abjuration (See text) Caster Level: 7 Enchantment (Charm) Caster Level: 7 Transmutation	SC: p.70  PHB: p.225  SC: p.79  PHB: p.227
Stops poison from harming subject for 1 hour/level.  Divine Insight  Gain 5 + your caster level [max bonus of 15] to one skill check.  Gain 5 + your caster level [max bonus of 15] to one skill check.  Temp loss of turning power & domain powers.  Divine Protection  Effect:  + 1 morale bonus to AC and saving throws.  Geffect:  Subject gains +4 to Cha for 1 minutes/level.  Ceffect:  Protects against on energy type [fire, cold, electricity, acid, cold, col	16 16 or sor	uring the duration of the Will negates or None [object]; see text Will negates [harmless] Will negates (harmless) None None Will negates; see text Will negates Will negates	action spell. 1 standard action  1 standard action  Standard Action  1 standard action	1 round/level 1 minute/level 1 minute/level 1 round/level 1 hour or less	Target: You  Close (40 ft.) V  Target: 10-ftradius emobject, or point in space Medium (170 ft.) V.\$  Target: Allies in a 20-ft.  Touch V.\$  Target: Creature toucher Touch V.\$  Target: Touch Medium (170 ft.) V.\$  Target: Any number of Personal V  Target: You	nanation de e S,DF -radius b S,M/DF ed S,DF S	text centered on a creature Yes [harmless] urst Yes No Yes S N/A	Abjuration  Caster Level: 7  Enchantment (Compulsion) (Mind-Affecting) Caster Level: 7  Transmutation  Caster Level: 7  Abjuration [See text] Caster Level: 7  Enchantment (Charm) Caster Level: 7  Transmutation  Caster Level: 7	SC: p.70  PHB: p.225  SC: p.79  PHB: p.227  SC: p.86

				Cleric Spells				
□□□□□ Frost Breath	16	Reflex half		Instantaneous	30 ft. V,5	S,M Yes	Evocation [Cold]	SC: p.100
Effect:			action		Target: Cone-shaped b	urst	Caster Level: 7	
Breath a cone of cold that deal 1d4/2 caster levels [max !	5d4] and 16	d creatures are also daz Fortitude negates		led the Reflex save. 10 minutes/level	Touch V,S	S Yes [harmless]	Transmutation	SC: p.100
	.0	[harmless]	action	10 11111410010101		• •		СС. р. 100
Effect: Gain +4 Str for every set of limbs fused to the primary lim	ıb.				touched	t least two arms or tentacles	Caster Level: 7	
□□□□□Gentle Repose	16	Will negates (object)	Standard Action	1 day/level	Touch V,S	S,M/DF Yes (object)	Necromancy	PHB: p.235
Effect:					Target: Corpse touched	i	Caster Level: 7	
Preserves one corpse.  Ghost Touch Armor	16	Will negates	1 standard	1 minute/level	Touch V,S	S,M Yes [harmless]	Transmutation	SC: p.102
Effect:		[harmless]	action		Target: Armor of creatu	ire touched	Caster Level: 7	
Armor gains Ghost Touch property.								
□□□□□ Hand of Divinity		None	1 minute	1 minute/level	Touch V,S	S,DF No	Evocation [See text]	SC: p.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touche	ed	Caster Level: 7	
□□□□□ Healing Lorecall	16	N/A		10 minutes/level	Personal V,S	S,M N/A	Divination	SC: p.110
Effect:			action		Target: You		Caster Level: 7	
Allows caster with Heal ranks to remove other ailments w	hen us			also heal more; see text. 1 round/level [D]; see text	Medium (170 ft.) V,5	S,F/DF Yes	Enchantment	PHB: p.241
LILICIA I EISON		<b>3</b> ,	Action		, ,	-, -	(Compulsion) [Mind-Affecting]	,
Effect:					Target: One humanoid	creature	Caster Level: 7	
Paralyzes one humanoid for 1 round/level.	16	Will half	Standard	Instantaneous	Touch V,S	S Yes	Necromancy	PHB: p.244
Effect:			Action		Target: Creature touche		Caster Level: 7	
Touch attack, 2d8 +1/level [max +10] damage.					· ·			
nky Cloud		None	1 standard action	10 minutes/level	30 ft. V,5	S,M No	Conjuration (Creation)	SC: p.123
Effect:			-		Target: 30-ftradius spr	read centered on you	Caster Level: 7	
Inky cloud that works under water.	16	Will negates		1 minute/level or until discharged	Close (40 ft.) V,5	S,M Yes (harmless)	Divination	PHB II: p.115
Effect:		(harmless)	action		Target: One creature		Caster Level: 7	
Reroll once after making an attack, skill check, saving the	ow or a				_	25 7 %		Day Day 125
□□□□□ Insignia of Alarm		None	Standard Action	Instantaneous	Long (680 ft.) V,S	S,F Yes (harmless)	Abjuration	Race Des: p.166
Effect: Spell alerts all wearers.					Target: All wearers of s	pecial insignia within range	Caster Level: 7	
Iron Silence	16	Will negates		1 hour/level [D]	Touch V,S	S,DF Yes [harmless,obje	ct] Transmutation	SC: p.125
Effect:		[harmless,object]	action		Target: One suit of arm	or touched/3 levels	Caster Level: 7	
Hide and Move Silent check ignore the Armor penalty du	ring the	duration of the spell. None	1 standard	10 minutes/level [D]	Medium (170 ft.) V,5		Evocation [Good,	SC: n 132
Light of Mercuria		None	action	To minutes/level [D]			Light]	30. p. 132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs.	undead	or outsiders.			Target: You and up to to	wo rays; see text	Caster Level: 7	
Living Undeath	16	Fortitude negates [harmless]	1 standard	1 minute/level	Touch V,S	S,DF Yes [harmless]	Necromancy	SC: p.134
Effect:		[namicooj	action		Target: Creature touche	ed	Caster Level: 7	
Not subject to sneak attacks or criticals; -4 penalty to Cha	a score. 16	Will negates	Standard	Instantaneous	Close (40 ft.) V,5	S Yes (harmless, obje	ect) Transmutation	PHB: p.252
Effect:		(harmless, object)	Action		Target: One object of u		Caster Level: 7	•
Repairs an object.								
□□□□ Mark of Judgement	16	Will negates	1 standard action	1 round/level	Medium (170 ft.) V,5	S,DF Yes	Necromancy	PHB II: p.119
Effect:		ingt the marked greatur	a that attack	er heals 2 points of damage	Target: One creature/3 more than 30 ft. apart	levels, no two of which are	Caster Level: 7	
	ack age					S,DF Yes	Necromancy	SC: p.138
Whenever a creature succeeds on a melee or ranged att	ack ags 16	Will negates	1 standard	Permanent	Close (40 ft.) V,5	5,51 103		
Whenever a creature succeeds on a melee or ranged att				Permanent		5,51	Caster Level: 7	
Whenever a creature succeeds on a melee or ranged att	16	Will negates	1 standard action		Target: One creature		Caster Level: 7	DI ID II 440
Whenever a creature succeeds on a melee or ranged att			1 standard action 1 immediate	Permanent		Yes (harmless)	Caster Level: 7  Divination	PHB II: p.119
Whenever a creature succeeds on a melee or ranged att	16	Will negates Will negates	1 standard action		Target: One creature  Close (40 ft.) V		Divination	PHB II: p.119
Whenever a creature succeeds on a melee or ranged att	16	Will negates Will negates (harmless)	1 standard action 1 immediate action	Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature	Yes (harmless)	Divination  Caster Level: 7	
Whenever a creature succeeds on a melee or ranged att  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.	16	Will negates Will negates	1 standard action 1 immediate action		Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,5	Yes (harmless) S,M/DF Yes	Divination  Caster Level: 7  Transmutation	PHB II: p.119 PHB: p.259
Whenever a creature succeeds on a melee or ranged att	16	Will negates Will negates (harmless) Will negates	1 standard action  1 immediate action  Standard	Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature	Yes (harmless) S,M/DF Yes	Divination  Caster Level: 7	
Whenever a creature succeeds on a melee or ranged att  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.  Greates an indelible mark on the subjects face; see text.	16	Will negates Will negates (harmless) Will negates (harmless) Will negates	1 standard action  1 immediate action  Standard Action  1 standard	Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,5	Yes (harmless) S,M/DF Yes	Divination  Caster Level: 7  Transmutation	
Whenever a creature succeeds on a melee or ranged att	16 16 16	Will negates (harmless)  Will negates (harmless)  Will negates [harmless]	1 standard action  1 immediate action  Standard Action	Instantaneous 1 minute/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V.\$  Target: Creature touche	Yes (harmless)  S,M/DF Yes  ed  S Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7	PHB: p.259
Whenever a creature succeeds on a melee or ranged att	16 16 16 16 rgy atta	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.	1 standard action  1 immediate action  Standard Action  1 standard action	Instantaneous 1 minute/level 10 minutes/level	Target: One creature Close (40 ft.) V  Target: One creature Touch V,S Target: Creature touche Touch V,S	Yes (harmless)  5,M/DF Yes ed  5 Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7	PHB: p.259 SC: p.163
Whenever a creature succeeds on a melee or ranged att	16 16 16 16 rgy atta	Will negates (harmless)  Will negates (harmless)  Will negates [harmless]	1 standard action  1 immediate action  Standard Action  1 standard action	Instantaneous 1 minute/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,:  Target: Creature touche  Touch V,:  Target: Creature touche  Touch V,:	Yes (harmless)  S,M/DF Yes  ed  S Yes [harmless]  ed  S Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration	PHB: p.259
Whenever a creature succeeds on a melee or ranged att	16 16 16 16 rgy attar	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  k.  Will negates [harmless]	1 standard action  Standard Action  1 standard Action  1 standard action  1 standard action	Instantaneous 1 minute/level 10 minutes/level	Target: One creature Close (40 ft.) V  Target: One creature Touch V,S Target: Creature touche Touch V,S	Yes (harmless)  S,M/DF Yes  ed  S Yes [harmless]  ed  S Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7	PHB: p.259 SC: p.163
Whenever a creature succeeds on a melee or ranged att	16 16 16 16 rgy attar	Will negates (Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates [harmless]	1 standard action  Standard Action  Standard Action  1 standard action  1 standard action  1 standard action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche	Yes (harmless)  S,M/DF Yes  ed  S Yes [harmless]  ed  S Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration	PHB: p.259 SC: p.163
Whenever a creature succeeds on a melee or ranged att	16 16 16 16 rgy attac	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]	standard action      immediate action      Standard Action      standard action      standard action      standard action      standard action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche	Yes (harmless)  S,M/DF Yes  ed  S Yes [harmless]  ed  S Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7	PHB: p.259  SC: p.163  SC: p.163
Whenever a creature succeeds on a melee or ranged att	16 16 16 16 rgy attac	Will negates (Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates [harmless]	standard action      immediate action      Standard action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level	Target: One creature Close (40 ft.) V Target: One creature Touch V,\$ Target: Creature touche Touch V,\$ Target: Creature touche Touch V,\$ Target: Creature touche Medium (170 ft.) V,\$	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S Yes [harmless] ed  S,DF Yes [harmless]	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation	PHB: p.259  SC: p.163  SC: p.163
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  7  16  16  16  16  1	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]	standard action      immediate action      Standard action	1 minute/level 10 minutes/level 10 minutes/level 11 round	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S, Yes [harmless] ed  B,DF Yes [harmless] -radius burst S Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)	PHB: p.259  SC: p.163  SC: p.163  SC: p.164
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  k.  Will negates [harmless]  k.  Will negates [harmless]  Will negates [harmless]	standard action      immediate action      Standard Action      1 standard action      1 standard action      1 standard action      Standard Action  Standard action  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Up to four creat more than 30 ft. apart	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S, Yes [harmless] ed  S,DF Yes [harmless] -radius burst  S Yes (harmless) tures, no two of which can be	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)  Caster Level: 7	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates [harmless]	standard action      immediate action      Standard Action      1 standard action      1 standard action      1 standard action      Standard Action  Standard action  Standard Action	1 minute/level 10 minutes/level 10 minutes/level 11 round	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Up to four creat more than 30 ft. apart	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S, Yes [harmless] ed  B,DF Yes [harmless] -radius burst S Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)	PHB: p.259  SC: p.163  SC: p.163  SC: p.164
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates (harmless)  Fortitude negates (harmless)	standard action      standard action  Standard Action  Standard  Standard  Standard	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Up to four creat more than 30 ft. apart	Yes (harmless)  S,MDF Yes  ad  S Yes [harmless]  ad  S,DF Yes [harmless]  -radius burst  S Yes (harmless)  tures, no two of which can b  S, DF Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)  Caster Level: 7	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  Will negates [harmless]  Will negates [harmless]  Fortitude negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)	standard action      standard action  Standard Action  Standard Action  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Up to four creat more than 30 ft. apart  Touch V,S	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S,DF Yes [harmless] -radius burst S Yes (harmless) -tures, no two of which can be S,DF Yes (harmless) ed	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)  Caster Level: 7  Abjuration  Caster Level: 7  Conjuration  Caster Level: 7  Conjuration  Caster Level: 7  Conjuration	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.	standard action      standard action  Standard Action  Standard Action  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Up to four creat more than 30 ft. apart  Touch V,S  Target: Creature touche	Yes (harmless)  S,M/DF Yes ad  S Yes [harmless] ad  S, Yes [harmless] ad  S,DF Yes [harmless] -radius burst  S Yes (harmless) tures, no two of which can be S,DF Yes (harmless) ad  S Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)	standard action      standard Action  Standard Action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  3 rounds	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V.\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Up to four creat more than 30 ft. app. Touch  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$	Yes (harmless)  S.M/DF Yes  ed  S. Yes [harmless]  ed  S. Yes [harmless]  ed  S.DF Yes [harmless]  -radius burst  S. Yes (harmless)  tures, no two of which can be  S. DF Yes (harmless)  ed  S. Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)  a Caster Level: 7  Conjuration  Caster Level: 7	PHB: p.259  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  Will negates [harmless]  Will negates [harmless]  Fortitude negates (harmless)  Fortitude negates (harmless)  Will negates (harmless)	standard action      standard Action  Standard Action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  3 rounds	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Up to four creature than 30 ft. apart  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S Yes [harmless] ed  S,DF Yes [harmless] -radius burst  S Yes (harmless) tures, no two of which can be S, DF Yes (harmless) ed  S Yes (harmless) ed  S Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration (Healing)  Caster Level: 7  Conjuration  Caster Level: 7  Abjuration  Caster Level: 7  Conjuration  Caster Level: 7  Transmutation  Caster Level: 7  Transmutation	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  k.  Will negates [harmless]  k.  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  3 rounds  1 round	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V.\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Up to four creat more than 30 ft. app. Touch  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S Yes [harmless] ed  S,DF Yes [harmless] -radius burst  S Yes (harmless) tures, no two of which can be S, DF Yes (harmless) ed  S Yes (harmless) ed  S Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration  (Healing)  a Caster Level: 7  Conjuration  Caster Level: 7	PHB: p.259  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  k.  Will negates [harmless]  k.  Will negates [harmless]  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  pe.  Will negates (harmless)	1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 round  1 round  1 round	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Up to four creat more than 30 ft. apart  Touch V,S  Target: Creature touche  Touch V,S	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S Yes [harmless] ed  S,DF Yes [harmless] -radius burst  S Yes (harmless) tures, no two of which can be S, DF Yes (harmless) ed  S Yes (harmless) ed  S Yes (harmless)	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration (Healing)  Caster Level: 7  Conjuration  Caster Level: 7  Abjuration  Caster Level: 7  Conjuration  Caster Level: 7  Transmutation  Caster Level: 7  Transmutation	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  Pe. Will negates (harmless)  Will negates (biget); Will negates (object); Will negates (object); Will negates (object); Will negates (object); Fortitude half; see	1 standard action  Standard Action  1 standard Action  1 standard action  1 standard action  1 standard action  Standard Action  3 standard Action  3 rounds  1 round  1 round	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Up to four creat more than 30 ft. apart  Touch V,S  Target: Creature touche  Touch V,S	Yes (harmless)  S,M/DF Yes ed S Yes [harmless] ed S Yes [harmless] ed S,DF Yes [harmless] -radius burst S Yes (harmless) tures, no two of which can b S, DF Yes (harmless) ed S Yes (harmless) ed S Yes (harmless) ed S,M Yes (harmless) ed stures touched	Divination  Caster Level: 7  Transmutation  Caster Level: 7  Abjuration  Caster Level: 7  Abjuration  Caster Level: 7  Transmutation  Caster Level: 7  Conjuration (Healing) a Caster Level: 7  Conjuration Caster Level: 7  Conjuration Caster Level: 7  Transmutation  Caster Level: 7  Conjuration Caster Level: 7  Transmutation  Caster Level: 7	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck.  Will negates [harmless]  k.  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)  will negates (harmless)  as one has at least 1 ra  Will negates (object);  Will negates (object);	1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 round  1 round  1 round	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Creature touche  Touch V,S  Target: Up to four creat more than 30 ft. apart  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Treature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Two willing creat  Close (40 ft.) V,S	Yes (harmless)  S,M/DF Yes ed  S Yes [harmless] ed  S,DF Yes [harmless] ed  S,DF Yes (harmless) tures, no two of which can be S,DF Yes (harmless) ed  S Yes (harmless) ed  S,M Yes (harmless) atures touched S,M/DF Yes (object)	Divination  Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Conjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	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)  Will negates (harmless)  Portitude negates (harmless)  Will negates (harmless)  pe. Will negates (harmless)  will negates (harmless)  as one has at least 1 re Will negates (object); Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  ink in the ski  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level  II. Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Creature touche  Touch V,\$  Target: Two willing creature  Close (40 ft.) V,\$  Target: 5-ftradius sprecrystalline creature	Yes (harmless)  S,M/DF Yes  ad  S Yes [harmless]  ad  S, Yes [harmless]  ad  S,DF Yes [harmless]  -radius burst  S Yes (harmless)  tures, no two of which can be  S,DF Yes (harmless)  ad  S Yes (harmless)  ad  S,M Yes (harmless)  atures touched  S,M/DF Yes (object)	Divination  Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  Pe. Will negates (harmless)  Will negates (biget); Will negates (object); Will negates (object); Will negates (object); Will negates (object); Fortitude half; see	1 standard action  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  Standard Action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  3 rounds  1 round  ink in the ski  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Creature touche  Touch V,S  Target: Two willing creat  Close (40 ft.) V,S  Target: 5-ftradius sprecrystalline creature  Close (40 ft.) V,S	Yes (harmless)  S,M/DF Yes  ad  S Yes [harmless]  ad  S, Yes [harmless]  ad  S,DF Yes [harmless]  -radius burst  S Yes (harmless)  tures, no two of which can be  S,DF Yes (harmless)  ad  S Yes (harmless)  ad  S,M Yes (harmless)  atures touched  S,M/DF Yes (object)	Divination  Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Conjuration Caster Level: 7 Evocation (Fonic) Caster Level: 7 Evocation (Sonic)  Caster Level: 7 Evocation (Sonic)	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB: p.272
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  Pee.  Will negates (harmless)  Will negates (harmless)  will negates (cipart)  or Fortitude half; see text  Will negates	1 standard action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  3 rounds  1 round  I round  Standard Action  Standard Action  Standard Action  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level  II. Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Touch V,\$  Target: Creature touche  Medium (170 ft.) V,\$  Target: Allies in a 20-ft.  Close (40 ft.) V,\$  Target: Creature touche  Touch V,\$  Target: Two willing creat  Close (40 ft.) V,\$  Target: 5-ftradius sprecrystalline creature	Yes (harmless)  S,M/DF Yes  ad  S Yes [harmless]  ad  S, Yes [harmless]  ad  S,DF Yes [harmless]  -radius burst  S Yes (harmless)  tures, no two of which can be  S,DF Yes (harmless)  ad  S Yes (harmless)  ad  S,M Yes (harmless)  atures touched  S,M/DF Yes (object)	Divination  Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Conjuration (Healing) Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Evocation [Sonic]	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278
Whenever a creature succeeds on a melee or ranged att	16  16  16  16  16  16  16  16  16  16	Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates [harmless]  ck. Will negates [harmless]  k. Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  Pee.  Will negates (harmless)  Will negates (harmless)  will negates (cipart)  or Fortitude half; see text  Will negates	1 standard action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action  Standard Action  3 rounds  1 round  I round  Standard Action  Standard Action  Standard Action  Standard Action	Instantaneous  1 minute/level  10 minutes/level  10 minutes/level  1 round  Instantaneous  10 minutes/level  Instantaneous  10 minutes/level  II. Instantaneous	Target: One creature  Close (40 ft.) V  Target: One creature  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Touch V,S  Target: Creature touche  Medium (170 ft.) V,S  Target: Allies in a 20-ft.  Close (40 ft.) V,S  Target: Creature touche  Touch V,S  Target: Two willing creat  Close (40 ft.) V,S  Target: 5-ftradius sprecrystalline creature  Close (40 ft.) V,S	Yes (harmless)  S,M/DF Yes  ad  S Yes [harmless]  ad  S, Yes [harmless]  ad  S,DF Yes [harmless]  -radius burst  S Yes (harmless)  tures, no two of which can be  S,DF Yes (harmless)  ad  S Yes (harmless)  ad  S,M Yes (harmless)  atures touched  S,M/DF Yes (object)	Divination  Caster Level: 7 Transmutation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Healing) Caster Level: 7 Conjuration Caster Level: 7 Evocation (Fonic) Caster Level: 7 Evocation (Sonic)  Caster Level: 7 Evocation (Sonic)	PHB: p.259  SC: p.163  SC: p.163  SC: p.164  PHB: p.271  PHB: p.272  PHB II: p.124  PHB: p.278

Cleric Spells
1 standard 10 minutes/level [D]

□□□□ Shroud of Undeath				Cieric Spells					
	16	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: p.189
ffect: Shroud yourself in invisbile negative energy so noninte	lligent :	undead percieve vou s		undead. Cure and inflict spells have the	Target: You e			Caster Level: 7	
oposite effect on you as if you were undead.	16	Will negates; see text			Long (680 ft.)	V,S	Yes; see text or no	Illusion (Glamer)	PHB: p.279
Gect:	10	or none (object)	Action	Timilate/level [B]			(object) centered on a creature	· · · · ·	1 11b. p.213
Negates sound in 15-ft. radius.	16	Fortitude portiol	Ctondord	Instantaneous	object, or point in sp	pace			DUD: p 201
☐☐☐☐ Sound Burst	16	Fortitude partial	Action	Instantaneous	Close (40 ft.)	V,S,F/DF	Yes	Evocation [Sonic]	РНВ: р.281
ffect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ftradius			Caster Level: 7	
D□□□□ Spawn Screen	16	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: p.197
ffect: Subject will not rise as spawn if killed by an undead capal	ble of ci	reating spawn.			Target: One creatur	re/level		Caster Level: 7	
□□□□ Spell Immunity, Lesser	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: p.199
ffect: Protects one creature from a single 1st- or 2nd-level spell	· see te		dollori		Target: Creature to	uched		Caster Level: 7	
Description of the creature from a single 1st- of 2nd-lever speni	, 300 10	None		1 round/level [D]	Medium (170 ft.)	V,S, DF	Yes	Evocation [Force]	PHB: p.283
ffect:			Action		Target: Magic weap	on of force		Caster Level: 7	
Magical weapon attacks on its own.	16	Will negates	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration	SC: p.204
ffect:		[harmless]; see text	action		Target: 50-ftradius	s burst cente	red on you	(Healing) Caster Level: 7	
Spell designed for battle fields, heals all creatures for 1 h	to stal	palize them, undead tak Will negates		damage [Will negates]. 1 hour/level	Touch	V,S	Yes (harmless)		PHB: p.284
ffect:	.0	(harmless)	Action	T Hourston	Target: One/per 3 le			Caster Level: 7	
Monitors condition, position of allies.	40	VACII	_	Leafa-de-co-	- '	_			DUD II . 100
□□□□ Stay the Hand	16	Will negates	immediate	Instantaneous	Medium (170 ft.)	V	Yes	(Charm)	PHB II: p.126
ffect:	r		action		Target: One human	ioid		[Mind-Affecting] Caster Level: 7	
Target refrains from attacking you or targetting you with s	pells for 16	Will negates	1 standard	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.208
ffect:		[harmless]	action		Target: Corporeal u	indead creat	ture touched	Caster Level: 7	
Target gains natural armor AC bonus of +3.		None	Standard	7 rounds [D]	Personal	V,S,DF	No		Race Sto: p.163
Stone Fist			Action	sanda [D]		v,U,DF			. 1000 Oto. p. 103
fect: Acts as if armed and your hands become hard inflicting decomes a second of the s			4 . 16:	0	Target: You		V 0	Caster Level: 7	DUD II
□□□□ Stretch Weapon	16	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes (harmless, object)		PHB II: p.126
fect: Adds 5 feet of reach for one attack.					Target: Melee weap			Caster Level: 7	
I⊒⊒⊒ Summon Elysian Thrush		None	10 minutes	8 hours	Close (40 ft.)	V,S,DF	No	Conjuration (Summoning)	SC: p.214
fect:					Target: One summo	ned Flysiar	thrush	[Good] Caster Level: 7	
Summons a Elysian thrush [Planar Handbook 118]; see to	ext	Nana	4	4 d/(  /D)	-	V,S,F/DF			DUD 200
□□□□□ Summon Monster II		None	1 round	1 round/level [D]	Close (40 ft.)			(Summoning)	PHB: p.286
ffect: Calls extraplanar creature to fight for you.					which can be more	than 30 ft. a		Caster Level: 7	
□□□□ Undetectable Alignment	16	Will negates (object)	Standard Action	24 hours	Close (40 ft.)	V,S	Yes (object)	Abjuration	PHB: p.297
ffect: Conceals alignment for 24 hours.					Target: One creatur	re or object		Caster Level: 7	
I□□□□ Veil of Shadow	16	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SC: p.228
ffect:					Target: You			Caster Level: 7	
		Will negates		1 minute/level	Close (40 ft.)	V,S, DF	Yes	Enchantment (Compulsion)	PHB: p.303
Grants you a 20% miss chance from concealment.	16							[Mind-Affecting]	
Grants you a 20% miss chance from concealment.	16		Action		Torget: 20 ft radius	amonation		Contar Laval: 7	
Grants you a 20% miss chance from concealment.	16	······································	Action		Target: 20-ftradius	emanation		Caster Level: 7	
Grants you a 20% miss chance from concealment.  Care and a concealment.  Grants you a 20% miss chance from concealment.	16		Action	LEVEL 3	Target: 20-ftradius	s emanation		Caster Level: 7	
Grants you a 20% miss chance from concealment.  Grants you a 20% miss chance from concealment.  Fect: Subjects within range cannot lie.  Name		Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Grants you a 20% miss chance from concealment.  Grants you a 20% miss chance from concealment.  Fect: Subjects within range cannot lie.  Name		·	Time		, and the second		Spell Resistance Yes [harmless]	School Enchantment (Compulsion)	Source SC: p.8
Grants you a 20% miss chance from concealment.  Concept Truth  fect: Subjects within range cannot lie.  Name  Aid, Mass		Saving Throw	Time 1 standard	Duration	Range Close (40 ft.)	Comp. V,S,DF	Yes [harmless]	School Enchantment	
Grants you a 20% miss chance from concealment.  Concealment Truth  Fect: Subjects within range cannot lie.  Name  Aid, Mass  Fect:  1 on attack rolls, +1 against fear, all creatures gain 148	DC +1/caste	Saving Throw None ar level [max 15] tempo	Time 1 standard action rary hp.	Duration 1 minute/level	Range Close (40 ft.) Target: One or more more than 30 ft. apa	Comp. V,S,DF e creatures,	Yes [harmless] no two of which are	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	SC: p.8
Grants you a 20% miss chance from concealment.  Concept Concep	DC	Saving Throw None	Time 1 standard action rary hp.	Duration	Range Close (40 ft.) Target: One or mor more than 30 ft. apa Touch	Comp. V,S,DF e creatures, art S,M/DF	Yes [harmless] no two of which are Yes [harmless]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation	
Grants you a 20% miss chance from concealment.  Conce of Truth  fect: Subjects within range cannot lie.  Name  Aid, Mass  fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8  Air Breathing  fect: Grants creatures the ability to breath air.	DC +1/caste 17	Saving Throw  None  er level [max 15] tempo  Will negates [harmless]	Time 1 standard action rary hp. 1 standard action	Duration 1 minute/level 2 hours/level; see text	Range Close (40 ft.)  Target: One or more than 30 ft. aper Touch Target: Living create	Comp. V,S,DF e creatures, art S,M/DF ures touche	Yes [harmless]  no two of which are  Yes [harmless]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7	SC: p.8
Grants you a 20% miss chance from concealment.  Conce of Truth  fect: Subjects within range cannot lie.  Name  Aid, Mass  fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8  Air Breathing  fect: Grants creatures the ability to breath air.	DC +1/caste	Saving Throw None  er level [max 15] tempo Will negates	Time 1 standard action rary hp. 1 standard action	Duration 1 minute/level	Range Close (40 ft.)  Target: One or more more than 30 ft. apa Touch Target: Living create Close (40 ft.)	Comp. V,S,DF e creatures, ant S,M/DF ures touche	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text]	SC: p.8
Grants you a 20% miss chance from concealment.  Concealment Truth  Con	DC +1/caste 17	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant	Time 1 standard action rary hp. 1 standard action 1 standard action ce.	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (40 ft.)  Target: One or more than 30 ft. apa Touch Target: Living create Close (40 ft.) Target: One weapon than 30 ft. apart	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no te	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7	SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment.	DC +1/caste 17	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]	Time 1 standard action rary hp. 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text	Range Close (40 ft.)  Target: One or more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapon	Comp. V,S,DF e creatures, ant S,M/DF ures touche	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7	SC: p.8
Grants you a 20% miss chance from concealment.  Concept of Truth	DC +1/caste 17	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant	Time 1 standard action  rary hp. 1 standard action  1 standard action  ce. 1	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (40 ft.)  Target: One or more than 30 ft. apa Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7	SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment.	DC +1/cast 17	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant None	Time 1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Range Close (40 ft.)  Target: One or more more than 30 ft. apartouch Target: Living create Close (40 ft.)  Target: One weapon than 30 ft. apart Close (40 ft.)  Target: One creature	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment.	DC +1/cast 17	Saving Throw None  ar level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant	Time 1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate action	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (40 ft.)  Target: One or more than 30 ft. apa Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation)	SC: p.8 SC: p.8
Grants you a 20% miss chance from concealment.  Concept Truth  Fect: Subjects within range cannot lie.  Name  Name  Aid, Mass  Fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 in the concept of the c	DC +1/cast 17	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant None	Time 1 standard action rary hp. 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Range Close (40 ft.)  Target: One or more more than 30 ft. apartouch Target: Living create Close (40 ft.)  Target: One weapon than 30 ft. apart Close (40 ft.)  Target: One creature	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X re	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination Caster Level: 7 Conjuration	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment.  Concept Truth  Fect: Subjects within range cannot lie.  Name Concept Aid, Mass  Fect: Hon attack rolls, +1 against fear, all creatures gain 1d8. Concept Air Breathing  Fect: Grants creatures the ability to breath air.  Concept Align Weapon, Mass  Fect: Functions like align weapon, except it effects multiple were  Concept Alter Fortune  Fect: Target must reroll any die roll it just made taking the second Concept Anarchic Storm  Fect: Storm imposes penalties and damages lawful creatures.	DC +1/cast 17	Saving Throw None  er level [max 15] tempo Will negates [harmless, object] r projectiles at a distant None  Will negates	Time 1 standard action rary hp. 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous	Range Close (40 ft.)  Target: One or more than 30 ft. apa Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X ee V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration [Creation) [Chaotic, Water] Caster Level: 7	SC: p.8 SC: p.8 SC: p.9 PHB II: p.101
Grants you a 20% miss chance from concealment.  Concept Truth  Fect: Subjects within range cannot lie.  Name  Name  Aid, Mass  Fect: +1 on attack rolls, +1 against fear, all creatures gain 1d8.  Air Breathing  Fect: Grants creatures the ability to breath air.  Align Weapon, Mass  Fect: Functions like align weapon, except it effects multiple weapon.  Alter Fortune  Fect: Target must reroll any die roll it just made taking the second Anarchic Storm  Fect: Storm imposes penalties and damages lawful creatures.	DC +1/cast 17 17 appens o	Saving Throw  None  er level [max 15] tempo  Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant  None	Time 1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D]	Range Close (40 ft.)  Target: One or mon more than 30 ft. aper Touch  Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 Close (40 ft.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no to V,X re V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No 0 ft. high] Yes [harmless]	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration [Creation) [Chaotic, Water] Caster Level: 7	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Grants you a 20% miss chance from concealment.  Comparison of Truth  Fect: Subjects within range cannot lie.  Name  Name  Aid, Mass  Fect: 1 on attack rolls, +1 against fear, all creatures gain 1d8 fect: Air Breathing  Fect: Comparison of C	DC  +1/cast 17  17  17  17  17  17  17	Saving Throw None  or level [max 15] tempor Will negates [harmless, object]  r projectiles at a distant None  Will negates [harmless]  dragon, bonus increas	Time 1 standard action  rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  2e. 1 immediate action  1 standard action  2 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Range Close (40 ft.)  Target: One or morn more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20] Close (40 ft.)  Target: One creatur nore than 30 ft. apart	Comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no tr V,X re V.S.M.DF -ft. radius, 2	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Vo ft. high] Yes [harmless] to two of which are	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Chaotic, Water) Caster Level: 7 Abjuration  Caster Level: 7	SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Grants you a 20% miss chance from concealment.  Company Concentration  Name  Name  Aid, Mass  Sect:  Hon attack rolls, +1 against fear, all creatures gain 1d8 and 1d8	DC  +1/cast 17  17  17  17  17  17  17	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant None  Will negates [harmless]	Time 1 standard action rary hp. 1 standard action 1 standard action 2e. 1 immediate action 1 standard action 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Range Close (40 ft.)  Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 Close (40 ft.)  Target: One creatur nore than 30 ft. apar Touch	Comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no t V,X re V.S.M.DF V,S,M,DF re/2 levels, r art V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Vo ft. high] Yes [harmless] to two of which are	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Chaotic, Water) Caster Level: 7 Abjuration  Caster Level: 7 Transmutation	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Grants you a 20% miss chance from concealment.	DC  ++1/cast+ 17  17  17  appens o  nd roll.  17  ttly on,	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant None  Will negates [harmless]  dragon, bonus increas N/A  negating harmful effect	Time  1 standard action  1 standard action  1 standard action  2e.  1 immediate action  1 standard action  2 standard action  1 standard action  2 standard action  3 standard action  5 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours	Range Close (40 ft.)  Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 close (40 ft.)  Target: One creatur more than 30 ft. apar Touch Target: One creatur	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X ee V,S,M,DF V,S,M,DF re/2 levels, r art V,S,M/DF re/3 levels	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Creation) (Craotic, Water] Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17
Grants you a 20% miss chance from concealment.  Concealment Truth  Iffect: Subjects within range cannot lie.  Name Concealment Iie.  Name Concealment Iie.  Name Concealment Iie.  Name Concealment Iie.  Name Concealment Iiie.  Name Concealment Iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii	DC  ++1/cast+ 17  17  17  appens o  nd roll.  17  ttly on,	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant None  Will negates [harmless]  dragon, bonus increas N/A	Time  1 standard action  1 standard action  1 standard action  2e.  1 immediate action  1 standard action  2 standard action  1 standard action  2 standard action  3 standard action  5 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text	Range Close (40 ft.)  Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 Close (40 ft.)  Target: One creatur nore than 30 ft. apar Touch	Comp. V.S.DF e creatures, art S,M/DF ures touche V.S.DF n/level, no t V,X re V.S.M.DF V,S,M,DF re/2 levels, r art V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No Vo ft. high] Yes [harmless] to two of which are	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Divination  Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Enchantment (Compulsion)	SC: p.8  SC: p.9  PHB II: p.101  SC: p.11
Grants you a 20% miss chance from concealment.	DC  ++1/cast+ 17  17  17  appens o  nd roll.  17  ttly on,	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object] r projectiles at a distant None  Will negates [harmless]  dragon, bonus increas N/A negating harmful effect	Time 1 standard action  rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  2e. 1 immediate action  1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours	Range Close (40 ft.)  Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 close (40 ft.)  Target: One creatur more than 30 ft. apar Touch Target: One creatur	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X ee V,S,M,DF V,S,M,DF re/2 levels, r art V,S,M/DF re/3 levels	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No 20 ft. high] Yes [harmless] no two of which are N/A	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Chaotic, Water] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Enchantment	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17
Grants you a 20% miss chance from concealment.	DC  +1/caste 17  17  17  17  17  17  17  17	Saving Throw None  er level [max 15] tempo Will negates [harmless, object] r projectiles at a distant None  Will negates [harmless] dragon, bonus increas N/A negating harmful effect Will negates	Time 1 standard action  rary hp. 1 standard action  1 standard action  2 standard action  1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  3 standard action  3 standard action  3 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Range Close (40 ft.)  Target: One or morn more than 30 ft. apart Close (40 ft.)  Target: Living create Close (40 ft.)  Target: One weapouthan 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 Close (40 ft.)  Target: One creatur more than 30 ft. apart Close (40 ft.)  Target: One creatur Touch  Target: One creatur Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X re V,S,M,DF 2-ft. radius, 2 V,S,M,DF re/2 levels, r V,S,M/DF re/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless, object] Wo of which are more No No No No Yes [harmless] No two of which are N/A Yes	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Chaotic, Water) Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Enchantment (Compulsion) [Fear, Good,	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17
Grants you a 20% miss chance from concealment.	DC  +1/caste 17  17  17  17  17  17  17  17	Saving Throw None  er level [max 15] tempo Will negates [harmless]  Will negates [harmless, object]  r projectiles at a distant None  Will negates [harmless]  dragon, bonus increas N/A  negating harmful effect Will negates	Time  1 standard action  rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  3 standard action  3 standard action  3 standard action  and is sturi	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Range Close (40 ft.)  Target: One or more more than 30 ft. aper Touch Target: Living create Close (40 ft.)  Target: One weapor than 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 close (40 ft.)  Target: One creatur more than 30 ft. apar Touch Target: One creatur Touch  Target: One creatur Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X e V,S,M,DF V,S,M,DF re/2 levels, r art V,S,M/DF ve/3 levels V,S,DF eature with le	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No No to ft. high] Yes [harmless] to two of which are N/A Yes	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Chaotic, Water) Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 7	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17  SC: p.21
Grants you a 20% miss chance from concealment.	DC  +1/caste 17  17  17  17  17  17  17  17	Saving Throw None  er level [max 15] tempo Will negates [harmless, object] r projectiles at a distant None  Will negates [harmless] dragon, bonus increas N/A negating harmful effect Will negates	Time  1 standard action  rary hp. 1 standard action  1 standard action  2e. 1 immediate action  1 standard action  1 standard action  1 standard action  2 standard action  3 standard action  3 standard action  3 standard action  3 standard action  and is sturi	Duration 1 minute/level 2 hours/level; see text 1 minute/level Instantaneous 1 round/level [D] 1 minute/level r levels above 5th; see text 24 hours Instantaneous	Range Close (40 ft.)  Target: One or morn more than 30 ft. apart Close (40 ft.)  Target: Living create Close (40 ft.)  Target: One weapouthan 30 ft. apart Close (40 ft.)  Target: One creatur 20 ft.  Target: Cylinder [20 Close (40 ft.)  Target: One creatur more than 30 ft. apart Close (40 ft.)  Target: One creatur Touch  Target: One creatur Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,X re V,S,M,DF 2-ft. radius, 2 V,S,M,DF re/2 levels, r V,S,M/DF re/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No No No No to ft. high] Yes [harmless] to two of which are N/A Yes	School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7 Transmutation Caster Level: 7 Transmutation [See text] Caster Level: 7 Divination  Caster Level: 7 Conjuration (Creation) (Chaotic, Water) Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 7	SC: p.8  SC: p.8  SC: p.9  PHB II: p.101  SC: p.11  SC: p.14  SC: p.17

				Cleric Spells				
Bestow Curse	17	Will negates	Standard Action	Permanent	Touch V,S	Yes	Necromancy	PHB: p.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks;	or 509	% chance of losing each			Target: Creature touched		Caster Level: 7	
		Will partial	1 standard	1 minute/level [D]	0 ft. V,S,DI	F Yes	Evocation	SC: p.30
Effect:			action		Target: Swordlike column o	of gnashing teeth	Caster Level: 7	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Save		Fortitude negates		Permanent [D]	Medium (170 ft.) V	Yes	Necromancy	PHB: p.206
Effect:			Action		Target: One living creature		Caster Level: 7	
Makes subject blinded or deafened.	17	Will negates	1 standard	1 minute/level	Touch V,S	Yes [harmless]		SC: p.32
		[harmless]	action	T HINIOC/ICVCI		res [namicos]		00. p.02
Effect: Grant blindsight to 30 ft.					Target: Creature touched		Caster Level: 7	
Chain of Eyes	17	Will negates	1 standard action	1 hour/level	Touch V,S	Yes	Divination	SC: p.45
Effect: Scrying sensor passed along by touch.					Target: Living creature tout	ched	Caster Level: 7	
Channeled Divine Shield			See text	1 round/level	Personal V,S		Abjuration	PHB II: p.106
Effect: Gain DR based upon casting time; See text.					Target: You		Caster Level: 7	
Checkmate's Light		None	1 standard action	1 round/level [D]	Touch V,S,DF	F No	Evocation [Lawful]	SC: p.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max -	. E ot 1	15th lovell and in Lawfu		llian gain 14 marala banua ya faar in 20	Target: Melee weapon toud	ched	Caster Level: 7	
adius of red light.			_					
□□□□□ Circle Dance	17	N/A	1 minute	Instantaneous	Personal V,S	N/A	Divination  Caster Level: 7	SC: p.46
Get direction and general status of a known target.					Target: You			
JJJJCIOAK OI BIAVEIY		Will negates [harmless]	1 standard action	10 minutes/level	60 ft. V,S	Yes [harmless]	[Mind-Affecting]	SC: p.47
Effect: You and your allies gain a morale bonus on saves against	fear ef	ffects equal to your cast	er level [Ma	ıx +10].	Target: 60-ftradius emana	ation centered on you	Caster Level: 7	
	17	Will negates [harmless,object]		1 hour/level [D]	Close (40 ft.) V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: p.48
Effect: Causes a color pool on the Astral Plane to seemingly cease					Target: One color pool		Caster Level: 7	
Causes a color pool on the Astral Plane to seemingly cease		None		Permanent	Touch V,S,M	No	Evocation [Light]	PHB: p.213
Effect:			Action		Target: Object touched Ma	gical, heatless flame	Caster Level: 7	
Makes a permanent, heatless torch.	17	Will negates	1 standard	10 minutes/level	Medium (170 ft.) V,S,M	•	Abjuration	SC: p.52
Effect:		[harmless]	action		Target: Allies in a 20-ftrad		Caster Level: 7	
Same as conviction, except it affects multiple allies at a dis-			4	4 10 1701	-			00 50
	17	Fortitude negates	1 standard action	1 round/level [D]	10 ft. V,S,DI		Evocation [Cold]	SC: p.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in you	ur area	a of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed for	Target: 20-ftradius spread or	d	Caster Level: 7	
s ong as they remain in the area.		None	10 minutes	24 hours; see text	Close (40 ft.) V,S	No	Conjuration	PHB: p.214
Effect:			70 1111111100	2 modro, odo tox			(Creation) Caster Level: 7	
Feeds 3 humans or 1 horses/level.					Target: Food and water to one horse/level for 24 hour	rs		
Crown of Grave	17	Will negates (harmless)	1 standard action	1 hour/level [D] or until discharged	Touch V,S,M	I,F Yes (harmless)	Necromancy	PHB II: p.108
ffect: Wearer can compel undead with a one-word command onc	ce per	minute. See text.			Target: Creature touched		Caster Level: 7	
	17		1 standard action	1 hour/level [D] or until discharged	Touch V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect:		, ,	action		Target: Creature touched		Caster Level: 7	
+2 Strength enhancement or discharge for +8 Strength for Crown of Protection	17	Will negates		1 hour/level [D] or until discharged	Touch V,S,F	Yes (harmless)	Transmutation	PHB II: p.108
Effect:		(harmless)	action		Target: Creature touched		Caster Level: 7	
+1 deflection bonus to AC and +1 resistance bonus on all s		Will negates	1 standard	1 hour/level [D] or until discharged	Touch V,S,F	Yes (harmless)	Evocation	PHB II: p.108
□□□□□ Crown of Smiting		(harmless)	action	Thoursever [b] or until discharged		res (namiess)		F 11B II. p. 100
<del>-</del>	r minu	ıte gain ±2 divine honı	s on damaç	ge rolls no next melee or ranged attack	Target: Creature touched		Caster Level: 7	
Effect: Choose alignment [chaotic, evil, good or lawful]. Once per	71 111111111	ito, gain 12 divine bone			if			
Choose alignment [chaotic, evil, good or lawful]. Once per ne opponent has the designated alignment or Discharge for a	a +8 b	onus.	Standard	Instantaneous	if Touch V,S	Yes (harmless); see	Conjuration	PHB: p.216
Choose alignment [chaotic, evil, good or lawful]. Once per ne opponent has the designated alignment or Discharge for a Cure Serious Wounds	a +8 b	onus.	Standard Action	Instantaneous	Touch V,S	Yes (harmless); see text	(Healing)	PHB: p.216
Choose alignment [chaotic, evil, good or lawful]. Once per ne opponent has the designated alignment or Discharge for a company of the company	a +8 bi	onus. Will half (harmless); see text	Action		Touch V,S  Target: Creature touched	text	(Healing) Caster Level: 7	
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a Cure Serious Wounds  Effect: Cures 3d8 +1/level [max +15] damage.	a +8 bi	oonus. Will half (harmless);	Action	Instantaneous  1 round/level	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M	text	(Healing) Caster Level: 7 Transmutation	PHB: p.216 PHB II: p.109
Choose alignment [chaotic, evil, good or lawful]. Once per le opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment of Discharge for a component has the component has been designed. Curse of Arrow Attraction effect:  Subjects AC against any ranged attack is -5, including p	a +8 bi	oonus. Will half (harmless); see text Will negates	Action  1 standard action	1 round/level	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature	text	(Healing) Caster Level: 7	
Choose alignment [chaotic, evil, good or lawful]. Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment of Discharge for a component has the design of the component has been designed as a component has a component has been designed as a component has	a +8 bi 17 17	oonus. Will half (harmless); see text Will negates	1 standard action	1 round/level d ranged attacks. In addition, any critica	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature	text	(Healing) Caster Level: 7 Transmutation Caster Level: 7	
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment of Discharge for a component has the component has been designed as the componen	a +8 bi 17 17	will half (harmless); see text  Will negates  ile weapons, thrown we	1 standard action	1 round/level d ranged attacks. In addition, any critical	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S	Yes Yes	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire]	PHB II: p.109
Choose alignment [chaotic, evil, good or lawful]. Once per to exponent has the designated alignment or Discharge for a proper than the designated alignment or Discharge for a property of the control of	a +8 bi	will half (harmless); see text  Will negates sile weapons, thrown we None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6].	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm	text Yes	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7	PHB II: p.109 SC: p.59
Choose alignment [chaotic, evil, good or lawful]. Once per to opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the component has the component has the component has been designed as a component has the component has been designed as a component has been designed as the component has the component h	a +8 bi	will half (harmless); see text  Will negates  ile weapons, thrown we  None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2	1 round/level d ranged attacks. In addition, any critica 1 round/level [D]	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm  Touch V,S	Yes Yes	(Healing) Caster Level: 7 Transmutation Caster Level: 7 Evocation [Fire] Caster Level: 7 Evocation [Light]	PHB II: p.109 SC: p.59
Choose alignment [chaotic, evil, good or lawful]. Once per to opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the component has the component has the component has been designed as a component has the component has been designed as a component has been designed as the component has the component h	a +8 bi 17 17 17 projectil	will half (harmless); see text  Will negates  ille weapons, thrown we  None  ick [120 ft. no penalty] de  None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched	Yes Yes	(Healing) Caster Level: 7 Transmutation Caster Level: 7 Evocation [Fire] Caster Level: 7 Evocation [Light] Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designation of the component has been designed as a component has been design	a +8 bi 17 17 17 projectil	will half (harmless); see text  Will negates sile weapons, thrown we None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6].	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm  Touch V,S	Yes Yes	(Healing) Caster Level: 7 Transmutation Caster Level: 7 Evocation [Fire] Caster Level: 7 Evocation [Light]	PHB II: p.109 SC: p.59
Choose alignment [chaotic, evil, good or lawful]. Once per be opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designation of the component has the component	a +8 bi 17 17 17 projectil	will half (harmless); see text  Will negates  ille weapons, thrown we  None  ick [120 ft. no penalty] de  None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched	Yes Yes	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation	PHB II: p.109  SC: p.59  PHB: p.216
Choose alignment [chaotic, evil, good or lawful]. Once per be opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designation of the component has the component has the component has been designed as a component has the component has been designed as the compone	a +8 bi 17 17 projectil	will half (harmless); see text Will negates Will negates ile weapons, thrown we None kck [120 ft. no penalty] de None None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6], 10 minutes/level [D]	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  Oft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/L	Yes Yes No	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216
Choose alignment (chaotic, evil, good or lawful). Once per lee opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment of Discharge for a component has the component has the component has the component has the component has been designed at the	a +8 bi 17  17  17  17  17  17  17	will half (harmless); see text  Will negates  ile weapons, thrown we none  None  None  None  None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard action	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  O ft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, ME  Target: Object touched	Yes Yes No	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
Choose alignment [chaotic, evil, good or lawful]. Once per to opponent has the designated alignment or Discharge for a poponent has the designated alignment or Discharge for a poponent has the designated alignment or Discharge for a poponent has the designated alignment or Discharge for a poponent has the popon	a +8 bi 17  17  17  17  17  17  Evil sub	will half (harmless); see text  Will negates  ile weapons, thrown we none  None  None  None  None	Action  1 standard action  aeapons, and 1 standard action  ealing 1d6/2 Standard Action  Standard Action  1 standard action  creature is 1	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm Touch V,S  Target: Object touched  Touch V, M/D  Target: Object touched  Close (40 ft.) V,S,D	Yes Yes No DF No F Yes	(Healing) Caster Level: 7 Transmutation Caster Level: 7 Evocation [Fire] Caster Level: 7 Evocation [Light] Caster Level: 7 Evocation [Darkness] Caster Level: 7 Transmutation Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217
Choose alignment (chaotic, evil, good or lawful). Once per to exponent has the designated alignment or Discharge for a exponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the componen	a +8 bi 17  17  17  17  17  17  Evil sub 17	will half (harmless); see text  Will negates  ille weapons, thrown we none  None  None  None  None  None  None	Action  1 standard action  aeapons, and 1 standard action  ealing 1d6/2 Standard Action  Standard Action  1 standard action  creature is 1	1 round/level d ranged attacks. In addition, any critica 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.	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/C  Target: Object touched  Close (40 ft.) V,S,Dit  Target: Living creature	Yes Yes No DF No F Yes	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the component has the component has the component has the component has been designed at the c	a +8 bi 17  17  17  17  17  Evil sub 17  no save	Will half (harmless); see text  Will negates  ile weapons, thrown we have been been been been been been been be	Action  1 standard action eapons, and 1 standard action 2 standard Action  Standard Action  1 standard action	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text ITanar'ri it is also stunned unless it saves. 1d6 rounds	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  Oft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/L  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Close (40 ft.) V,S,Di  Target: Living creature	Yes  Yes  No  No  F Yes	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component as the component are automatically confirmed.  Ciffect:  Produce a flame that can be used for touch attack or range component are automatically confirmed.  Ciffect:  Produce a flame that can be used for touch attack or range component are automatically confirmed.  Ciffect:  Coher the component componen	a +8 bi 17  17  17  17  17  Evil sub 17  no save	Will half (harmless); see text Will negates ille weapons, thrown we None kck [120 ft. no penalty] di None  None or Fortitude partial; see text	Action  1 standard action eapons, and 1 standard action 2 standard Action  Standard Action  1 standard action	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]. 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text Tanar'n it is also stunned unless it saves. 1d6 rounds	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  Oft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/E  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Close (40 ft.) V,S,Di  Target: Living creature  Medium (170 ft.) V,S	Yes  Yes  No  No  F Yes  No	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7  Abjuration	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component as the component are automatically confirmed.  Ciffect:  Produce a flame that can be used for touch attack or range component are automatically confirmed.  Ciffect:  Produce a flame that can be used for touch attack or range component are automatically confirmed.  Ciffect:  Coher the component componen	a +8 bi 17  17  17  17  17  Evil sub 17  no save	Will half (harmless); see text  Will negates  ile weapons, thrown we have been been been been been been been be	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard action  1 standard action  creature is 1 1 standard action  reature or be Stunner Standard	1 round/level d ranged attacks. In addition, any critica 1 round/level [D] 2 levels [Max 5d6]: 10 minutes/level [D] 1 day/level [D] 1d6 rounds; see text ITanar'ri it is also stunned unless it saves. 1d6 rounds	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  Oft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/L  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Close (40 ft.) V,S,Di  Target: Living creature	Yes  Yes  No  No  F Yes  No	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64
Choose alignment [chaotic, evil, good or lawful]. Once per ne opponent has the designated alignment or Discharge for a proponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the compone	a +8 bi 17  17  17  17  17  Evil sub 17  no save	Will half (harmless); see text  Will negates  ile weapons, thrown we have been been been been been been been be	Action  1 standard action eapons, and 1 standard action Standard Action  Standard Action  1 standard action 1 standard action 1 standard action  1 standard action  1 standard action  1 standard action  1 standard action  1 standard action  1 standard action  1 standard action  1 standard action	1 round/level d ranged attacks. In addition, any critica 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	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  0 ft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/C  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Medium (170 ft.) V,S  Target: One spellcaster, cn	Yes  Yes  No  No  F Yes  No  reature, or object; or	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7  Abjuration	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Choose alignment (chaotic, evil, good or lawful). Once per ne opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the compone	a +8 bi 17  17  17  17  17  Evil substitute 17  17  Too save	Will half (harmless); see text  Will negates  ile weapons, thrown we none  None or Fortitude partial; see text  e]. Baatezu must save o none  None	Action  1 standard action eapons, and 1 standard action Standard Action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action  r be Stunne Standard Action  1 standard action	1 round/level d ranged attacks. In addition, any critica 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 ed Instantaneous	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  Oft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/L  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Medium (170 ft.) V,S  Target: One spellcaster, cr 20-ftradius burst 0 ft. V,S,Di  Target: Magic weapon of fc	Yes  Yes  No  No  F Yes  No  No  eature, or object; or	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7  Abjuration Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223
Choose alignment [chaotic, evil, good or lawful]. Once per be opponent has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the designated alignment or Discharge for a component has the compone	a +8 bi 17  17  17  17  17  Evil sub 17  no save	Will half (harmless); see text  Will negates  ile weapons, thrown we have the weapon strikes for like the weapon s	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard action creature is 1 1 standard action  1 standard action  1 standard action  1 standard action en be Stunne Standard Action  1 swift action el + Str or V e amount ag emount ag emoun	1 round/level d ranged attacks. In addition, any critica 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 ad Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you.	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  O ft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, MC  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Medium (170 ft.) V,S  Target: One spellcaster, on 20-ft. radius burst O ft. V,S,Di  Target: Magic weapon of ftee	Yes  Yes  No  No  F Yes  No  reature, or object; or  F No  orce	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7  Evocation Caster Level: 7  Transmutation Caster Level: 7  Evocation Caster Level: 7  Evocation Caster Level: 7  Evocation Caster Level: 7	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
Choose alignment (chaotic, evil, good or lawful). Once per he opponent has the designated alignment or Discharge for a common of the opponent has the designated alignment or Discharge for a common of the opponent has the designated alignment or Discharge for a common of the opponent has the opponent of the opponent o	a +8 bi 17  17  17  17  17  Evil sub 17  no save	Will half (harmless); see text  Will negates  ile weapons, thrown we hone  None	Action  1 standard action eapons, and 1 standard action ealing 1d6/2 Standard Action  Standard Action  1 standard action creature is 1 1 standard action  1 standard action  1 standard action  1 standard action en be Stunne Standard Action  1 swift action el + Str or V e amount ag emount ag emoun	1 round/level d ranged attacks. In addition, any critica 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 ad Instantaneous 1 round Wis modifier [your choice]. Damage is the painst any creature that attacks you.	Touch V,S  Target: Creature touched  Medium (170 ft.) V,S,M  Target: One creature al  Oft. V,S  Target: Flame in your palm  Touch V,S  Target: Object touched  Touch V, M/L  Target: Object touched  Close (40 ft.) V,S,Di  Target: Living creature  Medium (170 ft.) V,S  Target: One spellcaster, cr 20-ftradius burst 0 ft. V,S,Di  Target: Magic weapon of fc	Yes  Yes  No  No  F Yes  No  reature, or object; or  F No  orce	(Healing) Caster Level: 7  Transmutation Caster Level: 7  Evocation [Fire] Caster Level: 7  Evocation [Light] Caster Level: 7  Evocation [Darkness] Caster Level: 7  Transmutation Caster Level: 7  Transmutation Caster Level: 7  Evocation Caster Level: 7  Transmutation Caster Level: 7  Evocation Caster Level: 7  Evocation Caster Level: 7  Evocation Caster Level: 7	PHB II: p.109  SC: p.59  PHB: p.216  PHB: p.217  SC: p.63  SC: p.64  PHB: p.223

				Cleric Spells					
Energized Shield		None	1 standard action	d 1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
Effect: As lesser energized shield, except energy resistance is 1  Characteristics and the second se	10 and o	damage dealt is 2d6 Will negates	1	1 round	Target: Touch Close (40 ft.)	V,DF	Yes (harmless)	Caster Level: 7 Abjuration	PHB II: p.111
Effect:		(harmless)	immediate action		Target: One creatu		res (narriess)	Caster Level: 7	7 115 II. p. 17 1
Gain resistance 20 against one energy type for one attact	ck. 17	Reflex half	1 standard action	i 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.	l [max +	-20]. You may double th	e damage i	if you forgoe a save and take the dama	Target: All creature agecentered on you	s within a 2	0-ftradius burst	Caster Level: 7	
□□□□□ Energy Vulnerability	17	Will negates	1 standard action	d 1 round/level	Medium (170 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: p.112
Effect: You can affect a number of creatures with total hit dice energy type and that creature takes an additional 50% dam	equal to	twice your caster level.	You select	t which creatures are affected. Choose		e creatures	within a 10-ftradius	Caster Level: 7	
Payorable Sacrifice	17	Will negates [harmless]	1 standard	d 1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.89
Effect: Gain benefit from deity; see text.		[Hallingoo]	404011		Target: Creature to	uched		Caster Level: 7	
☐☐☐☐☐Fell the Greatest Foe	17	Fortitude negates [harmless]	1 standard action	1 1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.90
Effect: Deal 1d6 damage per size category difference.		None	1 standard	d 1 round/level	Target: Creature to	v,S,M	No	Caster Level: 7 Evocation	SC: p.95
Flame of Faith		None	action	i i roundriever	Target: Nonmagica			Caster Level: 7	30. p.33
Normal or masterwork weapon becomes temporary +1 fl	laming b 17	Will negates		1 1 minute/level	Close (40 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: p.102
Effect: Hit incorporeal normally.		[harmless,object]	action		Target: One weapo	on or fifty pro	ojectiles [all in contact a	t Caster Level: 7	
Girallon's Blessing	17	Fortitude negates [harmless]	1 standard	d 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
Effect: Gain an additional pair of arms; see text					Target: Creature to			Caster Level: 7	
Glyph of Warding	17	See text	10 minutes	s Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration  Caster Level: 7	PHB: p.236
Inscription harms those who pass it.	17	N/A	1 swift	1 round/level	Target: Object touc	nea or up to	N/A	Transmutation	SC: p.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft.	-20 per	alty to Hide checks	action		Target: You			[Good] Caster Level: 7	
Hamatula Barbs	17	Fortitude negates	1 standard	d 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage.			0		Target: Creature to			Caster Level: 7	BUB
Helping Hand		None	Standard Action	1 hour/level	5 miles  Target: Ghostly hai	V,S, DF	No	Evocation  Caster Level: 7	PHB: p.239
Ghostly hand leads subject to you.	17	Will negates; see text	1	1 round/level [D]; see text	Close (40 ft.)	V,S	Yes	Enchantment	PHB II: p.114
Effect:		-	immediate action		Target: One living of	creature		(Compulsion) [Mind-Affecting] Caster Level: 7	
Creature can only take move action on it's turn; retry sav	e each	round [swift action]. None	1 standard	d 1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration	SC: p.115
Effect:			action		Target: Cylinder [2	O-ft. radius.	20 ft. highl	(Creation) [Good, Water] Caster Level: 7	
-4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks	<ul> <li>Evil creatures take 2d6</li> <li>None</li> </ul>	1 standard	ach round [double if outsiders]. d 1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	.101		action		Target: Battleaxe-s	haped wear	oon of swirling ice	Caster Level: 7	
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.					Target: Creature to			Caster Level: 7	
Insignia of Blessing		None	Standard Action	7 minutes	Long (680 ft.)  Target: All wearers	V,S,F of special in	Yes (harmless) nsignia within range	Enchantment (Comulsion) [Mind-Affecting] Caster Level: 7	Race Des: p.166
+1 morale bonus on attack rolls and on saving throws ag  Insignia of Healing	gainst fe 17	ar effects. Will half (Harmless)	Standard Action	Instantaneous	Long (680 ft.)	V,S,F	Yes (harmless);see text	Conjuration (Healing)	Race Des: p.166
Effect: Heals 1d8+7 to all wearers.	17	Will pagates	Standard	7 minutes	Target: All wearers Long (680 ft.)		nsignia within range Yes (harmless)	Caster Level: 7	Page Dos: p 166
Insignia of Warding	17	Will negates (Harmless)	Action	7 minutes	,	V,S,F of special is	res (narmiess) nsignia within range	Abjuration  Caster Level: 7	Race Des: p.166
+1 divine bonus to AC and on Fort saves.  □□□□□ Interplanar Message	17	Will negates		d 24 hours/level	One creature	V,S	Yes [harmless]	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: 7	ueritj
Invest Moderate Protection	17	Will half (harmless); see text	1 standard action	I Instantaneous; see text	Touch  Target: Creature to	V,S uched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 7	PHB II: p.115
Living creature healed 3d4 +1 per two caster levels [m failed save undead take an extra 3 points of damage from a	ax +6] a weapo	on that overcomes DR/g	ood.		On				
Invisibility Purge  Effect: Dispels invisibility within 5 ft./level		None	Standard Action	1 minute/level [D]	Personal  Target: You	V,S	No	Evocation  Caster Level: 7	PHB: p.245
□□□□ Knight's Move  Effect:	17	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 7	SC: p.129
Teleport and end up flanking an opponent.  Comparison of the compa	17	Will negates	1 standard action	d Instantaneous	Close (40 ft.)  Target: One creatu	S,DF re	Yes	Divination  Caster Level: 7	SC: p.129
Learn strengths or weaknesses of opponent; see text.  Carrier Strengths or Weaknesses of opponent; see text.	17	Will negates		Instantaneous	Close (40 ft.)	V,S	Yes	Divination	SC: p.129
Effect:			action		Target: One creatu	re		Caster Level: 7	
Learn any vulnerabilities and resistances the target has.  Light of Venya		None	1 standard action	d 10 minutes/level [D]	Medium (170 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs.	undead	or outsiders; see text		* D-==1:10:::11:10::0	Target: You and up	to two rays	s; see text	Caster Level: 7	
				* =Domain/Speciality Spell					

Locate Object				Cienc Spens					
		None	Standard Action	-	Long (680 ft.)	V,S,F/DF	No	Divination	PHB: p.249
Effect: Senses direction toward object [specific or type].			71011011		Target: Circle, cente 40 ft. per level	red on you	, with a radius of 400 +	Caster Level: 7	
Magic Circle against Chaos	17	Will negates (harmless)	Standard Action	10 minutes/level		V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: p.249
<pre>iffect: +2 to AC and saves, counter mind control, hedge out elem</pre>	nentals			0 minutes/level.	Target: 10-ftradius	emanation	from touched creature	Caster Level: 7	
nagic Circle against Evil	17	Will negates (harmless)			Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: p.249
ffect: +2 to AC and saves, counter mind control, hedge out elem	nantals			In minutes/level	Target: 10-ftradius	emanation	from touched creature	Caster Level: 7	
Magic Circle against Law	17	Will negates (harmless)			Touch	V,S,M/DF	No; see text	Abjuration [Chaotic]	PHB: p.250
ffect: +2 to AC and saves, counter mind control, hedge out elem	nontale			In minutes/level	Target: 10-ftradius	emanation	from touched creature		
Magic Vestment	17	Will negates			Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
ffect: Armor or shield gains +1/4 levels [max +5] enhancement		(harmless, object)	ACTION		Target: Armor or ship	eld touched	i	Caster Level: 7	
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: 7	
Gain SR 12 + your caster level against spells with the lawf		criptor. N/A		10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SC: p.138
ffect:			action		Target: You			Caster Level: 7	
Gain SR 12 + your caster level against spells with the chac	os des	scriptor. None	1 standard	1 round/level	Medium (170 ft.)	V,S,DF	No	Necromancy	PHB II: p.119
ffect:			action		Target: One creature	e		Caster Level: 7	
Subject marked takes 1d6 damage any time it continues fig	ghting;	; see text. None	Standard	10 minutes/level	Personal	V,S, DF	No	Transmutation	PHB: p.252
ffect:			Action		Target: You			[Earth] Caster Level: 7	
You and your gear merge with stone.		None	Standard	Instantaneous	-	V,S, DF	No		PGtF: p.106
ffect:			Action		Target: Patch of brow			(Creation) Caster Level: 7	
NATURE GRANTED:Create 5-foot-diameter patch of brow	wn mole	d to appear; see text Fortitude negates	1 standard	Instantaneous		V,S,M	No		SC: p.146
□□□□□Nauseating Breath	.,	. ormude negates	action		Target: Cone-shape			(Creation) Caster Level: 7	55. p. 140
Creatures in area must save or be nauseated for 1d6 roun	nds. 17	Will negates (object)	Standard	8 hours [D]	· ·		Ves (phinot)		PHR: p 259
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	17	vviii riegales (object)	Action	8 hours [D]			Yes (object)	Abjuration  Caster Level: 7	PHB: p.258
Masks object against scrying.		No. 1	Otro Inc.	A 10 1	Target: One object to				DUD . OOA
□□□□ Prayer		None	Standard Action	1 round/level	40 ft.	V,S, DF	Yes	(Compulsion)	PHB: p.264
Effect:						foes within	a 40-ftradius burst	[Mind-Affecting] Caster Level: 7	
Allies +1 bonus on most rolls, enemies -1 penalty.  Protection from Energy	17	Fortitude negates		10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
ffect:		(harmless)	Action		Target: Creature tou	iched		Caster Level: 7	
Absorb 12 points of damage/level [max 120] from one kind Remove Blindness/Deafness	d of ene	Fortitude negates		Instantaneous	Touch	V,S	Yes (harmless)		PHB: p.270
		(harmless)	Action		Target: Creature tou	ıched		(Healing) Caster Level: 7	
Cures normal or magical conditions.	17	Will negates	Standard	Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.270
Effect:		(harmless)	Action		Target: Creature or i	item touche	ed	Caster Level: 7	
Frees object or person from curse.	17	Fortitude negates	Standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration	PHB: p.271
Effect:		(harmless)	Action		Target: Creature tou		, ,	(Healing) Caster Level: 7	
Cures all diseases affecting subject.	17	Fortitude negates	1 standard	10 minutes/level		V,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: One creature			Caster Level: 7	
As resist energy, except that it affects all targeted creature	es. 17	Will negates	1 standard	Instantaneous	more than 30 ft. apa		Yes [harmless]		SC: p.175
	17	[harmless]	action	mstaritatious	01030 (40 11.)	V,O,D1		-	оо. р. 170
Resurgence, Mass		-			Torgot: One areature	Moved no t			
□□□□□ Resurgence, Mass  ##################################	Allows		save agair	nst an ongoing spell, spell-like ability, or	Target: One creature ormore than 30 ft. apar		wo or writer can be	Caster Level: 7	
□□□□□ Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets.  upernatural ability.	Allows		1 standard	nst an ongoing spell, spell-like ability, o	ormore than 30 ft. apa		N/A	Conjuration	SC: p.177
□□□□□ Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets. upernatural ability.  □□□□□ Ring of Blades	17	s one retry on a failed	1 standard action	1 minute/level	ormore than 30 ft. apa	ırt			SC: p.177
☐☐☐☐ Resurgence, Mass  iffect: Same as resurgence, except it affects multiple targets. upernatural ability. ☐☐☐ Ring of Blades  iffect: Deals 1d6 +1 per caster level [max +10] points of damage	17	s one retry on a failed  N/A  adjacent squares. DR de  None or Will negates	1 standard action oes apply to 1 standard	1 1 minute/level	Personal  Target: You	ırt	N/A	Conjuration (Creation) Caster Level: 7	SC: p.177 SC: p.179
Resurgence, Mass  Same as resurgence, except it affects multiple targets. upernatural ability.  Ring of Blades  States 1d6 +1 per caster level [max +10] points of damage	17 e to all a 17	s one retry on a failed N/A adjacent squares. DR de None or Will negates [harmless]	1 standard action	1 1 minute/level	Personal  Target: You	V,S,M V,S	N/A	Conjuration (Creation) Caster Level: 7	
Resurgence, Mass  Same as resurgence, except it affects multiple targets. upernatural ability.  Ring of Blades  Fifect: Deals 1d6 +1 per caster level [max +10] points of damage.  Company of the same	17 e to all a 17	s one retry on a failed N/A adjacent squares. DR de None or Will negates [harmless]	1 standard action oes apply to 1 standard action Standard	1 1 minute/level	Personal Target: You Touch Target: Creature tou	V,S,M V,S	N/A	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7	
Resurgence, Mass  iffect: Same as resurgence, except it affects multiple targets. upenatural ability.  Ring of Blades  iffect: Deals 1d6+1 per caster level [max+10] points of damage  Safety  iffect: Subject can find the shortest, most direct route to safety; s  Subject can find the shortest, most direct route to safety; s	17 e to all a 17	s one retry on a failed N/A  adjacent squares. DR de None or Will negates [harmless]  tt. None	1 standard action oes apply to 1 standard action Standard Action	1 1 minute/level o damage. 10 minutes/level Instantaneous	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray	V,S,M V,S	N/A No or Yes [harmless]	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7	SC: p.179
Resurgence, Mass  iffect: Same as resurgence, except it affects multiple targets. upernatural ability.  Ring of Blades  iffect: Deals 1d6+1 per caster level [max +10] points of damage.  Subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest, most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety; subject can find the shortest most direct route to safety most dir	17 e to all a 17 see text	s one retry on a failed N/A adjacent squares. DR de None or Will negates [harmless] tt. None 10d6] against undead;	1 standard action  oes apply to 1 standard action  Standard Action  7 to undea	1 1 minute/level o damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray	V,S,M V,S uched V,S	N/A No or Yes [harmless] Yes	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7	SC: p.179 PHB: p.275
Resurgence, Mass  iffect: Same as resurgence, except it affects multiple targets.  upernatural ability.  Ring of Blades  iffect: Deals 1d6+1 per caster level [max +10] points of damage  Safety  iffect: Subject can find the shortest, most direct route to safety; s  Searing Light  iffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level  lanimate object only takes 3d6 damage.	17 e to all a 17	s one retry on a failed N/A  adjacent squares. DR de None or Will negates [harmless]  tt. None	1 standard action  oes apply to 1 standard action  Standard Action  7 to undea	1 1 minute/level o damage. 10 minutes/level Instantaneous	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray or Touch	V,S,M V,S uched V,S	N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration	SC: p.179
Resurgence, Mass  ##################################	17 e to all a 17 see text	s one retry on a failed N/A  adjacent squares. DR dr None or Will negates [harmless]  tt. None  10d6] against undead; Fortitude negates [harmless] ge or drain.	1 standard action oes apply to 1 standard action Standard Action 7 to undea 1 standard action	1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of	Personal Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray or Touch Target: Living creature	V,S,M  V,S,M  V,S  uched  V,S  V,S,DF  ure touched	N/A No or Yes [harmless] Yes Yes [harmless]	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188
Resurgence, Mass  iffect: Subject an find the shortest, most direct route to safety; subject as 148/2 levels [max 548] damage; 146/level lanimate object only takes 3d6 damage.  Sheltered Vitality  iffect: Subject gains immunity to fatigue, exhaustion, and ability of the same as the same and ability of the sheltered of Warding	17 to all a 17 see text	s one retry on a failed N/A adjacent squares. DR dr None or Will negates [harmless] st. None 10d6] against undead; Fortitude negates [harmless]	1 standard action oes apply to 1 standard action Standard Action 7 to undea 1 standard action	1 1 minute/level o damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of	Personal  Target: You  Touch  Target: Creature tou  Medium (170 ft.)  Target: Ray  or  Touch  Target: Living creatur  Touch	V,S,M  V,S uched  V,S  V,S,DF  ure touched  V,S	N/A No or Yes [harmless] Yes Yes [harmless] No	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good]	SC: p.179  PHB: p.275  SC: p.188
Resurgence, Mass  ffect: Same as resurgence, except it affects multiple targets.  pematural ability.  Ring of Blades  ffect: Deals 1d6+1 per caster level [max +10] points of damage.  Safety  ffect: Subject can find the shortest, most direct route to safety; s  Searing Light  ffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level  animate object only takes 3d6 damage.  Subject gains immunity to fatigue, exhaustion, and ability of  Suffect: Subject gains immunity to fatigue, exhaustion, and ability of  Shelled of Warding	17 e to all a 17 see text	s one retry on a failed  N/A  adjacent squares. DR di None or Will negates [harmless]  at.  None  10d6] against undead;  Fortitude negates [harmless]  ge or drain.  Will negates [object,harmless]  er five caster levels [ma:	1 standard action oes apply to 1 standard action Standard Action 7 to undea 1 standard action 1 standard action	1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of	Personal Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray or Touch Target: Living creature	V,S,M  V,S uched  V,S  V,S,DF  ure touched  V,S	N/A No or Yes [harmless] Yes Yes [harmless] No	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188
Resurgence, Mass  ffect: Same as resurgence, except it affects multiple targets.  pematural ability.  Ring of Blades  ffect: Deals 1d6 +1 per caster level [max +10] points of damage.  Safety  ffect: Subject can find the shortest, most direct route to safety; solution of the shortest should be safety.  Subject can find the shortest, most direct route to safety; solution.  Searing Light  ffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level animate object only takes 3d6 damage.  Sheltered Vitality  ffect: Subject gains immunity to fatigue, exhaustion, and ability of the safety.  Subject gains immunity to fatigue, exhaustion, and ability of the safety.  Sheltered Vitality  ffect: Grants +1 sacred bonus to Armor Class and Reflex Saves.	17 e to all a 17 see text	s one retry on a failed N/A  adjacent squares. DR dr None or Will negates [harmless]  tt. None  10d6] against undead; Fortitude negates [harmless] pe or drain. Will negates [object,harmless]	1 standard action oes apply to 1 standard action Standard Action 7 to undea 1 standard action 1 standard action	1 minute/level  o damage. 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level  1 minute/level	Personal Target: You Touch Target: Ray Touch Target: Living creatur Touch Target: Living creatur Touch Target: One shield o	V,S,M  V,S iched  V,S  V,S,DF  ure touched  V,S  or buckler to	N/A No or Yes [harmless] Yes Yes [harmless] No	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188
Resurgence, Mass  ffect: Super deals 1d8/2 levels [max 5d8] damage; 1d6/fevel animate object only takes 3d6 damage.  Sheltered Vitality  ffect: Subject gains immunity to fatigue, exhaustion, and ability of fect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of ffect: Subject gains immunity to fatigue, exhaustion, and ability of grants +1 sacred bonus to Armor Class and Reflex Saves	17 see to all a 17 see text I [max 17 damage 17	s one retry on a failed  N/A  adjacent squares. DR di None or Will negates [harmless]  at.  None  10d6] against undead;  Fortitude negates [harmless]  ge or drain.  Will negates [object,harmless]  er five caster levels [ma:	1 standard action     oes apply to 1 standard action     Standard Action     7 to undea     1 standard action     1 standard action     x +5].     1 standard action	1 1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 1 minute/level	Personal Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (40 ft.) Target: One creature	V,S,M  V,S uched  V,S  V,S,DF  ure touched  V,S  or buckler to	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No outched	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188
Resurgence, Mass  ffect: Same as resurgence, except it affects multiple targets.  permatural ability.  Grant Ring of Blades  ffect: Deals 1d6+1 per caster level [max +10] points of damage  Jack Safety  ffect: Subject can find the shortest, most direct route to safety; s  Grant Searing Light  ffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level animate object only takes 3d6 damage.  Subject gains immunity to fatigue, exhaustion, and ability of the ct.  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	17 see to all a 17 see text I [max 17 damage 17	s one retry on a failed  N/A  adjacent squares. DR di None or Will negates [harmless]  at.  None  10d6] against undead;  Fortitude negates [harmless]  ge or drain.  Will negates [object,harmless]  er five caster levels [ma:	1 standard action oes apply to 1 standard action Standard Action 7 to undea 1 standard action 1 standard action 1 standard action x +5]. 1 standard action 1 standard action	1 1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 1 minute/level	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray Touch Target: Living creatu Touch Target: One shield o Close (40 ft.) Target: One creature	V,S,M  V,S uched  V,S  V,S,DF  ure touched  V,S  or buckler to	N/A No or Yes [harmless] Yes Yes [harmless] No uched Yes	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7 Transmutation Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188
Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets. Upernatural ability.  Ring of Blades  Effect: Deals 1d6+1 per caster level [max +10] points of damage.  Safety  Effect: Subject can find the shortest, most direct route to safety; solicity is subject to safety. Subject can find the shortest, most direct route to safety; solicity is subject can find the shortest, most direct route to safety; solicity is subject can find the shortest, most direct route to safety; solicity is subject can find the shortest, most direct route to safety; solicity is subject only takes 3d6 damage; 1d6/level lanimate object only takes 3d6 damage.  Subject gains immunity to fatigue, exhaustion, and ability of subject gains immuni	17  te to all a 17  I [max 17  damage 17  17	s one retry on a failed  N/A  adjacent squares. DR de  None or Will negates [harmless]  tt.  None  10d6] against undead;  Fortitude negates [harmless]  je or drain.  Will negates [object,harmless]  er five caster levels [max Will negates	1 standard action oes apply to 1 standard action Standard Action 7 to undea 1 standard action 1 standard action 1 standard action x +5]. 1 standard action	1 minute/level o damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray Touch Target: Living creatu Touch Target: One shield o Close (40 ft.) Target: One creature	V,S,M  V,S  uched  V,S  V,S,DF  ure touched  V,S  or buckler to  V,S,DF  e/level, no t  V,S,F	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No  ouched  Yes  wo of which are more	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7 Transmutation Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Resurgence, Mass  iffect:  Range deals 1d8/2 levels [max 5d8] damage; 1d6/level lanimate object only takes 3d6 damage.  Sheltered Vitality  Subject gains immunity to fatigue, exhaustion, and ability of subject gains immunity to fatigue, exhaustion,	17  te to all a 17  I [max 17  damage 17  17	s one retry on a failed  N/A  adjacent squares. DR de  None or Will negates [harmless]  tt.  None  10d6] against undead;  Fortitude negates [harmless]  je or drain.  Will negates [object,harmless]  er five caster levels [max Will negates	1 standard action     oes apply to 1 standard action     Standard Action     7 to undea     1 standard action     1 standard action     x +5].     1 standard action	1 minute/level o damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield o Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: One humanic	V,S,M  V,S  uched  V,S  V,S,DF  ure touched  V,S  or buckler to  V,S,DF  e/level, no t  V,S,F	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No  ouched  Yes  wo of which are more	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188  SC: p.190
Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets. Uppernatural ability.  Ring of Blades  Effect: Deals 1d6+1 per caster level [max +10] points of damage of the start of the shortest, most direct route to safety; so the start of the shortest, most direct route to safety; so the start of the shortest, most direct route to safety; so the start of the shortest, most direct route to safety; so the start of the shortest of the short	17 17 17 17 17 17	s one retry on a failed  N/A  adjacent squares. DR de  None or Will negates [harmless]  st.  None  10d6] against undead;  Fortitude negates [harmless]  ge or drain.  Will negates [object,harmless]  er five caster levels [max  Will negates  Vill negates	1 standard action     oes apply to 1 standard action  Standard Action  7 to undea     1 standard action  1 standard action  x +5]. 1 standard action	1 1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct or 1 minute/level 1 1 minute/level 1 1 round	Personal Target: You Touch Target: Creature tou Medium (170 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield o Close (40 ft.) Target: One creatur than 30 ft. apart Touch Target: One humanic	V,S,M  V,S,DF  ure touched  V,S  or buckler to  V,S,DF  e/level, no to  V,S,F  iod skull	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No ouched  Yes wo of which are more No	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets. Uppernatural ability.  Ring of Blades  Effect: Deals 1d6.+1 per caster level [max +10] points of damage.  Safety  Effect: Subject can find the shortest, most direct route to safety; solicity and safety.  Searing Light  Effect: Subject can find the shortest, most direct route to safety; solicity and safety.  Searing Light  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, and ability of the subject gains immunity to fatigue, exhaustion, a	17 17 17 17 17 17	s one retry on a failed  N/A  adjacent squares. DR de  None or Will negates [harmless]  st.  None  10d6] against undead;  Fortitude negates [harmless]  ge or drain.  Will negates [object,harmless]  er five caster levels [max  Will negates  See text  None  damage.  Will negates	1 standard action      oes apply to 1 standard action  Standard Action  7 to undea  1 standard action  1 standard action  x +5]. 1 standard action	1 1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct or 1 minute/level 1 1 minute/level 1 1 round	Personal  Target: You  Touch  Target: Living creatur  Touch  Target: One shield of  Close (40 ft.)  Target: One creature  Touch  Target: One humanic  Medium (170 ft.)  Target: Ray	V,S,M  V,S,DF  ure touched  V,S  or buckler to  V,S,DF  e/level, no to  V,S,F  iod skull	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No ouched  Yes wo of which are more No	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7 Evocation Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191
Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets. Uppernatural ability.  Ring of Blades  Effect: Deals 1d6+1 per caster level [max +10] points of damage. Safety  Effect: Subject can find the shortest, most direct route to safety; solid points of damage.  Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level nanimate object only takes 3d6 damage.  Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability concluded by the same of the sam	17  be to all a 17  see text  17  l [max 17  damage 17  damage 17  17  17	s one retry on a failed N/A  adjacent squares. DR dr None or Will negates [harmless]  tt. None  10d6] against undead; Fortitude negates [harmless]  ge or drain. Will negates [object,harmless]  er five caster levels [max Will negates Will negates	Standard action     ses apply to 1 standard action     Standard Action     to undea     standard action	1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level 1 round Permanent Instantaneous	Personal  Target: You  Touch  Target: Creature tou  Medium (170 ft.)  Target: Living creatur  Touch  Target: One shield of Close (40 ft.)  Target: One creature than 30 ft. apart  Touch  Target: One humanic  Medium (170 ft.)  Target: Ray  Close (40 ft.)  Target: One creature than 30 ft. apart  Touch	V,S,M  V,S,DF  ure touched  V,S  or buckler to  V,S,DF  iod skull  V,S  V,S,F	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No  uched  Yes  wo of which are more  No  Yes	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7 Evocation Caster Level: 7 Evocation Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191
Resurgence, Mass  Effect: Same as resurgence, except it affects multiple targets. Uppernatural ability.  Ring of Blades  Effect: Deals 1d6 +1 per caster level [max +10] points of damage. Safety  Effect: Subject can find the shortest, most direct route to safety; solicity in the shortest of damage. Searing Light  Effect: Subject can find the shortest, most direct route to safety; solicity in the shortest of damage. Searing Light  Effect: Subject can find the shortest of damage; 1d6/level nanimate object only takes 3d6 damage. Sheltered Vitality  Effect: Grants +1 sacred bonus to fartigue, exhaustion, and ability of the shortest of	17  be to all a 17  see text  17  l [max 17  damage 17  damage 17  17  17	s one retry on a failed  N/A  adjacent squares. DR de  None or Will negates [harmless]  st.  None  10d6] against undead;  Fortitude negates [harmless]  ge or drain.  Will negates [object,harmless]  er five caster levels [max  Will negates  See text  None  damage.  Will negates	1 standard action     2 standard action     3 standard action     3 standard action     4 standard action     4 standard action     5 standard action     6 standard action     6 standard action     6 standard action     6 standard action     7 standard action     6 standard action     7 standard action     6 standard action     7 standard action     7 standard action     7 standard action     8 standard action     7 standard action	1 minute/level b damage. 10 minutes/level Instantaneous ad vulnerable to bright light; construct o 1 minute/level 1 minute/level 1 round Permanent Instantaneous	Personal Personal Personal Parget: You Touch Parget: Creature tou Medium (170 ft.) Parget: Ray Touch Parget: Living creature Touch Parget: One shield of Close (40 ft.) Parget: One creature Touch Parget: One humanic Medium (170 ft.) Parget: Ray Close (40 ft.) Parget: One creature Target: One creature	V,S,M  V,S,DF  ure touched  V,S  or buckler to  V,S,DF  iod skull  V,S  V,S,F	N/A  No or Yes [harmless]  Yes  Yes [harmless]  No  ouched  Yes  wo of which are more  No  Yes  Yes [harmless]	Conjuration (Creation) Caster Level: 7 Abjuration Caster Level: 7 Evocation Caster Level: 7 Abjuration Caster Level: 7 Abjuration [Good] Caster Level: 7 Transmutation Caster Level: 7 Necromancy Caster Level: 7 Evocation Caster Level: 7 Evocation Caster Level: 7	SC: p.179  PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191

				Cienc Spens					
□□□□□ Spark of Life	17	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SC: p.196
Effect: Undead touched temporarily acts as if it were alive and	vulneral	ole as if it weren't undea	d.		Target: Undead cre	ature touch	ed	Caster Level: 7	
□□□□ Speak with Dead	17	Will negates; see text		1 minute/level	10 ft.	V,S, DF	No	Necromancy	PHB: p.281
Effect:					Target: One dead of	rooturo		[Language-Depen Caster Level: 7	dent]
Corpse answers one question/2 levels.					rarger. One dead o	reature		Caster Level. 1	
DDDD Spikes		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
Effect: As brambles, except affected weapon gains +2 enhance	ament h	onus and threat range de			Target: Wooden we	eapon touch	ed	Caster Level: 7	
Stone Shape	ement b	None None	Standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation	PHB: p.284
Effect:			Action			one object to	ouched, up to 10 cu. ft.	[Earth] Caster Level: 7	
Sculpts stone into any shape.		None	1 round	1 round/level [D]	+1 cu. ft./level Close (40 ft.)	V.S.F/DF	No	Conjuration	PHB: p.286
□□□□□Summon Monster III		None	riouna	i Tourid/level [D]	,	, - , -		(Summoning)	FTID. p.200
Effect: Calls extraplanar creature to fight for you.					Target: One or mor which can be more			Caster Level: 7	
□□□□□ Suppress Glyph	17	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SC: p.216
Effect: Gain enhanced awareness of magical writing such as a	alvoh o	warding: see text			Target: 100-ftradio	us emanatio	n centered on you	Caster Level: 7	
Tremor	17	See text	1 standard action	1 round/3 levels	Medium (170 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.			action		Target: 40-ftradius	s spread		Caster Level: 7	
Unique Solice Internation, see text.	17	Will negates		10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration	SC: p.229
Effect:		[harmless]	action		Target: Living creat	ure touched		(Healing) Caster Level: 7	
Same as lesser vigor except it grants target fast healing	ability f	or the duration of the spe Will negates		tomatically healed per round.  10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration	SC: p.229
UUUUVigor, Mass Lesser	17	[harmless]	action	10 Tourids + 1 Tourid/level [max 23]				(Healing)	30. p.229
Effect: Same as lesser vigor except it grants all targets fast her	alina ahi	lity for the duration of the	spoll at 1 h	n automatically healed per round	Target: One creature more than 30 ft. apa		no two of which can be	Caster Level: 7	
USage of the Deity, Lesser	17	N/A		1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: p.231
•			action		T V.			0	
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 7	
□□□□□ Wall of Light		None	1 standard action	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: p.234
Effect: Any creature passing through the wall becomes dazzled	d You c	an see through the wall:	see text		Target: A straight w square/level or hem		rea is up to one 10-ft.	Caster Level: 7	
□□□□□ Water Breathing	17	Will negates (harmless)		2 hours/level; see text	Touch		Yes (harmless)	Transmutation	PHB: p.300
Effect:		(narmiess)	ACION		Target: Living creat	ures touche	d	Caster Level: 7	
Subjects can breathe underwater.	17	Will negates		10 minutes/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.300
Effect:		(harmless)	Action		Target: One touche	nd creature/	ovol	[Water] Caster Level: 7	
Subject treads on water as if solid.					rarger. One rouche	u creature/I	C V CI	Gaster Level: 7	
□□□□□ Weapon of Energy	17	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
Effect: Adds additional damage; see text.		,			Target: One weapo	n		Caster Level: 7	
□□□□□ 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.		[Harriness, Object]	aouon		Target: One bludge projectiles [all of wh	oning weap	on or fifty blunt	Caster Level: 7	
□□□□□ Weapon of the Deity	17	Fortitude negates		1 round/level	Touch	V,DF		Transmutation	SC: p.237
Effect:		[harmless,object]	action		Target: Weapon too	uched		Caster Level: 7	
Imbue a weapon favored by your deity with special enhanced by your deity with special enhanced by Wind Wall	ancemei 17	nts and abilities. See tex None; see text	Standard	1 round/level	Medium (170 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect:			Action		Target: Wall up to 1	10 ft./level lo	ng and 5 ft./level high	Caster Level: 7	
Deflects arrows, smaller creatures, and gases.					[S]		J . =		

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

## Innate

At Will Delay Poison (DC:10)
At Will Obscuring Mist (DC:)
At Will Sense Weather and
Currents (DC:)
Cure Light Wounds
(DC:10)
Create Water (DC:)
Cure Minor Wounds
(DC:10)

Notes:	
Character Sheet Notes:	