

|  | PMENT              |     |        |                 |
|--|--------------------|-----|--------|-----------------|
| ITEM   | LOCATION           | QTY |        | COST            |
| Belt, Monk's   | Equipped           | 1   | 1.0    | 13000.0         |
| Dragon Helm of Wisdom +4   | Equipped           | 1   | 0.0    | 16000.0         |
| Eyes of the Eagle  | Equipped           | 1   | 0.0    | 2500.0          |
| Gloves of Dexterity +2   | Equipped           | 1   | 0.0    | 4000.0          |
| Handy Haversack o lbs.   |                    | 1   | 5.0    | 2000.0          |
| Kercpa Longbow +2 0 lbs. Wooden but functions as steel, does not burn  | Equipped           | 1   | 1.0    | 8375.0          |
| Minor Ring of Energy Resistance<br>(Fire) Absorbs 10 points of Fire damage   | Equipped           | 1   | 0.0    | 12000.0         |
| Tome of Leadership and Influence □   | <b>+1</b> Equipped | 1   | 5.0    | 27500.0         |
| Vestment Save Bonus (Resistance (+2) Resistance bonus to all saving throws of +2   | e) Equipped        | 1   | 1.0    | 8001.0          |
| Oaktop Mace Ironwood (+1)  | Carried            | 1   | 2.0    | 8312.0          |
| can transfer some or all of sword's enhancement bonus to Wooden but functions as steel, does not burn, Bonded Weapon:+2 to Hitl and Damage, redirect sunder damage to alarm on weapon, take 5d6 damage if weapon broken, can disarmed. | self,              |     |        |                 |
| Turk's Sacred Buckler  | Equipped           | 1   | 1.0    | 9165.0          |
| +2 to Turning Level TOTAL WEIGHT CARRII  | ED/VALUE           |     | 10 lbs | .110853.0<br>gp |

|                | 1  | NEIGHT ALLO     | WANCE |             |     |
|----------------|----|-----------------|-------|-------------|-----|
| Light          | 16 | Medium          | 33    | Heavy       | 50  |
| Lift over head | 50 | Lift off ground | 100   | Push / Drag | 250 |

MONEY

1500 GP Party Pool (2 Rubies and 14 Onyx)

Total = 0.0 gp

[Is This It]

[PHB. Classesl.rtf]

MAGIC

KERCPA DEFENDER +2 Long Bow +2 No legend lore done

#### Special Attacks

#### Arrow Swarm (Ex)

By taking a -5 penalty to all attack rolls for a round, you may make two additional ranged attacks at its highest attack bonus, as a full attack

Sylvan Bond (Ex) Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent

to an allied elf Turn Undead

10/day (turn level 16) (turn damage 2d6+17)

Special Qualities Aura of Chaos (Ex) Overwhelming

Aura of Good (Ex) [PHB, SpellsD-E.rtf]

[PHB, SpellsD-E.rtf]

[Is This It]

Overwhelming

Nature's Empathy (Su)

Bond With The Green (Su)

Gain an intuitive sense of the condition of the land within 16 miles. Gain details, such as distance and direction with caster power check (DC 25). Your creature type changes to Plant. Anything that specifically does not harm plants will not harm you. However, you remain a living, thinking creature, so mind-affecting spells work on you, and you still have a discernable anatomy, so sneak attacks and critical hits affect vou.

Camouflage (Ex) [PHB, ClassesII.rtf]

May hide in any natural terrain even if the terrain does not grant cover or concealment.

Champion of Earth Goddess [Is This It]

As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative

Divine Health (Ex) [PHB, ClassesII.rtf]

Immunity to all diseases, including supernatural and magical.

**Enchant Magic Item** [Is This It]

LV 4 ~ Time 1 hour ~ Cost Special ~ Duration Permanent ~ KS=Arcana (No Check) You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create. You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.

[MP AE] Infuse With Life (Sp) Heal 6d8+16 7/day

Kercpa Racial Traits [Is This It]

Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks., +4 racial bonus on Hide and Move Silently checks when in forested areas., Deflect Arrows twice a round as the Feat

You have a special connection with the land, you can tell if it is sick, or if a great

calamity has struck. You can sense creatures and how close they are to being in tune with nature (Animals) and not in tune (Undead and Abberations)

Slippery Mind (Ex) [PHB, ClassesII.rtf] May attempt saving throw one round later after failed save against Mind-affecting (Only one resave allowed)

Spontaneous casting - Cure spells [PHB. Classesl.rtf]

Summon Fluxx (Su) [Is This It]

1/day You may call Fluxx like a Special Mount to your location and he will arrive the next round on your turn.

Feats

#### **Brandish Magical Might**

[Is This It]

Add ability score bonus to spell resistance checks

Craft Magic Arms and Armor

[PHB, p.92]

Create any magic weapon, armor, or shield whose prerequisites you meet

Extra Turning

[PHB, p.94]

Turn or rebuke creatures four more times per day

Giantbane

[CompWar, Complete Warrior1

Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unocupied sqaure; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you and +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit vou.

Leadership

You attract loyal companions and devoted followers.

Mobile Spellcasting

[cmpadv, p.111]

[PHB, p.97]

You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action

Persistent Spell

[RSRD

DivineAbilitiesandFeats.rtf]

See Text, A persistent spell has a duration of 24 hours. Quicken Spell

[PHB, p.98]

Casting a quickened spell is a free action.

Repeat Spell

[RSRD

DivineAbilitiesandFeats.rtf]

See Text, A repeated spell is automatically cast again at the beginning of your next round of actions.

Smiting Spell

[PHB II, p.92]

Imbue touch spell into a weapon or ammunition

[PsyHb]

Wild Talent (Psychic (Empathy), Psychic (Psychic Healing), Psychic (Mental Contact), Psychic (Enhance Senses))

You have the potential to learn the selected psychic skills.

Armor Proficiency (Heavy)

[PHB, p.89]

Armor Check Penalty applies normally. Armor Proficiency (Light)

[PHB, p.89]

Armor Check Penalty applies normally.

[PHB, p.89]

Armor Proficiency (Medium)

Armor Check Penalty applies normally.

[PHB, p.93]

Dodge During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

Shield Proficiency

[PHB, p.99]

You can use a shield. Simple Weapon Proficiency

[PHB, p.100]

Use simple weapons normally Deflect Arrows

[PHB, p.93]

Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.

Dodge

[PHB, p.93] During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

Modify Spell ~ Double Area or Targets

[Lv+3] Touch spells cannot be affected

[Is This It]

Modify Spell ~ Double Duration

[Is This It]

[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected. [Is This It]

Modify Spell ~ Double Range

[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.

Modify Spell ~ Increase Power

[Is This It] [Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.

Modify Spell ~ No Somatic Components

[Is This It]

[Lv+1] Spell can be cast without gestures or movements

Modify Spell ~ No Verbal Component

[Is This It]

[Lv+1] Spell can be cast with no verbal components

|          | DOMAINS  |
|----------|--|
| Celerity | Land speed increased +10 ft. but lost if in medium armor or medium load. This granted power is a supernatural ability. |
| Force    | Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.        |
| Kercpa   | Gain Dodge as a feat   |

#### **PROFICIENCIES**

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

#### LANGUAGES

Abyssal, Celestial, Common, Elven, Kercpa, Sylvan, Treant

**TEMPLATES** 

Truename

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

# LEVEL 0

Comp. Spell Resistance
V,S Yes [object]

School Transmutation Source SC: p.9

 DC
 Saving Throw
 Time
 Duration

 17
 Will negates [object]
 1 standard 10 minute/level action

Amanuesis

| LILL Amanuesis   |  | will negates (object)   | action  |  | Close (60 It.) V,S   |  |   |   |
|--|--|---|---|--|--|--|---|---|
| Effect: Copies 250 words per minute.   |  |   |   |  | Target: Object or objects with   | writing  | Caster Level: 14  |   |
| Copies 250 words per minute.   |  | None  | Standard  | Instantaneous  | Close (60 ft.) V,S   | No   | Conjuration   | PHB: p.215  |
|  |  |   | Action  |  |  |  | (Creation) [Water]  |   |
| Effect: Creates 2 gallons/level of pure water.   |  |   |   |  | Target: Up to 2 gallons/level of   | of water   | Caster Level: 14  |   |
| Cure Minor Wounds  | 17                                       | Will half (harmless);   |   | Instantaneous  | Touch V,S  | Yes (harmless); see  | Conjuration   | PHB: p.216  |
| Effect:  |  | see text  | Action  |  | Target: Creature touched   | text   | (Healing)<br>Caster Level: 14   |   |
| Cures 1 point of damage.   |  |   |   |  | rarget. Creature touched   |  | Caster Level. 14  |   |
| Detect Magic   |  | None  |   | Concentration, up to 1 minutes/level [D]   | 60 ft. V,S   | No   | Divination  | PHB: p.219  |
| Effect:  |  |   | Action  |  | Target: Cone-shaped emanat   | ion  | Caster Level: 14  |   |
| Detects spells and magic items within 60 ft.   |  |   |   |  |  |  |   |   |
| □□□□□ Detect Poison  |  | None  | Standard<br>Action  | Instantaneous  | Close (60 ft.) V,S   | No   | Divination  | PHB: p.219  |
| Effect:  |  |   | 71011011  |  | Target: One creature, one obj  | ect, or a 5-ft. cube   | Caster Level: 14  |   |
| Detects poison in one creature or small object.  | 47                                       | APR   | 0   | A selection of Park and I  | T: 1 1/0   | V  | B: to the   | DUD . OOO   |
| Guidance   | 17                                       | Will negates<br>(harmless)  | Action  | 1 minute or until discharged   | Touch V,S  | Yes  | Divination  | PHB: p.238  |
| Effect:  |  |   |   |  | Target: Creature touched   |  | Caster Level: 14  |   |
| +1 on one attack roll, saving throw, or skill check.  Inflict Minor Wounds   | 17                                       | Will negates  | Standard  | Instantaneous  | Touch V,S  | Yes  | Necromancy  | PHB: p.244  |
|  |  | 3   | Action  |  |  |  | •   | ,   |
| Effect: Touch attack, 1 point of damage.   |  |   |   |  | Target: Creature touched   |  | Caster Level: 14  |   |
| Light  |  | None  |   | 10 minutes/level [D]   | Touch V, M/DF  | No   | Evocation [Light]   | PHB: p.248  |
| <u> </u>   |  |   | Action  |  | Torquet: Object toward   |  |   |   |
| Effect: Object shines like a torch.  |  |   |   |  | Target: Object touched   |  | Caster Level: 14  |   |
| □□□□ Mending   | 17                                       | Will negates  |   | Instantaneous  | 10 ft. V,S   | Yes (harmless, object  | ) Transmutation   | PHB: p.253  |
| Effect:  |  | (harmless, object)  | Action  |  | Target: One object of up to 1  | lb.  | Caster Level: 14  |   |
| Makes minor repairs on an object.  |  |   |   |  |  |  |   |   |
| □□□□□ Purify Food and Drink  | 17                                       | Will negates (object)   | Standard<br>Action  | Instantaneous  | 10 ft. V,S   | Yes (object)   | Transmutation   | PHB: p.267  |
| Effect:  |  |   | ACTION  |  | Target: 1 cu. ft./level. of conta  | minated food and water   | Caster Level: 14  |   |
| Purifies 1 cu. ft./level of food or water.   |  | N   | 01  | 10   |  |  |   | DUD . COO   |
| □□□□□ Read Magic   |  | None  | Standard<br>Action  | 10 minutes/level   | Personal V,S,F   | No   | Divination  | PHB: p.269  |
| Effect:  |  |   |   |  | Target: You  |  | Caster Level: 14  |   |
| Read scrolls and spellbooks.   | 17                                       | Will pagets   | Ctonder   | 1 minuto   |  | Voc (horseless)  |   | DUD: p 272  |
| Resistance   | 17                                       | Will negates<br>(harmless)  | Standard<br>Action  | minute   | Touch V,S,M/DI   | Yes (harmless)   | Abjuration  | PHB: p.272  |
| Effect:  |  |   |   |  | Target: Creature touched   |  | Caster Level: 14  |   |
| Subject gains +1 on saving throws.   | 17                                       | Fortitude negates   | Standard  | 1 min  | Touch V,S, DF  | Yes (harmless)   | Transmutation   | PHB: p.298  |
|  | .,                                       | (harmless)  | Action  |  |  | res (namicss)  |   | 1 11b. p.230  |
| Effect:  |  |   |   |  | Target: Creature touched   |  | Caster Level: 14  |   |
| Subject gains 1 temporary hp.  |  |   |   |  |  |  |   |   |
|  |  |   |   | LEVEL 1  |  |  |   |   |
| Name   | DC                                       | Saving Throw  | Time  | Duration   | Range Comp.  | Spell Resistance   | School  | Source  |
|  |  |   | 1 minute  | Instantaneous  | Touch V,S,M  | Yes [object]   | Transmutation   | SC: p.11  |
| ⊔⊔□□□ Anarchic Water   | 18                                       | will riegales [object]  | i iiiiiiute   | ii ota ita ioodo   | 100001 7,5,101   | i es [object]  |   |   |
| Anarchic Water   | 18                                       | will negates (object)   | 1 minute  | inotantanoodo  |  |  | [Chaotic]   |   |
| Effect:  | 18                                       | wiii negates (object)   | i illilide  | Tiolana Codo   | Target: Flask of water toucher   |  |   |   |
|  | 18                                       | Will negates [object]   |   | Instantaneous  |  |  | [Chaotic] Caster Level: 14 Transmutation  | SC: p.22  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water   |  |   |   |  | Target: Flask of water toucher Touch V,S,M   | d<br>Yes [object]  | [Chaotic] Caster Level: 14  Transmutation [Lawful]  |   |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  | 18                                       |   |   |  | Target: Flask of water toucher   | d<br>Yes [object]  | [Chaotic] Caster Level: 14 Transmutation  |   |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect:  | 18                                       |   | 1 minute Standard   |  | Target: Flask of water toucher Touch V,S,M   | d<br>Yes [object]  | [Chaotic] Caster Level: 14  Transmutation [Lawful] Caster Level: 14  Enchantment  |   |
| 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 chaotic outsiders for 2d4 points of damages.   | 18<br>ge.                                | Will negates [object]   | 1 minute  | Instantaneous  | Target: Flask of water toucher Touch V,S,M Target: Flask of water toucher  | d Yes [object]   | [Chaotic] Caster Level: 14  Transmutation [Lawful] Caster Level: 14  Enchantment (Compulsion) [Fear,  | SC: p.22  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD  | 18<br>ge.                                | Will negates [object]   | 1 minute Standard   | Instantaneous  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF   | d Yes [object] d Yes   | [Chaotic]<br>Caster Level: 14<br>Transmutation<br>[Lawful]<br>Caster Level: 14<br>Enchantment<br>(Compulsion)<br>[Fear,<br>Mind-Affecting]  | SC: p.22  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Beffect: Water damages chaotic outsiders for 2d4 points of dama  Bane  Effect:   | 18<br>ge.                                | Will negates [object]   | 1 minute Standard   | Instantaneous  | Target: Flask of water toucher Touch V,S,M Target: Flask of water toucher  | d Yes [object] d Yes   | [Chaotic] Caster Level: 14  Transmutation [Lawful] Caster Level: 14  Enchantment (Compulsion) [Fear,  | SC: p.22  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD  | 18<br>ge.                                | Will negates [object]   | 1 minute Standard Action Standard   | Instantaneous  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF   | d Yes [object] d Yes   | [Chaotic] Caster Level: 14  Transmutation [Lawful] Caster Level: 14  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14  Enchantment  | SC: p.22  |
| 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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  | 18<br>ge.                                | Will negates [object] Will negates  | 1 minute Standard Action  | Instantaneous  1 minute/level  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50   | d Yes [object] d Yes   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion)  | SC: p.22<br>PHB: p.203  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Effect: Water damages chaotic outsiders for 2d4 points of dama  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Bless  Effect:  | 18<br>ge.<br>18                          | Will negates [object] Will negates  | 1 minute Standard Action Standard   | Instantaneous  1 minute/level  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50   | d Yes [object] d Yes ft. Yes (harmless)  | [Chaotic] Caster Level: 14  Transmutation [Lawful] Caster Level: 14  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14  Enchantment  | SC: p.22<br>PHB: p.203  |
| 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 chaotic outsiders for 2d4 points of damages.  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.   | 18<br>ge.<br>18                          | Will negates [object] Will negates  | 1 minute Standard Action Standard Action  | Instantaneous  1 minute/level  1 minute/level  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst,  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  | SC: p.22<br>PHB: p.203<br>PHB: p.205  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Effect: Water damages chaotic outsiders for 2d4 points of dama  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Bless  Effect:  | 18<br>ge.<br>18                          | Will negates [object] Will negates None Will negates  | 1 minute Standard Action Standard Action  | Instantaneous  1 minute/level  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF Target: All enemies within 50 50 ft. V,S, DF  | d Yes [object] d Yes ft. Yes (harmless)  | [Chaotic] Caster Level: 14  Transmutation [Lawful] Caster Level: 14  Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14  Enchantment (Compulsion) [Mind-Affecting]  | SC: p.22<br>PHB: p.203  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages chaotic Water  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages chaotic outsiders for 2d4 points.  Chaos imbued damages chaotic outsiders for 2d4 points.  Chaos imbued damages chaotic 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 chaotic 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 chaotic 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 chaotic outsiders for 2d4 points of damages.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaotic outsiders for 2d4 p | 18<br>ge.<br>18                          | Will negates [object] Will negates None Will negates [harmless]   | 1 minute  Standard Action  Standard Action  | Instantaneous  1 minute/level  1 minute/level  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst,  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  | SC: p.22<br>PHB: p.203<br>PHB: p.205  |
| 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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  | 18 ge. 18 ar. 18 the spre                | Will negates [object] Will negates None Will negates [harmless]   | 1 minute Standard Action Standard Action 1 standard action  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14  | SC: p.22  PHB: p.203  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 chaotic Water  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages chaotic outsiders for 2d4 points.  Chaos imbued damages chaotic outsiders for 2d4 points.  Chaos imbued damages chaotic 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 chaotic 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 chaotic 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 chaotic outsiders for 2d4 points of damages.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaotic outsiders for 2d4 p | 18<br>ge.<br>18                          | Will negates [object] Will negates None Will negates [harmless]   | 1 minute Standard Action Standard Action 1 standard action  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  | Target: Flask of water touche Touch V,S,M Target: Flask of water touche 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst,  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination   | SC: p.22<br>PHB: p.203<br>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.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points.  Chaos imbued | 18 ge. 18 ar. 18 the spre                | Will negates [object] Will negates None Will negates [harmless]   | 1 minute Standard Action Standard Action 1 standard action  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object)   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation  | SC: p.22  PHB: p.203  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.  Chaos was against of dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos Bless Chaos Bless Chaos Bless Chaos Bless Chaos  | 18<br>18<br>18<br>18<br>the spre<br>18   | Will negates [object] Will negates None Will negates [harmless] sad. Will negates (object)  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute   | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous   | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14  | SC: p.22  PHB: p.203  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.  Chaos imbued damages chaotic outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points of damages.  Chaos imbued lawful outsiders for 2d4 points.  C | 18 ge. 18 ar. 18 the spre                | Will negates [object] Will negates None Will negates [harmless]   | 1 minute Standard Action Standard Action 1 standard action  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation  | SC: p.22  PHB: p.203  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 chaotic water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos Blessed Aim  Effect: Hamorale bonus on ranged attacks for your allies within  Chaos Bless Water  Effect: Makes holy water.  Chaos Blood Wind  Effect:  Makes holy water.  Chaos Blood Wind  Effect:  | 18<br>18<br>18<br>18<br>18               | Will negates [object] Will negates  None  Will negates [harmless]  aad.  Will negates (object)  Will negates [harmless]   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action   | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation  | SC: p.22  PHB: p.203  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 chaotic water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos Blessed Aim  Effect: Chaos Blessed Aim  Effect: Chaos Bless Water  Effect: Makes holy water.  Chaos Blood Wind  Effect: Makes holy water.  Chaos Blood Wind  Effect: Makes holy water.  Chaos Blood Wind  Effect: Chaos Blood Wind  Effect: Chaos Blood Wind  Effect: Chaos Ch | 18<br>18<br>18<br>18<br>18               | Will negates [object] Will negates  None  Will negates [harmless]  aad.  Will negates (object)  Will negates [harmless]   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14   | SC: p.22  PHB: p.203  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 dama Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  Bless Water  Effect: Makes holy water.  Effect: Makes holy water.  Effect: Full attack action allows creature to use natural or unarm  | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] and. Will negates (object) Will negates [harmless] ck with a 20 ft range inc  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  text  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered toucher V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Evocation   | SC: p.22  PHB: p.203  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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  Chaos Bless Water  Effect: Makes holy water.  Chaos Blood Wind  Effect: Full attack action allows creature to use natural or unarm  Chaos Blessed  Effect: Full attack action allows creature to use natural or unarm  Chaos Blessed  Effect: Full attack action allows creature to use natural or unarm  Chaos Blessed  Effect: Full attack action allows creature to use natural or unarm  Chaos Blessed  | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] and. Will negates (object) Will negates [harmless] ck with a 20 ft range inc  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard   | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  text  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14   | SC: p.22  PHB: p.203  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of damages  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages chaotic outsiders for 2d4 points of damages  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos imbued damages chaotic outsiders for 3d4 points of damages  Effect: Horald damages chaotic outsiders for your allies within  Chaos imbued damages lawful outsiders for your allies within  Chaos imbued damages lawful outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaos imbued damages chaotic outsiders for your allies within  Chaotic outsiders for your allies within  Chaotic outsiders for your allies within  Chaotic outsiders | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] and. Will negates (object) Will negates (harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard Action   | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered toucher V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes   | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Feam, Independent of the Computation of the Caster Level: 14 Transmutation Caster Level: 14 Transmutation   | SC: p.22  PHB: p.203  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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  Chaos Bless Water  Effect: Makes holy water.  Chaos Blood Wind  Effect: Full attack action allows creature to use natural or unarm  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  | 18 18 18 18 18 18 18 18 18 18 18 18 18 1 | Will negates [object] Will negates  None  Will negates [harmless] aad.  Will negates (object)  Will negates [harmless] ck with a 20 ft range inc Will partial   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  text 1d4 rounds or 1 round; see text  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S,DF  | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature]                           | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Caster Level: 14 Transmutation [Caster Level: 14 Transmutation [Cold]   | SC: p.22  PHB: p.203  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  Bless Water  Effect: Makes holy water.  Effect: Makes holy water.  Effect: Full attack action allows creature to use natural or unarm  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire  Effect:  | 18 18 18 18 18 18 18 18 18 18 18 18 18 1 | Will negates [object] Will negates None Will negates [harmless] and. Will negates (object) Will negates (harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard Action   | Instantaneous  1 minute/level  1 minute/level  1 minute/level  Instantaneous  1 round  text  1d4 rounds or 1 round; see text  1 minute/level [fire source] or  | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature]                           | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Feam, Independent of the Computation of the Caster Level: 14 Transmutation Caster Level: 14 Transmutation   | SC: p.22  PHB: p.203  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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  Chaos Bless Water  Effect: Makes holy water.  Chaos Blood Wind  Effect: Full attack action allows creature to use natural or unarm  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  | 18 18 18 18 18 18 18 18 18 18 18 18 18 1 | Will negates [object] Will negates None Will negates [harmless] and. Will negates (object) Will negates (harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  Standard Standard Action                                     | Instantaneous  1 minute/level  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]                           | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S,DF  Target: One fire source (up to   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature]                           | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Caster Level: 14 Evocation Caster Level: 14 Transmutation [Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Enchantment  | SC: p.22  PHB: p.203  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  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  Bless Water  Effect: Makes holy water.  Blood Wind  Effect: Tull attack action allows creature to use natural or unarm  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire  Effect: Flames deal cold damage: see text  | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  1 standard action  | Instantaneous  1 minute/level  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]                           | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S,DF  Target: One fire source [up to creature; see text]   | d Yes [object] d Yes  ft. Yes (harmless)  es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]  Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14  | SC: p.22  PHB: p.203  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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos Blessed Aim  Effect:  Chaos Bless Water  Effect: Makes holy water.  Chaos Blood Wind  Effect: Full attack action allows creature to use natural or unarm  Chaos Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.  Chaos Creature of 5 HD or less flees for 1d4 rounds.   | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  Standard Standard Action                                     | Instantaneous  1 minute/level  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]                           | Target: Flask of water toucher Touch V,S,M Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water toucher Close (60 ft.) V,S Target: A single creature with Close (60 ft.) V,S Target: One living creature with Close (60 ft.) V,S,DF Target: One fire source [up to creature; see text Close (60 ft.) V   | d Yes [object] d Yes  ft. Yes (harmless)  es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]  Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Cold] Caster Level: 14  | SC: p.22  PHB: p.203  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 chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages chaotic outsiders for 2d4 points of damage  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos imbued damage imbued imbu | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  Standard Standard Action                                     | Instantaneous  1 minute/level  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]                           | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered Touch V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: A single creature with Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S,DF  Target: One fire source [up to creature; see text]   | d Yes [object] d Yes  ft. Yes (harmless)  es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless]  Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one  | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Enchantment (Compulsion) Language-Depen   | SC: p.22  PHB: p.203  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 dama  Chaos Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Chaos Blessed Aim  Effect: Hamorale bonus on ranged attacks for your allies within  Chaos Water  Effect: Makes holy water.  Chaos Water  Effect: Full attack action allows creature to use natural or unarm  Chaos Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Chaos Bless Chaos Bless flees for 1d4 rounds.  Chaos Chaos Bless Chaos Bless flees for 1d4 rounds.  Chaos Chaos Bless Bless for 1d4 rounds.  Chaos Chaos Bless Bless for 1d4 rounds.  Chaos Bless Chaos Bless Bless Bless For 1d4 rounds.  Chaos Bless Bless Bless Bless Bless For 1d4 rounds.  Chaos Bless Bless Bless Bless Bless Bless For 1d4 rounds.  Chaos Bless | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half   | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  Standard Action  Standard Action                             | Instantaneous  1 minute/level  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]                           | Target: Flask of water toucher Touch V,S,M Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. spread, centered Touch V,S,M Target: Flask of water toucher Close (60 ft.) V,S Target: A single creature with Close (60 ft.) V,S Target: One living creature with Close (60 ft.) V,S,DF Target: One fire source [up to creature; see text Close (60 ft.) V   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Transmutation [Cold] Caster Level: 14  | SC: p.22  PHB: p.203  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 chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Celebrate  Effect: Enemies take -1 on attack rolls and saves against fear.  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Effect: Horale Blessed Aim  Effect: Horale bonus on ranged attacks for your allies within  Celebrate  Effect: Horale bonus on ranged attacks for your allies within  Celebrate  Effect: Flames boly water.  Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cold Fire  Effect: Flames deal cold damage; see text  Cone subject obeys selected command for 1 round.  Comprehend Languages  | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half Will negates  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  Standard Action  Standard Action                             | Instantaneous  1 minute/level  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                   | Target: Flask of water toucher Touch V.S.M  Target: Flask of water toucher 50 ft. V.S. DF  Target: All enemies within 50 50 ft. V.S. DF  Target: The caster and all allicentered on the caster 50 ft. V.S. Target: 50 ft. spread, centered Touch V.S.M  Target: Flask of water toucher Close (60 ft.) V.S.  Target: A single creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Transmutation [Cold] Caster Level: 14 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) Caster Level: 14 Enchantment (Compulsion) Caster Level: 14 Enchantment Compulsion Caster Level: 14 Enchantment Compulsion Caster Level: 14 Divination | SC: p.22  PHB: p.203  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211  dent,             |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Allies gain +0 on attack rolls and +1 on saves against fear.  Blessed Aim  Effect: Blessed Aim  Effect: Makes holy water.  Effect: Makes holy water.  Effect: One creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  Cone creature of 5 HD or less flees for 1d4 rounds.  | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] ead. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial No [fire] or Fortitude half Will negates  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  rement; see Standard Action  1 standard action  Standard Action  Standard Action                             | Instantaneous  1 minute/level  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                   | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered for the caster for the first for the caster for the first for the caster f | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutation [Codd] Caster Level: 14 Transmutation [Codd] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 14   | SC: p.22  PHB: p.203  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 chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages damages damages damages damages  Effect:  Halmes damages damages dattacks for your allies within  Chaos imbued damages dattacks for your allies within  Chaos imbued damages damages dattacks for your allies within  Chaos imbued damages damages dattacks for your allies within  Chaos imbued damages dattacks for yo | 18 18 18 18 18 18 18 18                  | Will negates [object] Will negates None Will negates [harmless] Bad. Will negates (object) Will negates [harmless] Bad. Will negates (object) Will negates [harmless] Ck with a 20 ft range inc Will partial Will negates No [fire] or Fortitude half Will negates None | 1 minute  Standard Action  Standard Action  1 standard action  1 swift action  rement; see Standard Action  1 standard action  Standard Action  Standard Action  1 standard Action  1 standard Action | Instantaneous  1 minute/level  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                   | Target: Flask of water toucher Touch V.S.M  Target: Flask of water toucher 50 ft. V.S. DF  Target: All enemies within 50 50 ft. V.S. DF  Target: The caster and all allicentered on the caster 50 ft. V.S. Target: 50 ft. spread, centered Touch V.S.M  Target: Flask of water toucher Close (60 ft.) V.S.  Target: A single creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF  Target: One living creature with Close (60 ft.) V.S.DF   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Transmutation [Cold] Caster Level: 14 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) Caster Level: 14 Enchantment (Compulsion) Caster Level: 14 Enchantment Compulsion Caster Level: 14 Enchantment Compulsion Caster Level: 14 Divination | SC: p.22  PHB: p.203  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 chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages against fear.  Chaos imbued against fear.  Chaos | 18 18 18 18 18 18                        | Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates (harmless) ck with a 20 ft range inc Will partial No [fire] or Fortitude half Will negates  | 1 minute  Standard Action  Standard Action  1 standard action  1 minute  1 swift action  1 standard Action  Standard Action  Standard Action  Standard Action   | Instantaneous  1 minute/level  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  10 minutes/level | Target: Flask of water toucher Touch V,S,M Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S Target: 50 ft. Spread, centered Touch V,S,M Target: Flask of water toucher Close (60 ft.) V,S Target: A single creature with Close (60 ft.) V,S Target: One living creature with Close (60 ft.) V,S,DF Target: One living creature (up to creature; see text Close (60 ft.) V,S,DF Target: One fire source (up to creature; see text Close (60 ft.) V,S,M/DI Target: You Target: You Touch V,S,M/DI   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes | [Chaotic] Caster Level: 14 Transmutation [Lawful] Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation Caster Level: 14 Necromancy [Fear Mind-Affecting] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14   | SC: p.22  PHB: p.203  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211  dent,  PHB: p.212 |
| Effect: Chaos imbued damages lawful outsiders for 2d4 points.  Chaos imbued damages chaotic Water  Effect: Water damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Chaos imbued damages chaotic outsiders for 2d4 points of dama  Effect: Enemies take -1 on attack rolls and saves against fear.  Chaos imbued damages damages damages damages damages  Effect:  Halmes damages damages dattacks for your allies within  Chaos imbued damages dattacks for your allies within  Chaos imbued damages damages dattacks for your allies within  Chaos imbued damages damages dattacks for your allies within  Chaos imbued damages dattacks for yo | 18 18 18 18 18 18                        | Will negates [object] Will negates None Will negates [harmless] aad. Will negates (object) Will negates [harmless] ck with a 20 ft range inc Will partial Will negates Will negates Will negates  | 1 minute  Standard Action  Standard Action  1 standard action  1 swift action  rement; see Standard Action  1 standard action  Standard Action  Standard Action  1 standard Action  1 standard Action | Instantaneous  1 minute/level  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  10 minutes/level | Target: Flask of water toucher Touch V,S,M  Target: Flask of water toucher 50 ft. V,S, DF  Target: All enemies within 50 50 ft. V,S, DF  Target: The caster and all allicentered on the caster 50 ft. V,S  Target: 50 ft. spread, centered V,S,M  Target: Flask of water toucher Close (60 ft.) V,S  Target: One living creature with Close (60 ft.) V,S,DF  Target: One fire source [up to creature; see text Close (60 ft.) V,S,M  Target: One fire source [up to creature; see text Close (60 ft.) V,S,M/Di Target: One living creature   | d Yes [object] d Yes ft. Yes (harmless) es within a 50-ft. burst, No d on you Yes (object) d Yes [harmless] Intelligence 4 or higher Yes th 5 or fewer HD Yes [creature] a 20-ft. cube] or one Yes | [Chaotic] Caster Level: 14 Transmutation [Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination [Good] Evocation Caster Level: 14 Necromancy [Fear, Mind-Affecting] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Enchantment (Compulsion) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14  | SC: p.22  PHB: p.203  PHB: p.205  SC: p.31  PHB: p.205  SC: p.33  r,PHB: p.208  SC: p.50  PHB: p.211  dent,  PHB: p.212 |

|   |          |                                      |                    | Cleric Spells                                 |  |                    |                          |   |              |
|---|----------|--------------------------------------|--------------------|---|--|--------------------|--------------------------|---|--------------|
| Cure Light Wounds  Effect: Cures 1d8 +1/level [max +5] damage.                      |          | Will half (harmless);<br>see text    | Standard<br>Action | Instantaneous                                 | Touch  Target: Creature tou                  | V,S<br>iched       | Yes (harmless); see text | Conjuration<br>(Healing)<br>Caster Level: 14                        | PHB: p.215   |
| Delay Disease  Effect:  |          | Will negates<br>[harmless]           | 1 standard action  | 24 hours                                      | Touch  Target: Creature tou                  | V,S,DF             | Yes [harmless]           | Conjuration<br>(Healing)<br>Caster Level: 14                        | SC: p.63     |
| Halts any nonmagical disease for the duration of the spell.  Detect Chaos           |          | None                                 |                    | Concentration, up to 10 minutes/level [D      | ]60 ft.                                      | V,S, DF            | No                       | Divination  | PHB: p.218   |
| Effect:  Reveals creatures, spells, or objects of selected alignment                |          |                                      | Action             |   | Target: Cone-shape                           | d emanatio         | n                        | Caster Level: 14  |              |
| Detect Evil   |          | None                                 | Standard<br>Action | Concentration, up to 10 minutes/level [D      | ]60 ft.  Target: Cone-shape                  | ,-,                | No                       | Divination  Caster Level: 14  | PHB: p.218   |
| Reveals creatures, spells, or objects of selected alignment  Detect Good            |          | None                                 | Standard           | Concentration, up to 10 minutes/level [D      |  |                    | No                       | Divination  | PHB: p.219   |
| Effect:  Reveals creatures, spells, or objects of selected alignment                |          |                                      | Action             | ,   | Target: Cone-shape                           |                    |                          | Caster Level: 14  | ,            |
| Detect Law  |          | None                                 | Standard<br>Action | Concentration, up to 10 minutes/level [D      | ]60 ft.  Target: Cone-shape                  |                    | No                       | Divination  Caster Level: 14  | PHB: p.219   |
| Reveals creatures, spells, or objects of selected alignment                         |          | None                                 | Standard           | Concentration, up to 1 minutes/level [D]      |  | V,S,M/DF           |                          | Divination  | PHB: p.220   |
| Effect:   |          |                                      | Action             |   | Target: Cone-shape                           | d emanatio         | n                        | Caster Level: 14  |              |
| Reveals undead within 60 ft.  Dispel Ward   |          | None                                 |                    | Instantaneous                                 | Medium (240 ft.)                             | V,S                | No                       | Abjuration  | SC: p.67     |
| Effect: Functions like dispel magic; see text                                       |          |                                      | action             |   | Target: One warded                           | object or a        | irea                     | Caster Level: 14  |              |
| Divine Favor  |          | None                                 | Standard<br>Action | 1 minute                                      | Personal                                     | V,S, DF            | No                       | Evocation   | PHB: p.224   |
| Effect: You gain +1 on attack and damage rolls. [Every three cast                   | er level | s, MAX +6]                           |                    |   | Target: You                                  |                    |                          | Caster Level: 14  |              |
| Doom Effect:  | 18       | Will negates                         | Standard<br>Action | 1 minute/level                                | Medium (240 ft.)  Target: One living on      | V,S, DF<br>reature | Yes                      | Necromancy [Feat<br>Mind-Affecting]<br>Caster Level: 14             | r,PHB: p.225 |
| One subject takes -2 on attack rolls, damage rolls, saves, a                        |          | ecks.<br>None                        |                    | 10 minutes/level                              | Touch  | V,S,M              | Yes [harmless]           | Transmutation   | SC: p.77     |
| Effect: See normally in darkness both magical and natural.                          |          |                                      | action             |   | Target: Creature tou                         | iched              |                          | Caster Level: 14  |              |
| DDDD Endure Elements  |          | Will negates<br>(harmless)           | Standard<br>Action | 24 hours                                      | Touch  | V,S                | Yes (harmless)           | Abjuration  | PHB: p.226   |
| Effect: Exist comfortably in hot or cold environments.                              |          | ,                                    |                    |   | Target: Creature tou                         | iched              |                          | Caster Level: 14  |              |
| □□□□□ Entropic Shield   |          | None                                 | Standard<br>Action | 1 minute/level [D]                            |  | V,S                | No                       | Abjuration  | PHB: p.227   |
| Effect: Ranged attacks against you have 20% miss chance.                            |          |                                      |                    |   | Target: You                                  |                    |                          | Caster Level: 14  |              |
| ⊒□□□□ Faith Healing  Effect:  |          | Will negates<br>[harmless]           | 1 standard action  | Instantaneous                                 | Touch  Target: Living creatu                 | V,S<br>ure touched | Yes [harmless]           | Conjuration<br>(Healing)<br>Caster Level: 14                        | SC: p.87     |
| Heal 8 + caster level [max +5] hit points.  |          | None                                 |                    | 1 round/level                                 |  | V,M                | Yes [harmless]           | Transmutation   | SC: p.99     |
| Effect:   | _        |                                      | action             |   |  | e/level, no t      | two of which are more    | [Earth]<br>Caster Level: 14   |              |
| As long as subjects don't move they gain +2 AC and +4 to Grave Strike  Effect:      |          | ninst bull rush.<br>N/A              | 1 swift action     | 1 round                                       | than 30 ft. apart<br>Personal<br>Target: You | V,DF               | N/A                      | Divination [Good]  Caster Level: 14                                 | SC: p.107    |
| Allows you to make sneak attacks against undead if you had a Guiding Light          |          | ability.<br>None                     | 1 standard         | 1 minute/level [D]                            |  | V,S                | Yes                      | Evocation   | SC: p.108    |
| Effect:   |          |                                      | action             |   | Target: Creatures in                         |                    |                          | Caster Level: 14  |              |
| +2 on ranged attacks  |          | Will negates                         | 10 minutes         | 24 hours                                      | Close (60 ft.)                               | V,S                | Yes [harmless]           | Conjuration   | SC: p.111    |
| Effect: Doubles the natural healing rate.   |          | [harmless]                           |                    |   | Target: One creature<br>more than 30 feet ap | part               |                          | (Healing)<br>Caster Level: 14                                       |              |
| □□□□ Hide from Undead  Effect:  | 18       | Will negates<br>(harmless); see text | Action             | 10 minutes/level [D]                          | Touch  Target: One touched                   | V,S, DF            | Yes                      | Abjuration  Caster Level: 14  | PHB: p.241   |
| Undead can't perceive 1 subject/level.  | 18       | N/A                                  | 1 standard         | 1 minute/level [D]                            | Personal                                     | V,DF               | N/A                      |   | SC: p.119    |
| Effect: Attack as if wearing a +1 spiked guantlet. Deals normal da                  | mage f   | or your size + 1d4 cold              | action             |   | Target: You                                  |                    |                          | Caster Level: 14  | ·            |
| Incite  |          | Will negates                         |                    | 1 minute/level                                | Close (60 ft.)                               | V,S                | Yes                      | Enchantment<br>(Compulsion)<br>[Mind-Affecting]                     | SC: p.121    |
| Effect: Forces creature to act, it cannot delay or ready an action.                 |          |                                      |                    |   | Target: Creatures in                         | a 10-ft. bu        | rst                      | Caster Level: 14  |              |
| □□□□□ Inflict Light Wounds  | 18       | Will half                            | Standard<br>Action | Instantaneous                                 |  | V,S                | Yes                      | Necromancy  | PHB: p.244   |
| Effect: Touch deals 1d8 +1/level [max +5] damage.                                   | 40       | Mall                                 | 4 -4:::            | la stanta a sua                               | Target: Creature tou                         |                    | V                        | Caster Level: 14  | 00 400       |
| □□□□ Inhibit  Effect:   | 18       | Will negates                         | 1 standard action  | Instantaneous                                 |  | V,S                | Yes                      | Enchantment<br>(Compulsion)<br>[Mind-Affecting]<br>Caster Level: 14 | SC: p.123    |
| Subject is forced to delay; see text.   | 18       | Will negates                         | 1 standard         | 10 minutes/level                              | Target: One creature Touch                   | e<br>V,S,M         | Yes                      | Abjuration  | SC: p.126    |
| □□□□□ Ironguts  Effect:   | .5       | nogatos                              | action             |   | Target: Creature tou                         |                    |                          | Caster Level: 14  | - 3. p. 120  |
| Target gains +5 alchemical bonus on Fort saves against a                            |          | ns.<br>None                          | 1 standard action  | 10 minutes/level [D]                          | -  | V,S                | Yes; see text            | Evocation [Good,<br>Light]  | SC: p.132    |
| Effect: Light radiating 30-ft. and 20-ft further of dim light, next rol             | und you  | u can use the light as               |                    | dealing 1d6 [double against undead and        | Target: You and up                           | to two rays        | ; see text               | Caster Level: 14  |              |
| outsiders]; see text  |          | Will negates                         |                    | 30 minutes or until discharged                | Touch  | V,S, DF            | Yes (harmless, object)   | ) Transmutation   | PHB: p.251   |
| Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.                    |          | (harmless, object)                   | Action             | 1 minute/level                                | Target: Up to three                          |                    |                          | Caster Level: 14  | DUD: n 054   |
| □□□□□ Magic Weapon  Effect:   | 18       | Will negates<br>(harmless, object)   | Standard<br>Action | 1 minute/level                                |  | V,S, DF            | Yes (harmless, object)   |   | PHB: p.251   |
| Weapon gains +1 bonus.  | 18       | Will negates                         | 1 standard         | 1 round/level                                 | Target: Weapon tou Medium (240 ft.)          | V,S,F              | Yes                      | Caster Level: 14 Illsion (Pattern)                                  | SC: p.143    |
| □□□□□ Moon Lust  Effect: Creature becomes fascinated for the duration of the spell. |          | [harmless]                           | action             |   | Target: Creature tou                         |                    | . 55                     | [Mind-Affecting] Caster Level: 14                                   | 55. p. 140   |
| □□□□□ Nightshield   | 18       | N/A                                  | 1 standard action  | 1 minute/level [D]                            | Personal                                     | V,S                | N/A                      | Abjuration  | SC: p.148    |
| Effect: +1 resistance on Saving throws, increases to +2 at caster                   | level 6t | h and +3 at caster leve              | l 9th. Negat       | es magic missiles. * =Domain/Speciality Spell | Target: You                                  |                    |                          | Caster Level: 14  |              |

| DDDD Nimbus of Light   |                      |   |  | Cleric Spells                              |   |  |   |   |                            |
|--|----------------------|---|--|--|---|--|---|---|----------------------------|
| □□□□ Nimbus of Light   | 18                   | N/A   | 1 standard action  | 1 minute/level or until discharged [D]     | Personal V,S  | S,DF   | N/A   | Evocation [Light]   | SC: p.148                  |
| Effect: Creates light 30' Can use as ranged touch attack 30' for 1da   | 8 plus               | 1 point per round that's                              |  |  | Target: You   |  |   | Caster Level: 14  |                            |
| Obscuring Mist      Great:   |                      | None  | Standard<br>Action   | 1 minute/level                             | 20 ft. V,S  Target: Cloud spreads i   |  | No radius from you, 20 ft.  | Conjuration<br>(Creation)<br>Caster Level: 14   | PHB: p.258                 |
| Fog surrounds you.  Omen of Peril  Great:  | 18                   | N/A   | 1 round  | Instantaneous                              | high Personal V,F Target: You   | =  | N/A   | Divination  Caster Level: 14  | SC: p.149                  |
| Brief supplication gives you a vision that hints at how dange  |                      | he immediate future is<br>None                        | 1 standard   |  | Close (60 ft.) V,S  | 3  | No  | Transmutation   | SC: p.161                  |
| iffect: Up to six creatures can be chosen to recieve mental beacon   | n                    |   | action   |  | Target: One interplanar   | gate or                                      | portal  | Caster Level: 14  |                            |
|  | 18                   | Will negates<br>(harmless)                            | Standard<br>Action   | 1 minute/level [D]                         | Touch V,S   | S,M/DF                                       | No; see text  | Abjuration [Good]   | PHB: p.266                 |
| <ul><li>Effect:</li><li>+2 to AC and saves, counter mind control, hedge out elements</li></ul>   |                      | , ,   |  |  | Target: Creature touche   | ed   |   | Caster Level: 14  |                            |
| iffect:  |                      | Will negates<br>(harmless)                            | Standard<br>Action   | 1 minute/level [D]                         | Touch V,S  Target: Creature touche  |  | No; see text  | Abjuration<br>[Chaotic]<br>Caster Level: 14   | PHB: p.266                 |
| +2 to AC and saves, counter mind control, hedge out eleme  | 18                   | Will negates  |  | 10 minutes; see text                       | Close (60 ft.) V,S  | 3  | Yes (harmless)  | Abjuration  | PHB: p.271                 |
| iffect: Suppresses fear or gives +4 on saves against fear for one s  |                      | (harmless)  | Action   |  | Target: One creature/4 more than 30 ft. apart   | levels, n                                    | o two of which can be   | Caster Level: 14  |                            |
|  | 18                   | Will negates<br>[harmless]                            | 1 standard action  | 1 round/level                              |   | S,DF   | Yes [harmless]  | Abjuration  | SC: p.174                  |
| iffect:<br>Grants limited protection from a plane's alignment traits; se   |                      | [ricimicso]   | dollori  |  | Target: Creature touche   | ed   |   | Caster Level: 14  |                            |
|  | 18                   | Will negates<br>[harmless]                            | 1 standard action  | Instantaneous                              | Touch V,S   |  | Yes [harmless]  | Abjuration  Caster Level: 14  | SC: p.174                  |
| Allows one retry on a failed save against an ongoing spell, salous Sanctuary   |                      | ke ability, or supernatu<br>Will negates              |  | 1 round/level                              | -   |  | No  | Abjuration  | PHB: p.274                 |
| ffect:   |                      |   | Action   |  | Target: Creature touche   |  |   | Caster Level: 14  |                            |
| Opponents can't attack you, and you can't attack.  Capacitatical Company of the C |                      | None  | Standard<br>Action   | Concentration, up to 14 rounds             | Personal V,S  | S,M,F  | No  | Divination  | Race Des: p.167            |
| iffect: Absorb the contents of an entire book as if you had read it o  | once M               | Not perfect recall and n                              |  | to read the language.                      | Target: One book/round  | i  |   | Caster Level: 14  |                            |
|  | 18                   | Will negates<br>(harmless)                            |  | 1 minute/level                             | Touch V,S   | 5,M  | Yes (harmless)  | Abjuration  | PHB: p.278                 |
| ffect: Aura grants +4 deflection bonus.  |                      |   |  |  | Target: Creature touche   | ed   |   | Caster Level: 14  |                            |
| Get:   | 18                   | N/A   | 1 standard action  | 10 minutes/level or until discharged       | Personal V,S  | S,M  | N/A   | Enchantment<br>(Compulsion)<br>[Mind-Affecting]<br>Caster Level: 14   | SC: p.189                  |
| +4 bonus on your next initiative check.  | 18                   | Will negates  | 1 standard   | 1 hour/level [D]                           | Touch V,S   | \$   | Yes [harmless]  | Transmutation   | SC: p.194                  |
| ffect:   |                      | [harmless]  | action   | Thoumever[b]                               | Target: Creature touche   |  | res [narmess]   | Caster Level: 14  | OO. p. 134                 |
| Speed increases by 10 ft. and no Balance checks or Reflex  |                      | red to walk on snow.<br>N/A                           | 1 standard   | 1 round/level                              | Personal V,S  |  | N/A   | Transmutation   | SC: p.198                  |
| ·<br>ffect:  |                      |   | action   |  | Target: You   |  |   | Caster Level: 14  |                            |
| Hold the charge of one touch spell per arm; see text.  Graph Summon Monster I  Graph Summon Monster I  |                      | None  | 1 round  | 1 round/level [D]                          | Close (60 ft.) V,S  | S,F/DF                                       |   | Conjuration<br>(Summoning)<br>Caster Level: 14  | PHB: p.285                 |
| Calls extraplanar creature to fight for you.   | 18                   | N/A   | 1 swift action   | Instantaneous                              |   |  | N/A   | Conjuration<br>(Creation) [Air]   | SC: p.228                  |
| iffect:<br>Gain 10 ft. per level of altitude, and then gently float back to  | the g                | round.  | donori   |  | Target: You   |  |   | Caster Level: 14  |                            |
| ffect:   |                      | Will negates<br>[harmless]                            | action   | 10 rounds + 1 round/level [max 15]         | Touch V,S  Target: Living creature to   |  | Yes [harmless]  | Conjuration<br>(Healing)<br>Caster Level: 14  | SC: p.229                  |
| Grants target fast healing ability for the duration of the spell Vision of Glory   |                      | s 1 hp automatically pe<br>None                       | 1 standard   | 1 minute or until discharged               | Touch V,S   | S,DF   | Yes   | Divination  | SC: p.231                  |
| iffect: Grants a +1 morale bonus to a single saving throw [target's  | choice               | ها  | action   |  | Target: Creature touche   | ed   |   | Caster Level: 14  |                            |
|  | 18                   | Fortitude negates<br>[harmless]                       | 1 standard action  | 1 minute/level                             | Touch S,N  Target: Creature touche  |  | Yes [harmless]  | Transmutation  Caster Level: 14   | SC: p.240                  |
| Increases creatures swim speed by 30 ft.   |                      |   |  | LEVEL 2                                    | rarget. Greature touche   | su   |   | Caster Level. 14  |                            |
| Name   |                      | Saving Throw  |  | Duration                                   |   |  | Spell Resistance  | School  | Source                     |
| Aid  |                      | None  | Standard<br>Action   | 1 minute/level                             |   |  | Yes (harmless)  | Enchantment<br>(Compulsion)<br>[Mind-Affecting]   | PHB: p.196                 |
| HOCE:  | empor                | ary hp.<br>Will negates                               | Standard   | 1 minute/level                             | Target: Living creature to Touch V,S  |  | Yes (harmless, object)  | Caster Level: 14  | PHB: p.197                 |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to   |                      |   | Action   | i illiliute/level                          | TOUCH V,C   | 5, DF  | , , , ,   |   | гп <b>ь.</b> р. 197        |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to   | 19                   | (harmless, object)                                    |  |  | Target: Weapon touche must be in contact with   | ed or fifty<br>each oth                      | ner at the time of  |   |                            |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to contain the first Align Weapon diffect:  Weapon becomes good, evil, lawful, or chaotic.   | 19                   | (harmless, object)                                    |  | Instantaneous                              | must be in contact with casting]  | each oth                                     | ner at the time of  | Divination  | PHB: p.202                 |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuous Align Weapon  Effect:  Weapon becomes good, evil, lawful, or chaotic.  Augury  Effect:  Learns whether an action will be good or bad.  | 19                   | None  | 1 minute   |  | must be in contact with casting] Personal V,S Target: You   | each oth                                     | ner at the time of  | Caster Level: 14  |                            |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuous Align Weapon  iffect: Weapon becomes good, evil, lawful, or chaotic.  Augury  iffect: Learns whether an action will be good or bad.  | 19                   |   | 1 minute   | Instantaneous<br>1 round/level             | must be in contact with casting] Personal V,S Target: You Personal V,S  | each oth                                     | ner at the time of  | Caster Level: 14 Abjuration   | PHB: p.202<br>SC: p.18     |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuate the continuation of the ct:  Weapon becomes good, evil, lawful, or chaotic.  Augury  The ct:  Learns whether an action will be good or bad.  Aura Against Flame  The ct:  Protects against first 10 points of fire damage, it also exting  | 19<br>19<br>guishes  | None<br>N/A   | 1 minute 1 standard action   |  | must be in contact with casting] Personal V,S Target: You   | each oth                                     | ner at the time of  | Caster Level: 14  |                            |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuous Align Weapon  iffect: Weapon becomes good, evil, lawful, or chaotic.  Augury  iffect: Learns whether an action will be good or bad.  Augury  iffect: Protects against first 10 points of fire damage, it also exting  Avoid Planar Effects   | 19<br>19<br>guishes  | None  N/A  s flames; see text.  None                  | 1 minute 1 standard action   | 1 round/level                              | must be in contact with casting] Personal V,\$ Target: You Personal V,\$ Target: You  | each oth                                     | er at the time of  No  N/A  Yes [harmless]                            | Caster Level: 14 Abjuration Caster Level: 14  | SC: p.18                   |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuous fiffect:  Weapon becomes good, evil, lawful, or chaotic.  Augury  Fiffect:  Learns whether an action will be good or bad.  Charac Against Flame  Fiffect:  Protects against first 10 points of fire damage, it also exting  Avoid Planar Effects  Fiffect:  Gain temporary respite from the natural effects of a specific  | 19 19 uishes         | None  N/A  s flames; see text.  None                  | 1 minute 1 standard action 1 immediate action 1 standard                     | 1 round/level                              | must be in contact with casting] Personal V,\$ Target: You Personal V,\$ Target: You 20 ft. V Target: One creature/le centered on you   | each oth                                     | er at the time of  No  N/A  Yes [harmless]  20-ft. radius burst       | Caster Level: 14 Abjuration Caster Level: 14 Abjuration   | SC: p.18                   |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuous Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.  Augury  Effect: Learns whether an action will be good or bad.  Aura Against Flame  Effect: Protects against first 10 points of fire damage, it also exting  Avoid Planar Effects  Effect: Gain temporary respite from the natural effects of a specific  | 19 19 uishes         | None  N/A  s flames; see text.  None                  | 1 minute  1 standard action  1 immediate action                              | 1 round/level<br>1 minute/level            | must be in contact with casting] Personal V,\$ Target: You Personal V,\$ Target: You 20 ft. V Target: One creature/le centered on you   | each oth                                     | er at the time of  No  N/A  Yes [harmless]  20-ft. radius burst       | Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14  | SC: p.18                   |
| Align Weapon  Effect: Weapon becomes good, evil, lawful, or chaotic.  Augury  Effect: Beams whether an action will be good or bad.  Aura Against Flame  Effect: Protects against first 10 points of fire damage, it also exting  Avoid Planar Effects  Effect: Gain temporary respite from the natural effects of a specific  Any creature grappling you takes 6d6 points of fire damage.  | 19 19 19 19 19 19 2. | None  N/A s flames; see text. None  N/A  Will negates | 1 minute  1 standard action  1 immediate action  1 standard action  Standard | 1 round/level<br>1 minute/level            | must be in contact with casting] Personal V,\$ Target: You  Personal V,\$ Target: You  20 ft. V  Target: One creature/le centered on you Personal V,\$ Target: You                            | each oth                                     | er at the time of  No  N/A  Yes [harmless]  20-ft. radius burst       | Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation                                | SC: p.18                   |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to continuous diffect:  Weapon becomes good, evil, lawful, or chaotic.  Augury  Fleat: Learns whether an action will be good or bad.  Aura Against Flame  Fleat: Protects against first 10 points of fire damage, it also exting  Avoid Planar Effects  Fleat: Gain temporary respite from the natural effects of a specific continuous diffect.  Any creature grappling you takes 6d6 points of fire damage  Fleat: Bear's Endurance  | 19 19 19 19 19 19 2. | None  N/A  s flames; see text.  None                  | 1 standard action  1 immediate action  1 standard action                     | 1 round/level 1 minute/level 1 round/level | must be in contact with casting] Personal V,\$ Target: You  Personal V,\$ Target: You  20 ft. V  Target: One creature/le centered on you Personal V,\$ Target: You                            | each oth                                     | rer at the time of  No  N/A  Yes [harmless]  20-ft. radius burst  N/A | Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14               | SC: p.18 SC: p.19 SC: p.24 |
| +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] to compare the compare to the compar | 19 19 19 plane 19 19 | None  N/A s flames; see text. None  N/A  Will negates | 1 standard action  1 immediate action  1 standard action  Standard Action    | 1 round/level 1 minute/level 1 round/level | must be in contact with casting] Personal V,S Target: You Personal V,S Target: You 20 ft. V Target: One creature/lecentered on you Personal V,S Target: You Target: You Target: You Touch V,S | each oth S,M,F S  vel in a 2 S,M/DF S, DF ed | rer at the time of  No  N/A  Yes [harmless]  20-ft. radius burst  N/A | Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation | SC: p.18 SC: p.19 SC: p.24 |

|  |                    |   |   | Cieric Spells   |   |   |                         |  |                                   |
|--|--------------------|---|---|---|---|---|-------------------------|--|-----------------------------------|
| □□□□ Brambles  |                    | None  | 1 standard action   | 1 round/level   | Touch V   | ,S,M  | No                      | Transmutation  | SC: p.38                          |
| Effect:  |                    | d d- bitb   |   | 4 (la ) [a  | Target: Wooden weap   | on touche   | ed                      | Caster Level: 14   |                                   |
| Small magical thorns/spikes protrude from wooden weapo   | n; gain<br>19      | Will negates  | Standard  | 1 minute/level  | Touch V   | ,S,M/DF   | Yes (harmless)          | Transmutation  | PHB: p.207                        |
| Effect:  |                    | (harmless)  | Action  |   | Target: Creature touch  | hed   |                         | Caster Level: 14   |                                   |
| Subject gains +4 to Str for 1 minutes/level.   | 19                 | Will negates  | Standard  | Concentration, up to 1 round/level [D]  |   |   | Yes                     | Enchantment  | PHB: p.207                        |
| Calm Emotions  | 13                 | will riegates   | Action  | Concentration, up to 1 round/lever [D]  | Wedidiii (240 it.)  | ,5, Di  | 165                     | (Compulsion)   | ГПВ. р.207                        |
| Effect:  |                    |   |   |   | Target: Creatures in a  | 20-ftrad  | lius spread             | [Mind-Affecting]<br>Caster Level: 14   |                                   |
| Calms creatures, negating emotion effects.   | 19                 | Will half [harmless];   | 1   | Instantaneous   | Close (60 ft.) V  |   | Yes [harmless]          | Conjuration  | SC: p.48                          |
| ologo mounas   |                    | see text  | immediate action  |   |   |   |                         | (Healing)  |                                   |
| Effect:<br>Cure 1d4 +1/level [max +5].   |                    |   |   |   | Target: One creature  |   |                         | Caster Level: 14   |                                   |
| Consecrate   |                    | None  | Standard<br>Action  | 2 hours/level   | Close (60 ft.)  | ,S,M, DF  | No                      | Evocation [Good]   | PHB: p.212                        |
| Effect:  |                    |   | ACTION  |   | Target: 20-ftradius er  | manation  |                         | Caster Level: 14   |                                   |
| Fills area with positive energy, making undead weaker.  Cure Moderate Wounds   | 19                 | Will half (harmless);   | Standard  | Instantaneous   | Touch V   | ,s  | Yes (harmless); see     | Conjuration  | PHB: p.216                        |
| Effect:  |                    | see text  | Action  |   | Target: Creature touch  |   | text                    | (Healing)<br>Caster Level: 14  |                                   |
| Cures 2d8 +1/level [max +10] damage.   | 19                 | Will negates  | 1 etandard  | 1 minute/level  |   | ,S,DF   | Yes                     | Necromancy   | SC: p.56                          |
| Curse of III Fortune   | 13                 | will riegates   | action  | i minute/level  |   |   | 165                     | •  | 30. p.30                          |
| Effect:  Cause -3 penalty on attack rolls, saving throws, ability che  | cks an             | d skill checks.   |   |   | Target: One living crea   |   |                         | Caster Level: 14   |                                   |
| Darkness   |                    | None  | Standard<br>Action  | 10 minutes/level [D]  | Touch V   | , M/DF  | No                      | Evocation<br>[Darkness]  | PHB: p.216                        |
| Effect: 20-ft. radius of supernatural shadow.  |                    |   |   |   | Target: Object touched  | d   |                         | Caster Level: 14   |                                   |
| Dark Way   |                    | None  | 1 standard action   | 1 round/level   | Close (60 ft.)  | ,S,DF   | Yes                     | Illusion (Shadow)  | SC: p.58                          |
| Effect:  |                    |   | action  |   | Target: One bridge of   | force 5 ft.   | wide, 1 in. thick, and  | Caster Level: 14   |                                   |
| Create a ribbonlike, weightless, unbreakable bridge.  DDDDDDific Vegeance  | 19                 | Will half   |   | Instantaneous   | up to 20 ft./level long<br>Close (60 ft.) V   | ,S,DF   | Yes                     | Conjuration  | SC: p.62                          |
| Effect:  |                    |   | action  |   | Target: One creature  |   |                         | (Summoning) Caster Level: 14   |                                   |
| Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level i   |                    |   | Ctorde  | Instantaneous   | -   | C DE  | Voc                     |  | amadiu nell                       |
| Deific Vengeance   | 19                 | Will half   | Action  | Instantaneous   | , ,   | ,S,DF   | Yes                     | Conjuration<br>(Summoning)   | cmpdiv: null                      |
| Effect: Cause 5d6 or 10d6 if the target is undead.   |                    |   |   |   | Target: One creature  |   |                         | Caster Level: 14   |                                   |
| □□□□□Delay Poison  | 19                 | Fortitude negates (harmless)  | Standard<br>Action  | 1 hour/level  | Touch V   | ,S, DF  | Yes (harmless)          | Conjuration<br>(Healing)   | PHB: p.217                        |
| Effect:  |                    | (   |   |   | Target: Creature touch  | hed   |                         | Caster Level: 14   |                                   |
| Stops poison from harming subject for 1 hour/level.  Divine Insight  | 19                 | N/A   |   | 1 hour/level or until discharged [D]  | Personal V  | ,S,DF   | N/A                     | Divination   | SC: p.70                          |
| Effect:  |                    |   | action  |   | Target: You   |   |                         | Caster Level: 14   |                                   |
| Gain 5 + your caster level [max bonus of 15] to one skill ch   | eck du             | ring the duration of the Will negates or None   |   | 1 round/level   | Close (60 ft.) V  |   | Yes or No [object]; see |  | SC: p.70                          |
| Divine Interdiction  | 13                 | [object]; see text  | action  | Troundriever  |   |   | text                    | •  | GG. p.70                          |
| Effect: Temp loss of turning power & domain powers.  |                    |   |   |   | object, or point in space   | ce  | centered on a creature  |  |                                   |
| Divine Protection  | 19                 | Will negates<br>[harmless]  | 1 standard action   | 1 minute/level  | Medium (240 ft.) V  | ,S,DF   | Yes [harmless]          | Enchantment<br>(Compulsion)  | SC: p.70                          |
| Effect:  |                    |   |   |   | Target: Allies in a 20-f  | t -radius h   | nurst                   | [Mind-Affecting]<br>Caster Level: 14   |                                   |
| +1 morale bonus to AC and saving throws.   | 10                 | MGIIt   | Chandard  | 4   |   | .S.M/DF   |                         |  | DUD 205                           |
| □□□□ Eagle's Splendor  | 19                 | Will negates<br>(harmless)  | Action  | 1 minute/level  |   |   | res                     | Transmutation  | PHB: p.225                        |
| Effect:<br>Subject gains +4 to Cha for 1 minutes/level.  |                    |   |   |   | Target: Creature touch  | hed   |                         | Caster Level: 14   |                                   |
| □□□□ Energized Shield, Lesser  |                    | None  | 1 standard action   | 1 round/level   | Touch V   | ,S,DF   | No                      | Abjuration [See text]  | SC: p.79                          |
| Effect:  |                    | ial 5iata   |   |   | Target: Touch   |   |                         | Caster Level: 14   |                                   |
| Protects against on energy type [fire, cold, electricity, acid,  | or sor             | Will negates; see text  | 1 round   | 1 hour or less  | Medium (240 ft.) V  | ,S  | Yes                     | Enchantment  | PHB: p.227                        |
| Effect:  |                    |   |   |   | Target: Any number of   | f creature  | s                       | (Charm)<br>Caster Level: 14  |                                   |
| Captivates all within 100 ft. +10 ft./level  |                    | None  | Standard  | 1 minute/level  |   |   | No                      | Divination   | PHB: p.230                        |
| Find Traps   |                    |   | Action  | · ·····/dto/icvoi   |   | ,5  |                         |  | ib. p.200                         |
| Effect: Notice traps as a rogue does.  |                    |   |   |   | Target: You   |   |                         | Caster Level: 14   |                                   |
|  | 19                 | Reflex half   | 1 standard action   | Instantaneous   | 30 ft. V  | ,S,M  | Yes                     | Evocation [Cold]   | SC: p.100                         |
| Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5c  | 14] and            | creatures are also daz  |   | led the Reflex save   | Target: Cone-shaped   | burst   |                         | Caster Level: 14   |                                   |
| Duning Fuse Arms   | 19                 | Fortitude negates   | 1 standard  | 10 minutes/level  | Touch V   | ,s  | Yes [harmless]          | Transmutation  | SC: p.100                         |
| Effect:  |                    | [harmless]  | action  |   | Target: Creature with   | at least tw   | vo arms or tentacles    | Caster Level: 14   |                                   |
| Gain +4 Str for every set of limbs fused to the primary limb   | 19                 | Will negates (object)   | Standard  | 1 day/level   | touched<br>Touch V  | ,S,M/DF   | Yes (object)            | Necromancy   | PHB: p.235                        |
| Effect:  |                    | (SEIZE (SS)(SSI)  | Action  |   | Target: Corpse touche   |   | 1                       | Caster Level: 14   |                                   |
|  |                    |   |   |   | rarger. Corpse touche   |   | V                       |  | 00 405                            |
| Preserves one corpse.  |                    | MCH   |   |   | T   |   |                         | Transmutation  | SC: p.102                         |
| Ghost Touch Armor  | 19                 | Will negates<br>[harmless]  | 1 standard action   | 1 minute/level  | Touch V   | ,S,M  | Yes [harmless]          |  |                                   |
| Ghost Touch Armor  | 19                 |   |   | 1 minute/level  | Touch V  Target: Armor of creat   |   |                         | Caster Level: 14   |                                   |
| Ghost Touch Armor  | 19                 |   | action  | 1 minute/level<br>1 minute/level  | Target: Armor of creat  | ture touch  |                         | Caster Level: 14 Evocation [See  | SC: p.109                         |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property.  Hand of Divinity  Effect:  | 19                 | [harmless]  | action  |   | Target: Armor of creat  | ture touch  | ed                      | Caster Level: 14   | SC: p.109                         |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Armor Jan Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.  | 19                 | [harmless]  | action  1 minute  1 standard  |   | Target: Armor of creat Touch V Target: Creature touch   | ture touch<br>,S,DF<br>ned  | ed                      | Caster Level: 14  Evocation [See text]   | SC: p.109                         |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property.  Hand of Divinity  Effect:  |                    | [harmless]  | action  1 minute  | 1 minute/level  | Target: Armor of creat Touch V Target: Creature touch Personal V  | ture touch  | ned<br>No               | Caster Level: 14 Evocation [See text] Caster Level: 14 Divination  |                                   |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect: Allows caster with Heal ranks to remove other ailments when  | 19<br>en usi       | [harmless]  None  N/A  ng Conjuration [Healing  | 1 minute 1 standard action 3 spells. Can  | 1 minute/level 10 minutes/level also heal more; see text.                             | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You  | ture touch<br>,S,DF<br>ned<br>,S,M                                | ned<br>No<br>N/A        | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination  Caster Level: 14  | SC: p.110                         |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect:  | 19                 | [harmless]  None  N/A  ng Conjuration [Healing  | 1 minute 1 standard action 3 spells. Can  | 1 minute/level<br>10 minutes/level  | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You  | ture touch  | ned<br>No<br>N/A        | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination  Caster Level: 14  Enchantment (Compulsion)  |                                   |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect: Allows caster with Heal ranks to remove other ailments wh  | 19<br>en usi       | [harmless]  None  N/A  ng Conjuration [Healing  | action  1 minute  1 standard action  ] spells. Can Standard                                     | 1 minute/level 10 minutes/level also heal more; see text.                             | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You  | sture touch<br>,S,DF<br>hed<br>,S,M                               | ed No N/A Yes           | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination Caster Level: 14  Enchantment  | SC: p.110                         |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Allows caster with Heal ranks to remove other ailments where the gains are the graph of the | 19<br>en usi<br>19 | [harmless]  None  N/A  ng Conjuration [Healing  Will negates; see text                | action  1 minute  1 standard action ] spells. Can Standard Action                               | 1 minute/level 10 minutes/level also heal more; see text. 1 round/level [D]; see text | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You Medium (240 ft.) V Target: One humanoid                                | s,S,DF<br>hed<br>,S,M<br>,S,F/DF                                  | ed No N/A Yes           | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination  Caster Level: 14  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  | SC: p.110<br>PHB: p.241           |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect: Allows caster with Heal ranks to remove other ailments wh  | 19<br>en usi       | [harmless]  None  N/A  ng Conjuration [Healing  | action  1 minute  1 standard action ] spells. Can Standard Action                               | 1 minute/level 10 minutes/level also heal more; see text.                             | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You Medium (240 ft.) V Target: One humanoic Touch V                        | s,S,DF<br>ned<br>,S,M<br>,S,F/DF<br>d creature                    | ed No N/A Yes           | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination Caster Level: 14  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Necromancy                                 | SC: p.110                         |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect: Allows caster with Heal ranks to remove other ailments where the same that the same  | 19<br>en usi<br>19 | [harmless]  None  N/A  N/A  ng Conjuration [Healing Will negates; see text  Will half | action  1 minute  1 standard action  Spells. Can Standard Action  Standard Action               | 1 minute/level 10 minutes/level also heal more; see text. 1 round/level [D]; see text | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You Medium (240 ft.) V Target: One humanoic Touch V Target: Creature touch | ture touch<br>,s,DF<br>hed<br>,s,M<br>,s,F/DF<br>d creature<br>,s | ed No N/A Yes Yes       | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination  Caster Level: 14  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Necromancy  Caster Level: 14              | SC: p.110  PHB: p.241  PHB: p.244 |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect: Allows caster with Heal ranks to remove other ailments where the same than the same  | 19<br>en usi<br>19 | [harmless]  None  N/A  ng Conjuration [Healing  Will negates; see text                | action  1 minute  1 standard action  Spells. Can Standard Action  Standard Action               | 1 minute/level 10 minutes/level also heal more; see text. 1 round/level [D]; see text | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You Medium (240 ft.) V Target: One humanoic Touch V Target: Creature touch | ture touch<br>,s,DF<br>hed<br>,s,M<br>,s,F/DF<br>d creature<br>,s | ed No N/A Yes           | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination Caster Level: 14  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Necromancy                                 | SC: p.110<br>PHB: p.241           |
| Ghost Touch Armor  Effect: Armor gains Ghost Touch property. Hand of Divinity  Effect: Grant +2 [Profane or Sacred] bonus to all saving throws. Healing Lorecall  Effect: Allows caster with Heal ranks to remove other ailments where the same that the same  | 19<br>en usi<br>19 | [harmless]  None  N/A  N/A  ng Conjuration [Healing Will negates; see text  Will half | action  1 minute  1 standard action  ] spells. Can Standard Action  Standard Action  1 standard | 1 minute/level 10 minutes/level also heal more; see text. 1 round/level [D]; see text | Target: Armor of creat Touch V Target: Creature touch Personal V Target: You Medium (240 ft.) V Target: One humanoic Touch V Target: Creature touch | ture touch ,S,DF ned ,S,M ,S,F/DF d creature ,S ned ,S,M          | ed No N/A Yes Yes       | Caster Level: 14  Evocation [See text] Caster Level: 14  Divination  Caster Level: 14  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Necromancy  Caster Level: 14  Conjuration | SC: p.110  PHB: p.241  PHB: p.244 |

|  |             |                                    |                    | Cleric Spells                            |   |   |  |                 |
|--|-------------|------------------------------------|--------------------|--|---|---|--|-----------------|
| □□□□□ Insignia of Alarm  |             | None                               | Standard<br>Action | Instantaneous                            | Long (960 ft.) V,S,F                                    | Yes (harmless)                                    | Abjuration                                     | Race Des: p.166 |
| Effect:<br>Spell alerts all wearers.   |             |                                    |                    |  | Target: All wearers of specia                           | insignia within range                             | Caster Level: 14                               |                 |
| Iron Silence   | 19          | Will negates                       |                    | 1 hour/level [D]                         | Touch V,S,DF  | Yes [harmless,object]                             | Transmutation                                  | SC: p.125       |
| Effect:  |             | [harmless,object]                  | action             |  | Target: One suit of armor tou                           | ched/3 levels                                     | Caster Level: 14                               |                 |
| Hide and Move Silent check ignore the Armor penalty duri   | ng the      | None                               |                    | 10 minutes/level [D]                     | Medium (240 ft.) V,S                                    | Yes; see text                                     | Evocation [Good,                               | SC: p.132       |
| Effect:  |             |                                    | action             |  | Target: You and up to two ra                            | s; see text                                       | Light]<br>Caster Level: 14                     |                 |
| Same as light of Lunia except damage is 2d6 or 4d6 vs. u   | ndead<br>19 | or outsiders. Fortitude negates    | 1 standard         | 1 minute/level                           | Touch V,S,DF  | Yes [harmless]                                    | Necromancy                                     | SC: p.134       |
| Effect:  |             | [harmless]                         | action             |  | Target: Creature touched                                |   | Caster Level: 14                               |                 |
| Not subject to sneak attacks or criticals; -4 penalty to Cha   |             |                                    |                    |  |   |   |  |                 |
| □□□□□ Make Whole   | 19          | Will negates<br>(harmless, object) | Action             | Instantaneous                            | Close (60 ft.) V,S                                      | Yes (harmless, object)                            |  | PHB: p.252      |
| Effect: Repairs an object.   |             |                                    |                    |  | Target: One object of up to 1                           |   | Caster Level: 14                               |                 |
| □□□□□ Mark of the Outcast  | 19          | Will negates                       | 1 standard action  | Permanent                                | Close (60 ft.) V,S,DF                                   | Yes   | Necromancy                                     | SC: p.138       |
| Effect: Creates an indelible mark on the subjects face; see text.  |             |                                    |                    |  | Target: One creature                                    |   | Caster Level: 14                               |                 |
| Owl's Wisdom   | 19          | Will negates<br>(harmless)         | Standard<br>Action | 1 minute/level                           | Touch V,S,M/D   | F Yes   | Transmutation                                  | PHB: p.259      |
| Effect:  |             | (narmess)                          | Action             |  | Target: Creature touched                                |   | Caster Level: 14                               |                 |
| Subject gains +4 to Wis for 1 minutes/level.  Protection from Negative Energy  | 19          | Will negates                       |                    | 10 minutes/level                         | Touch V,S   | Yes [harmless]                                    | Abjuration                                     | SC: p.163       |
| iffect:  |             | [harmless]                         | action             |  | Target: Creature touched                                |   | Caster Level: 14                               |                 |
| Subtract 10 hp worth of damage from each negative energy  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD                          |             | k.<br>Will negates                 | 1 standard         | 10 minutes/level                         | Touch V,S   | Yes [harmless]                                    | Abjuration                                     | SC: p.163       |
| Effect:  |             | [harmless]                         | action             |  | Target: Creature touched                                |   | Caster Level: 14                               | •               |
| Subtract 10 hp worth of damage from each positive energ  | y attacl    | K. Will negates                    | 1 standard         | 1 round                                  | Medium (240 ft.) V,S,DF                                 | Yes [harmless]                                    |  | SC: p.164       |
| JULU Quick March   | 19          | [harmless]                         | action             | i Todilu                                 |   |   |  | 00. p. 104      |
| ffect: Subjects base land speed increased by 30 feet.  |             |                                    |                    |  | Target: Allies in a 20-ftradiu                          |   | Caster Level: 14                               |                 |
| □□□□ Remove Paralysis  | 19          | Will negates<br>(harmless)         | Standard<br>Action | Instantaneous                            | Close (60 ft.) V,S                                      | Yes (harmless)                                    | Conjuration<br>(Healing)                       | PHB: p.271      |
| Effect: Frees one or more creatures from paralysis or slow effect.   |             |                                    |                    |  | Target: Up to four creatures, more than 30 ft. apart    | no two of which can be                            | Caster Level: 14                               |                 |
| ⊒⊒⊒⊒ Resist Energy   | 19          | Fortitude negates (harmless)       | Standard<br>Action | 10 minutes/level                         | Touch V,S, DF   | Yes (harmless)                                    | Abjuration                                     | PHB: p.272      |
| Effect: Ignores first 30 points of damage/attack from specified en   | orm, t      |                                    | . 1011011          |  | Target: Creature touched                                |   | Caster Level: 14                               |                 |
| Ignores lifst so points of damage/attack from specified end  | 19          | Will negates                       | 3 rounds           | Instantaneous                            | Touch V,S   | Yes (harmless)                                    | Conjuration                                    | PHB: p.272      |
| Effect:  |             | (harmless)                         |                    |  | Target: Creature touched                                |   | (Healing)<br>Caster Level: 14                  |                 |
| Dispels magical ability penalty or repairs 1d4 ability damaged Shatter   | ge.<br>19   | Will negates (object);             | Standard           | Instantaneous                            | Close (60 ft.) V,S,M/D                                  | F Yes (object)                                    | Evocation [Sonic]                              | PHB: p.278      |
|  |             |                                    | Action             |  | , , ,   |   |  | ·               |
| Effect:  |             | text                               |                    |  | Target: 5-ftradius spread; o                            | one solid object or one                           | Caster Level: 14                               |                 |
| Sonic vibration damages objects or crystalline creatures.  | 19          | Will pogotoo                       | Ctondord           | 4 hour/level (D)                         | crystalline creature                                    |   |  | PHB: p.278      |
| Shield Other   | 19          | Will negates<br>(harmless)         | Action             | 1 hour/level [D]                         | Close (60 ft.) V,S,F                                    | Yes (harmless)                                    | Abjuration                                     | FПБ. р.276      |
| Effect: You take half of subject's damage.   |             |                                    |                    |  | Target: One creature                                    |   | Caster Level: 14                               |                 |
| □□□□□ Shroud of Undeath  | 19          | N/A                                | 1 standard action  | 10 minutes/level [D]                     | Personal V,S,M  | N/A   | Necromancy                                     | SC: p.189       |
| Effect: Shroud yourself in invisbile negative energy so nonintel   | ligent :    | undead percieve you a              | as a fellow        | undead. Cure and inflict spells have the | Target: You<br>e  |   | Caster Level: 14                               |                 |
| pposite effect on you as if you were undead. "  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD                                    | 19          | Will negates; see text             | Standard           | 1 minute/level [D]                       | Long (960 ft.) V,S                                      | Yes; see text or no                               | Illusion (Glamer)                              | PHB: p.279      |
| Effect:  |             | or none (object)                   | Action             | · · · · · · · · · · · · · · · · · · ·    | Target: 20 ft. radius emanation                         | (object)  | , ,  |                 |
| Negates sound in 15-ft. radius.  | 40          | Form to control                    | 01 - 1 - 1         | Later transcript                         | object, or point in space                               |   |  | DUD . OO4       |
| Sound Burst  | 19          | Fortitude partial                  | Action             | Instantaneous                            | Close (60 ft.) V,S,F/DI                                 | · Yes   | Evocation [Sonic]                              | PHB: p.281      |
| Effect: Deals 1d8 sonic damage to subjects; may stun them.   |             |                                    |                    |  | Target: 10-ftradius spread                              |   | Caster Level: 14                               |                 |
| □□□□□Spawn Screen  | 19          | Will negates<br>[harmless]         | 1 standard action  | 1 hour/level                             | Touch V,S,DF  | Yes [harmless]                                    | Necromancy                                     | SC: p.197       |
| Effect:<br>Subject will not rise as spawn if killed by an undead capab   | ole of c    |                                    |                    |  | Target: One creature/level                              |   | Caster Level: 14                               |                 |
| DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD   | 19          | Will negates<br>[harmless]         | 1 standard         | 10 minutes/level                         | Touch V,S   | Yes [harmless]                                    | Abjuration                                     | SC: p.199       |
| Effect:  | 055.        | •                                  | action             |  | Target: Creature touched                                |   | Caster Level: 14                               |                 |
| Protects one creature from a single 1st- or 2nd-level spell; Spiritual Weapon  | see te      | xt.<br>None                        |                    | 1 round/level [D]                        | Medium (240 ft.) V,S, DF                                | Yes   | Evocation [Force]                              | PHB: p.283      |
| : :  |             |                                    | Action             |  | Target: Magic weapon of force                           | e   | Caster Level: 14                               |                 |
| Magical weapon attacks on its own.  Carrier Stabilize  | 19          | Will negates                       | 1 swift            | Instantaneous                            | See text V,S,DF   | Yes [harmless]                                    | Conjuration                                    | SC: p.204       |
| ffect:   |             | [harmless]; see text               | action             |  | Target: 50-ftradius burst cer                           |   | (Healing)<br>Caster Level: 14                  |                 |
| Spell designed for battle fields, heals all creatures for 1 hp   |             |                                    |                    |  |   |   | Divination                                     | DUD: p 204      |
| □□□□□ Status   | 19          | Will negates<br>(harmless)         | Standard<br>Action | 1 hour/level                             | Touch V,S   | Yes (harmless)                                    |  | PHB: p.284      |
| iffect: Monitors condition, position of allies.  |             |                                    |                    |  | Target: One/per 3 levels livin                          |   | Caster Level: 14                               |                 |
| □□□□ Stone Bones   | 19          | Will negates<br>[harmless]         | 1 standard action  | 10 minutes/level                         | Touch V,S,F   | Yes [harmless]                                    | Transmutation                                  | SC: p.208       |
| iffect: Target gains natural armor AC bonus of +3.   |             |                                    |                    |  | Target: Corporeal undead cre                            | eature touched                                    | Caster Level: 14                               |                 |
| Company Stone Fist   |             | None                               | Standard<br>Action | 14 rounds [D]                            | Personal V,S,DF   | No  | Transmutation                                  | Race Sto: p.163 |
| iffect:  | ma=-        | and tout                           | .1011011           |  | Target: You   |   | Caster Level: 14                               |                 |
| Acts as if armed and your hands become hard inflicting da  | ımage;      | see text.<br>None                  | 10 minutes         | 8 hours                                  | Close (60 ft.) V,S,DF                                   | No  | Conjuration                                    | SC: p.214       |
|  |             |                                    |                    |  |   |   | (Summoning)<br>[Good]                          |                 |
|  |             |                                    |                    |  | Target: One summoned Elys                               | an thrush   | Caster Level: 14                               |                 |
|  | xt          |                                    |                    |  |   |   |  | DLID: - 200     |
| Summons a Elysian thrush [Planar Handbook 118]; see te   | ext         | None                               | 1 round            | 1 round/level [D]                        | Close (60 ft.) V,S,F/DI                                 | No  | Conjuration<br>(Summoning)                     | PHB: p.286      |
| Summons a Elysian thrush [Planar Handbook 118]; see te   | ext         | None                               | 1 round            | 1 round/level [D]                        | Target: One or more summor                              | ned creatures, no two of                          | Conjuration<br>(Summoning)<br>Caster Level: 14 | РПВ: р.286      |
| Summons a Elysian thrush [Planar Handbook 118]; see te Summon Monster II  Calls extraplanar creature to fight for you. | ext<br>19   | None Will negates (object)         | Standard           |  |   | ned creatures, no two of                          | (Summoning)                                    | PHB: p.297      |
| Summon Monster II  |             |                                    |                    |  | Target: One or more summor which can be more than 30 ft | ned creatures, no two of<br>apart<br>Yes (object) | (Summoning)<br>Caster Level: 14                |                 |

|   |                |                                    |                      | Cleric Spells                             |  |                     |                                    |   |            |
|---|----------------|------------------------------------|----------------------|---|--|---------------------|------------------------------------|---|------------|
| UUUUVeil of Shadow  | 19             | N/A                                | 1 standard action    | 1 minute/level                            | Personal  Target: You                        | V,S                 | N/A                                | Evocation<br>[Darkness]<br>Caster Level: 14                         | SC: p.228  |
| Grants you a 20% miss chance from concealment.  Zone of Truth             | 19             | Will negates                       | Standard<br>Action   | 1 minute/level                            | Close (60 ft.)                               | V,S, DF             | Yes                                | Enchantment<br>(Compulsion)<br>[Mind-Affecting]                     | PHB: p.303 |
| Effect: Subjects within range cannot lie.                                 |                |                                    |                      |   | Target: 20-ftradius                          | emanation           | ı                                  | Caster Level: 14  |            |
| ,   |                |                                    |                      | LEVEL 3                                   |  |                     |                                    |   |            |
| Name  | DC             | Saving Throw                       | Time                 | Duration                                  | Range  | Comp.               | Spell Resistance                   | School  | Source     |
| Aid, Mass   |                | None                               | 1 standard action    | 1 minute/level                            | Close (60 ft.)  Target: One or more          | V,S,DF              | Yes [harmless] no two of which are | Enchantment<br>(Compulsion)<br>[Mind-Affecting]<br>Caster Level: 14 | SC: p.8    |
| +1 on attack rolls, +1 against fear, all creatures gain 1d8               | +1/cas<br>20   | Will negates                       |                      | 2 hours/level; see text                   | more than 30 ft. apa<br>Touch                | s,M/DF              | Yes [harmless]                     | Transmutation   | SC: p.8    |
| Effect: Grants creatures the ability to breath air.                       |                | [harmless]                         | action               |   | Target: Living creatu                        | ures touche         | d                                  | Caster Level: 14  |            |
| Align Weapon, Mass  | 20             | Will negates<br>[harmless, object] | 1 standard action    | 1 minute/level                            |  | V,S,DF              | Yes [harmless, object              | Transmutation<br>[See text]<br>Caster Level: 14                     | SC: p.9    |
| Functions like align weapon, except it effects multiple we                | apons (        | or projectiles at a distan<br>None |                      | 1 round/level [D]                         | than 30 ft. apart<br>20 ft.                  | V,S,M,DF            | wo of which are more               | Caster Level. 14 Conjuration  | SC: p.11   |
| Effect:   |                | None                               | action               | Troditioneror [B]                         | Target: Cylinder [20-                        |                     |                                    | (Creation)<br>[Chaotic, Water]<br>Caster Level: 14                  | оо. р. 11  |
| Storm imposes penalties and damages lawful creatures.  Antidragon Aura    | 20             | Will negates                       |                      | 1 minute/level                            | Close (60 ft.)                               | V,S,M,DF            | Yes [harmless]                     | Abjuration  | SC: p.14   |
| Effect: All subjects granted +2 luck bonus to AC, saves against           | anvthin        | [harmless]                         | action               | r levels above 5th; see text              | Target: One creature<br>more than 30 ft. apa |                     | no two of which are                | Caster Level: 14  |            |
| Attune Form   | 20             | N/A                                | 1 standard<br>action |   | Touch  | V,S,M/DF            | N/A                                | Transmutation   | SC: p.17   |
| Effect: Attunes the affected creatures to the plane you are curre         | ntly on,       | negating harmful effect            |                      |   | Target: One creature                         | e/3 levels          |                                    | Caster Level: 14  |            |
| □□□□□Awaken Sin   | 20             | Will negates                       |                      | Instantaneous                             | Touch  | V,S,DF              | Yes                                | Enchantment<br>(Compulsion)<br>[Fear, Good,<br>Mind-Affecting]      | SC: p.21   |
| Effect: Subject immediately takes 1d6/caster level [max 10di              | 3] point       | s of nonlethal damage              | and is stur          | nned for 1 round. If subject is knocke    | Target: One evil created                     | ature with I        | ntelligence 3+                     | Caster Level: 14  |            |
| unconscious it takes 1d6 Wis damage.                                      | 20             | Will negates                       | Standard<br>Action   | Permanent                                 | Touch  | V,S                 | Yes                                | Necromancy  | PHB: p.203 |
| Effect: -6 to an ability score; -4 on attack rolls, saves, and check      | s: or 50       | 0% chance of losing eac            |                      |   | Target: Creature tou                         | iched               |                                    | Caster Level: 14  |            |
| □□□□□ Blade of Pain and Fear  | 20             | Will partial                       |                      | 1 minute/level [D]                        | 0 ft.  | V,S,DF              | Yes                                | Evocation   | SC: p.30   |
| Effect:  Melee touch attack deals 1d6 +1/2 levels [max +10]. Sav          | e or be        | come frightened for 1d4            | rounds.              |   | Target: Swordlike co                         | olumn of gr         | ashing teeth                       | Caster Level: 14  |            |
| " *Blast of Force   | 20             | Fortitude partial                  | 1 standard action    | Instantaneous                             | , ,  | V,S                 | Yes                                | Evocation [Force]   | SC: p.31   |
| Effect: Blast one target for 1d6/2 levels [max 5d6]. In addition m        |                |                                    |                      |   | Target: Ray                                  |                     | W                                  | Caster Level: 14  | DUD        |
| Effect:   | 20             | Fortitude negates                  | Action               | Permanent [D]                             | Medium (240 ft.)  Target: One living cr      | V                   | Yes                                | Necromancy  Caster Level: 14  | PHB: p.206 |
| Makes subject blinded or deafened.  | 20             | Will negates                       | 1 standard           | 1 minute/level                            | Touch  | V,S                 | Yes [harmless]                     | Transmutation   | SC: p.32   |
| Effect:   |                | [harmless]                         | action               |   | Target: Creature tou                         |                     | ,,                                 | Caster Level: 14  |            |
| Grant blindsight to 30 ft.  | 20             | Will negates                       | 1 standard           | 1 hour/level                              | Touch  | V,S                 | Yes                                | Divination  | SC: p.45   |
| Effect: Scrying sensor passed along by touch.                             |                |                                    | action               |   | Target: Living creatu                        | ure touched         | I                                  | Caster Level: 14  |            |
| Circle Dance  Effect: Get direction and general status of a known target. | 20             | N/A                                | 1 minute             | Instantaneous                             | Personal  Target: You                        | V,S                 | N/A                                | Divination Caster Level: 14   | SC: p.46   |
| Cloak of Bravery  | 20             | Will negates<br>[harmless]         | 1 standard action    | 10 minutes/level                          | 60 ft.                                       | V,S                 | Yes [harmless]                     | Abjuration<br>[Mind-Affecting]                                      | SC: p.47   |
| Effect: You and your allies gain a morale bonus on saves again            | st fear e      |                                    | ter level [Ma        | x +10].                                   | Target: 60-ftradius                          | emanation           | centered on you                    | Caster Level: 14  |            |
| Cloak Pool  | 20             | Will negates<br>[harmless,object]  | 1 standard action    | 1 hour/level [D]                          | Close (60 ft.)                               | V,S                 | No                                 | [Mind-Affecting]  | SC: p.48   |
| Effect: Causes a color pool on the Astral Plane to seemingly ce           | ase to e       |                                    | Ctendend             | Description                               | Target: One color po                         |                     | NI=                                | Caster Level: 14  | DUD: - 042 |
| Continual Flame   |                | None                               | Standard<br>Action   | Permanent                                 | Touch  Target: Object touch                  | V,S,M<br>ned Magica | No<br>I. heatless flame            | Evocation [Light]  Caster Level: 14                                 | PHB: p.213 |
| Makes a permanent, heatless torch.  | 20             | Will negates                       | 1 standard           | 10 minutes/level                          |  | V,S,M               | Yes [harmless]                     | Abjuration  | SC: p.52   |
| Effect:   |                | [harmless]                         | action               |   | Target: Allies in a 20                       |                     |                                    | Caster Level: 14  |            |
| Same as conviction, except it affects multiple allies at a c              | distance<br>20 | e.<br>Fortitude negates            |                      | 1 round/level [D]                         | 10 ft.                                       | V,S,DF              | Yes                                | Evocation [Cold]  | SC: p.52   |
| Effect: Gain fire resistance 10, and deal 1d12 damage to all in y         | our are        | a of effect. Creatures so          | action affected ha   | ve -2 to Str & Dex. move at half speed to | Target: 20-ftradius                          | spread              |                                    | Caster Level: 14  |            |
| as ong as they remain in the area.  | _ a. a.c       | None                               |                      | 24 hours; see text                        | Close (60 ft.)                               | V,S                 | No                                 | Conjuration   | PHB: p.214 |
| Effect: Feeds 3 humans or 1 horses/level.                                 |                |                                    |                      |   |  | ater to sust        | ain 3 humans/level or              | (Creation)<br>Caster Level: 14                                      |            |
| Cure Serious Wounds   | 20             | Will half (harmless);<br>see text  | Standard<br>Action   | Instantaneous                             |  | V,S                 | Yes (harmless); see text           | Conjuration<br>(Healing)<br>Caster Level: 14                        | PHB: p.216 |
| Cures 3d8 +1/level [max +15] damage.                                      |                | None                               | 1 standard action    | 1 round/level [D]                         | 0 ft.  | V,S                 | Yes                                | Evocation [Fire]  | SC: p.59   |
| Effect: Produce a flame that can be used for touch attack or ran          | ged atta       | ack [120 ft. no penalty]           |                      | levels [Max 5d6].                         | Target: Flame in you                         | ur palm             |                                    | Caster Level: 14  |            |
| □□□□ Daylight   |                | None                               |                      | 10 minutes/level [D]                      | Touch  | V,S                 | No                                 | Evocation [Light]   | PHB: p.216 |
| Effect: 60-ft. radius of bright light.                                    |                | Neve                               | Ct- t                | 4 decilional ID                           | Target: Object touch                         |                     | N-                                 | Caster Level: 14  | DUD 247    |
| Deeper Darkness   |                | None                               | Standard<br>Action   | 1 day/level [D]                           | Touch  | V, M/DF             | No                                 | Evocation<br>[Darkness]   | PHB: p.217 |
| Effect:   |                |                                    | Action               |   | Target: Object touch                         | ned                 |                                    | Caster Level: 14  |            |
| Effect: Object sheds supernatural shadow in 60-ft. radius.                | 20             | NWill half                         |                      | 1d6 rounds; see text                      | Target: Object touch<br>Close (60 ft.)       | v,s,DF              | Yes                                |   | SC: p.63   |

Effect: Target: Living creature

Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.

\*=Domain/Speciality Spell

| The control of set of and an almost set in 1920 and 1920  |  |                               |  |  | Cleric Spells   |  |  |  |  |  |
|--|--|-------------------------------|--|--|---|--|--|--|--|--|
| Mary      | □□□□ Devil Blight  | 20                            |  |  | 1d6 rounds  | Close (60 ft.)   | ,S,DF  | Yes  | Transmutation  | SC: p.64   |
| March 1969   Mage   March 1969   March 196   | Effect:  | Ino cave                      |  |  | rd.   | Target: Living creature  | •  |  | Caster Level: 14   |  |
| Marria   M   | Dispel Magic   | IIIO Save                     |  | Standard   |   | Medium (240 ft.)   | ,S   | No   | Abjuration   | PHB: p.223   |
| Company   Comp   | Effect:  |                               |  | Action   |   |  | er, creatur  | e, or object; or   | Caster Level: 14   |  |
| The result interpretation of the control is not all the control is all | -  | 20                            | Reflex partial; see text   | 1 standard   | Instantaneous   |  | S,M  | Yes  | Evocation [Air]  | SC: p.72   |
| The second in the content of the c   |  |                               |  |  |   |  |  | 00 ft_high]  |  |  |
| The content of the c  | Either send a flying creature down 50 ft. or 100 ft. They ta   | ake fall o                    |  |  |   |  |  |  |  | SC: n 70   |
| An experience of a conjugate of experience of the conjugate of experience of  | · ·  |                               | None   |  | i round/level   |  | ,5,DF  | NO   | text]  | SC: p.79   |
|  |  | 0 and d                       | amage dealt is 2d6   |  |   | Target: Touch  |  |  | Caster Level: 14   |  |
| Control   Cont   | □□□□□ Energy Vortex  | 20                            | Reflex half  |  | Instantaneous   | 20 ft. V   | ,S   | Yes  |  | SC: p.81   |
| Company   Comp   |  |                               |  |  |   |  |  |  | Cold, Fire,  |  |
| March   Marc   | Effect: Chases a energy type and it causes 1d8 ±1/caster level   | [may +                        | 201 You may double th  | a damana i   | f you forme a save and take the damage  |  | vithin a 20  | l-ftradius burst   |  |  |
| Part      | as well.   |                               |  |  |   |  | 0.14   | V B  | All collection   | 00 . 00  |
| Control but of the control of the    |  | 20                            |  |  | 1 nour/level  |  |  | res [narmiess]   | •  | SC: p.89   |
| Part      |  |                               |  |  |   | Target: Creature touch   | ned  |  | Caster Level: 14   |  |
| Table   Part     | □□□□□ Fell the Greatest Foe  | 20                            |  |  | 1 round/level   | Touch V,   | ,S,M   | Yes [harmless]   | Transmutation  | SC: p.90   |
| Part   | Effect:  Doe! 146 damage per size category difference  |                               | ,  |  |   | Target: Creature touch   | ned  |  | Caster Level: 14   |  |
| Part   Continue of the standard of the part   Continue of the part   | ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐  |                               | None   |  | 1 round/level   | Touch V  | ,S,M   | No   | Evocation  | SC: p.95   |
| California   Cal   | Effect:  |                               |  | action   |   | Target: Nonmagical we  | eapon tou  | ıched  | Caster Level: 14   |  |
| Part      |  |                               |  | 1 standard   | 1 minute/level  |  |  |  | Transmutation  | SC: p.102  |
| This interview of temple   The content of the con   |  |                               |  |  |   |  |  |  |  |  |
| Parmiser    | Hit incorporeal normally.  | 00                            | Fauta de la constitución de la c | 4 -4: : :  | 40 = 1 = 1 = 1  | time of casting]   |  | •  |  | 20: - 400  |
| Control and Selection and Information of Marketing (1997 of Warding)   20   See teach   10 minutes Permanent until disablequed [10]   7 apper Vision   10 minutes permanent until disablequed [10]   7 apper Vision   10 minutes permanent until disablequed [10]   7 apper Vision   10 minutes permanent until disablequed [10]   7 apper Vision   10 minutes permanent until disablequed [10]   7 apper Vision   10 minutes permanent until disablequed [10]   7 apper Vision   10 apper Vis   | Girallon's Blessing  | 20                            |  |  | 10 minutes/level  |  |  | res [harmless]   |  | SC: p.106  |
|  | Effect: Gain an additional pair of arms; see text  |                               |  |  |   | Target: Creature touch   | ned  |  | Caster Level: 14   |  |
| Page   Capter   Leave   Capter   Cap   | □□□□□Glyph of Warding  | 20                            | See text   | 10 minutes   | Permanent until discharged [D]  | Touch V,   |  |  | Abjuration   | PHB: p.236   |
|  | Effect:  |                               |  |  |   | Target: Object touched   |  |  | Caster Level: 14   |  |
| Page      | Grace  | 20                            | N/A  |  | 1 round/level   | Personal V   |  | N/A  |  | SC: p.107  |
|  | Effect:  |                               |  | action   |   | Target: You  |  |  |  |  |
| Target Creature   Target Cre   |  |                               |  | 1 standard   | 10 minutes/level  | Touch V.   | .S.M   | Yes [harmless]   | Transmutation  | SC: p.109  |
| Agriculty   Bring the subject table states 14th damage.   Sandard   Tourilevel   Action   Files   V.S. DF   No   Excision   PHB; p.239   PhB; p.23   |  | 20                            | 7 Ortificaci froguesco   |  | 10 1111114100/10101   |  |  | roo (namiooo)  |  | СС. р. 100   |
| Action   A   |  |                               |  |  |   | _  |  |  |  |  |
| Standard   Found levels subject to you.  | □□□□□ Helping Hand   |                               | None   |  | 1 hour/level  | 5 miles V,   | ,S, DF   | No   | Evocation  | PHB: p.239   |
|  | Effect: Ghostly hand leads subject to you.   |                               |  |  |   | Target: Ghostly hand   |  |  | Caster Level: 14   |  |
| Target Cylinder   20-ft. radius,   20 ft. high]   Caster work   14     |  |                               | None   | 1 standard   | 1 round/level [D]   | 20 ft V  | S,M,DF   | No   | Conjuration  | SC: p.115  |
| Special by Lisiens, Spot, and Search checks, 4 ranged attacks. Evit creatures size 286 damage each round (double of Justisers).  | □□□□□ Holy Storm   |                               | None   |  | r roundrior (B)   | 20 11.   |  |  | (Crootion) [Cood   |  |
| File      |  |                               | None   |  |   |  |  |  | Water]   |  |
| Accordance   Architect   Accordance   Architect   Accordance   Accor   | Effect:  | attacks.                      |  | action  damage e   | ach round [double if outsiders].  | Target: Cylinder [20-ft.   |  | 0 ft. high]  | Water]   |  |
| Filter:   Serious   Mounds     | Effect:  | attacks.                      | . Evil creatures take 2d6  | action damage es   | ach round [double if outsiders].  | Target: Cylinder [20-ft.   |  |  | Water]<br>Caster Level: 14   |  |
|  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  |                               | . Evil creatures take 2d6  | action damage es   | ach round [double if outsiders].  | Target: Cylinder [20-ft. 0 ft. V,  | ,S,M   | Yes  | Water] Caster Level: 14 Evocation [Cold]   |  |
| Standard   14 minutes  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].                          | Evil creatures take 2d6<br>None  | action  damage eat 1 standard action  Standard   | ach round [double if outsiders].<br>1 round/level [D]   | Target: Cylinder [20-ft. 0 ft. V, Target: Battleaxe-shape  | ,S,M<br>ped weap   | Yes on of swirling ice   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14  | SC: p.118  |
| Action    Action   Fifted:   Fifted: | Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged1 lice Axe  Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +1] -1 linflict Serious Wounds  Effect:   | 10].                          | Evil creatures take 2d6<br>None  | action  damage eat 1 standard action  Standard   | ach round [double if outsiders].<br>1 round/level [D]   | Target: Cylinder [20-ft. 0 ft. V, Target: Battleaxe-shap Touch V,  | ,S,M<br>ped weap   | Yes on of swirling ice   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy   | SC: p.118  |
| Target: All wearers of special insignia within range   Caster Level: 14  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].                          | Evil creatures take 2d6<br>None<br>Will half   | action  damage eat 1 standard action  Standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  | Target: Cylinder [20-ft.  0 ft. V, Target: Battleaxe-shap Touch V, Target: Creature touch  | s,S,M<br>ped weap<br>s,S<br>ned  | Yes on of swirling ice Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14  | SC: p.118<br>PHB: p.244  |
| Conjunction      | Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged1 lice Axe  Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +1] -1 linflict Serious Wounds  Effect:   | 10].                          | Evil creatures take 2d6<br>None<br>Will half   | action 6 damage et 1 standard action Standard Action Standard  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  | Target: Cylinder [20-ft.  0 ft. V, Target: Battleaxe-shap Touch V, Target: Creature touch  | s,S,M<br>ped weap<br>s,S<br>ned  | Yes on of swirling ice Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion)  | SC: p.118<br>PHB: p.244  |
| Action   A   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged.  -1 -1 -1 Ice Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1  -1 -1 -1 Inflict Serious Wounds  Effect:  Touch attack, 3d8 +1/level [max +15] damage.  -1 -1 -1 Insignia of Blessing  Effect:   | 10].<br>20                    | Evil creatures take 2d6<br>None<br>Will half   | action 6 damage et 1 standard action Standard Action Standard  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.)  | s,S,M<br>ped weap<br>s,S<br>ned<br>s,S,F   | Yes on of swirling ice Yes Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (comulsion) [Mind-Affecting]   | SC: p.118<br>PHB: p.244  |
| Comparison of Warding   Comparison of Warding   Comparison   Comparison of Warding   Comparison   Compariso   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged.  -1 -1 -1 Ice Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1  -1 -1 -1 Inflict Serious Wounds  Effect:  Touch attack, 3d8 +1/level [max +15] damage.  -1 -1 -1 Insignia of Blessing  Effect:   | 10].<br>20                    | Evil creatures take 2d6 None  Will half  None ar effects.  | action  6 damage e. 1 standard action  Standard Action  Standard Action  Standard Standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  | Target: Cylinder [20-ft.           0 ft.         V.           Target: Battleaxe-shap           Touch         V.           Target: Creature touch           Long (960 ft.)         V.           Target: All wearers of started to the control of the contro   | s,M<br>bed weapons<br>s<br>and<br>s,S,F<br>special in<br>s,S,F   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration  | SC: p.118  PHB: p.244  Race Des: p.166   |
| Harmless   Action   Target: All wearers of special insignia within range   Caster Level: 14   Action   Caster Level: 14  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].<br>20                    | Evil creatures take 2d6 None  Will half  None ar effects.  | action  6 damage e. 1 standard action  Standard Action  Standard Action  Standard Standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  | Target: Cylinder [20-ft.  0 ft.  V,  Target: Battleaxe-shap  Touch  V,  Target: Creature touch  Long (960 ft.)  V,  Target: All wearers of the composition of the com | S,M  ped weapons S  seed S,F  special in   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing)  | SC: p.118  PHB: p.244  Race Des: p.166   |
| +1 divine borus to AC and on Fort saves.    Caster Level: 14   Caster  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6<br>None  Will half  None  ar effects.  Will half (Harmless)  | action  damage e. 1 standard action  Standard Action  Standard Action  Standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous   | Target: Cylinder [20-ft. V, Target: Battleaxe-shap Touch V, Target: Creature touch Long (960 ft.) V, Target: All wearers of Long (960 ft.) V, Target: All wearers of the shape | s,S,M<br>bed weap<br>s,S,F<br>special in<br>s,S,F<br>special in  | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  |
| Caster Level: 14   Caster Leve   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)   | action  diamage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the condition of t | s,S,M  peed weaper s,S,F  special in s,F  special in s,F   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless)   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  |
| Send 25 words or less to the targeted creature; see text.    None   Standard   1 minute/level [D]   Personal   V,S   No   Evocation   PHB: p.245   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1  | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  | action  damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of: Long (960 ft.) V. Target: All wearers of: Long (960 ft.) V. Target: All wearers of:   | ed weapens. Sheed weapens. Sheed so, | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless):see text signia within range Yes (harmless)   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  |
| Personal   Personal   Personal   V,S   No   Evocation   PHB: p.245   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1                            Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]   | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6 None  Will half  None ar effects. Will half (Harmless)  Will negates (Harmless)  | action  6 damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V.  | ed weapens. Sheed weapens. Sheed so, | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless):see text signia within range Yes (harmless)   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14 Evocation [Language-Dependent of the content of th | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124   |
| Effect: Target: You  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6 None  Will half  None ar effects. Will half (Harmless)  Will negates (Harmless)  | action  6 damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V.  | ed weapens. Sheed weapens. Sheed so, | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless):see text signia within range Yes (harmless)   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14 Evocation [Language-Dependent of the content of th | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124   |
| Sc: p.129   Sc:    | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]   | action  damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the condition of t | S,M  ped weape S,  ned S,F  special in S,F  special in S,F  special in   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14 Evocation [Language-Dependent Level: 14]  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  |
| text Teleport and end up flanking an opponent.  Target: You  Close (60 ft.)  Target: One creature  Close (60 ft.)  Target: One creature  Caster Level: 14  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1 lce Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]  -1 lnflict Serious Wounds  Effect:  Touch attack, 3d8 +1/level [max +15] damage.  -1 lnsignia of Blessing  Effect:  +1 morale bonus on attack rolls and on saving throws age  -1 lnsignia of Healing  Effect:  Heals 1d8+10 to all wearers.  -1 lnsignia of Warding  Effect:  +1 divine bonus to AC and on Fort saves.  -1 lnterplanar Message  Effect:  Send 25 words or less to the targeted creature; see text.  -1 lnvisibility Purge  Effect:   | 10].<br>20<br>ainst fea<br>20 | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]   | action  damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the company of th | S,M  ped weape S,  ned S,F  special in S,F  special in S,F  special in   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Abjuration Caster Level: 14 Evocation [Language-Dependent Caster Level: 14 Evocation  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  |
| Teleport and end up flanking an opponent.    Close (60 ft.)   S,DF   Yes   Divination   SC: p.129  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1 lce Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]  -1 lnflict Serious Wounds  Effect:  Touch attack, 3d8 +1/level [max +15] damage.  -1 lnsignia of Blessing  Effect:  +1 morale bonus on attack rolls and on saving throws age  -1 lnsignia of Healing  Effect:  Heals 1d8+10 to all wearers.  -1 lnsignia of Warding  Effect:  +1 divine bonus to AC and on Fort saves.  -1 lnterplanar Message  Effect:  Send 25 words or less to the targeted creature; see text.  -1 lnvisibility Purge  Effect:   | 20 20 20                      | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]   | action  diamage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  14 minutes  24 hours/level  1 minute/level [D]  | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of: Long (960 ft.) V. Target: One creature Personal V. Target: You  5 ft./2 levels; see V.  | s,M  ped weape s,S  ned s,S,F  special in s,S,F  | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutatin   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  |
| action  Target: One creature  Caster Level: 14   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 20 20 20                      | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]   | action  diamage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  14 minutes  24 hours/level  1 minute/level [D]  | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of: Long (960 ft.) V. Target: All wearers of: Cone creature V. Target: One creature Personal V. Target: You  5 ft./2 levels; see V.   | s,M  ped weape s,S  ned s,S,F  special in s,S,F  | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation Language-Depending Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation)  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  |
| Learn strengths or weaknesses of opponent; see text.   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1   Ce Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]  -1   Inflict Serious Wounds  Effect:  Touch attack, 3d8 +1/level [max +15] damage.  -1   Insignia of Blessing  Effect:  +1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Healing  Effect:  Heals 1d8+10 to all wearers.  -1   Insignia of Warding  Effect:  +1 divine bonus to AC and on Fort saves.  -1   Interplanar Message  Effect:  Send 25 words or less to the targeted creature; see text.  -1   Invisibility Purge  Effect:  Dispels invisibility within 5 ft./level  -1   Knight's Move  Effect:  Teleport and end up flanking an opponent.   | 20 20 20 20                   | . Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]  None   | action  damage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard Action  1 standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  14 minutes  24 hours/level  1 minute/level [D]  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: One creature Personal V. Target: You  5 ft./2 levels; see V. Long (960 ft.) V. Target: You  | S,M oved weapon S, ened over special in special in S,S,F special in S,S,F special in S,S,F special in S,S,F  | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124 dent]  PHB: p.245  SC: p.129  |
| action  Target: One creature  Caster Level: 14  Learn any vulnerabilities and resistances the target has.  Reflect:  Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text  None  Standard 1 minute/level  Action  Target: Vou and up to two rays; see text  Caster Level: 14  Long (960 ft.)  V,S,F/DF No  Divination  PHB: p.249  PHB: p.249  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 14  Action  Target: One creature  Caster Level: 14  Long (960 ft.)  V,S,F/DF No  Divination  PHB: p.249  PHB: p.249  PHB: p.249  Caster Level: 14  Long (960 ft.)  Target: Torcle, centered on you, with a radius of 400 + Caster Level: 14  Action  Target: 10-ftradius emanation from touched creature  Caster Level: 14   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1   Ce Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]  -1   Inflict Serious Wounds  Effect:  -1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Blessing  Effect:  +1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Healing  Effect:  Heals 1d8+10 to all wearers.  -1   Insignia of Warding  Effect:  +1 divine bonus to AC and on Fort saves.  -1   Interplanar Message  Effect:  Send 25 words or less to the targeted creature; see text.  -1   Invisibility Purge  Effect:  Dispels invisibility within 5 ft./level  -1   Knight's Move  Effect:  Teleport and end up flanking an opponent.  -1   Know Opponent   | 20 20 20 20                   | . Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]  None   | action  damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  Standard Action  1 standard Action  1 standard Action  1 standard Action  1 swift action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  14 minutes  24 hours/level  1 minute/level [D]  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: You Still Levels; see Lext Target: You Close (60 ft.) S.  | S,M oved weapon S, ened over special in special in S,S,F special in S,S,F special in S,S,F special in S,S,F  | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless)  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124 dent]  PHB: p.245  SC: p.129  |
| Learn any vulnerabilities and resistances the target has.  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 20 20 20 20 20                | Evil creatures take 2dd None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]  None  N/A  Will negates  | action  6 damage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 swift action  1 standard action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Long (960 ft.) V. Target: All wearers of touch Target: One creature Personal V. Target: You  5 ft./2 levels; see V. Target: You Close (60 ft.) S. Target: One creature  | S,M oped weaponed S,F special in S,F special in S,S,F special in S S S S D F   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes [harmless] No N/A Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Depent Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Conjuration Caster Level: 14 Divination Caster Level: 14 Conjuration Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  |
| Senses direction toward object [specific or type].   Standard [Armiless)   Action   Target: 10-ftradius emanation from touched creature   Caster Level: 14   Service   Caster Lev     | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 20 20 20 20 20                | Evil creatures take 2dd None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]  None  N/A  Will negates  | action  damage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 swift action  1 standard action  1 standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: One creature V. Target: One creature Personal V. Target: You Sft./2 levels; see text Target: You Close (60 ft.) S. Target: One creature Close (60 ft.) V. Targ | S,M oped weaponed S,F special in S,F special in S,S,F special in S S S S D F   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes [harmless] No N/A Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Depent Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Conjuration Caster Level: 14 Divination Caster Level: 14 Conjuration Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  |
| Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text  Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text  Long (960 ft.) V,S,F/DF No Divination PHB: p.249  Long (960 ft.) V,S,F/DF No Divination PHB: p.249  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 14  40 ft. per level  Touch V,S,M/DF No; see text Abjuration [Good] PHB: p.249  Effect:  Farget: 10-ftradius emanation from touched creature Caster Level: 14  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1   Ce Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]  -1   Inflict Serious Wounds  Effect:  -1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Blessing  Effect:  +1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Healing  Effect:  +1 divine bonus to AC and on Fort saves.  -1   Insignia of Warding  Effect:  +1 divine bonus to AC and on Fort saves.  -1   Interplanar Message  Effect:  Send 25 words or less to the targeted creature; see text.  -1   Rhight's Move  Effect:  -1   Rhight | 20 20 20 20 20                | Evil creatures take 2dd None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  Will negates [harmless]  None  N/A  Will negates  | action  damage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 swift action  1 standard action  1 standard Action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: All wearers of the Long (960 ft.) V. Target: One creature V. Target: One creature Personal V. Target: You Sft./2 levels; see text Target: You Close (60 ft.) S. Target: One creature Close (60 ft.) V. Targ | S,M oped weaponed S,F special in S,F special in S,S,F special in S S S S D F   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes [harmless] No N/A Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  |
| Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text   | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  -1   Ce Axe  Effect:  Axe deals 2d12 of cold damage +1/2 caster level [max +1]  -1   Inflict Serious Wounds  Effect:  -1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Blessing  Effect:  +1 morale bonus on attack rolls and on saving throws age  -1   Insignia of Healing  Effect:  +1 divine bonus to AC and on Fort saves.  -1   Insignia of Warding  Effect:  +1 divine bonus to AC and on Fort saves.  -1   Interplanar Message  Effect:  Send 25 words or less to the targeted creature; see text.  -1   Rhight's Move  Effect:  -1   Rhight | 20 20 20 20 20                | Evil creatures take 2d6 None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  None  N/A  Will negates Will negates Will negates Will negates Will negates   | action  diamage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  | Target: Cylinder [20-ft.           0 ft.         V.           Target: Battleaxe-shap           Touch         V.           Target: Creature touch           Long (960 ft.)         V.           Target: All wearers of:         Long (960 ft.)           Long (960 ft.)         V.           Target: All wearers of:         One creature           V.         V.           Target: One creature         V.           Personal         V.           Target: You         S.           St./2 levels; see text         V.           Target: You         Close (60 ft.)         S.           Target: One creature         Close (60 ft.)         V.           Target: One creature         Close (60 ft.)         V.  | S,M oved weapo S,S and oved weapo S,S special in S,S,F special in S,S,F special in S,S,F special in S,S S S S S S S S S S S S S S S S S S  | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless):see text signia within range Yes (harmless) signia within range Yes [harmless] No N/A Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Transmutatin (Teleporation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Good,  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124 dent]  PHB: p.245  SC: p.129  SC: p.129  SC: p.129                              |
| Action  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 14  40 ft. per level  Genses direction toward object [specific or type].  Magic Circle against Evil  20 Will negates (harmless)  Action  Target: Circle, centered on you, with a radius of 400 + Caster Level: 14  Touch  V,S,M/DF No; see text  Abjuration [Good] PHB: p.249  Action  Target: 10-ftradius emanation from touched creature Caster Level: 14  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 20 20 20 20 20 20             | Evil creatures take 2dd None  Will half  None  ar effects. Will half (Harmless)  Will negates (Harmless)  None  N/A  Will negates Will negates Will negates None   | action  diamage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Charget: All wearers of : Charget: One creature V. Target: One creature V. Target: You S ft./2 levels; see V. Lext Target: You Close (60 ft.) S. Target: One creature Close (60 ft.) V. Target: One creature Medium (240 ft.) V. Target: One creature   | S,M oved weapon S, seed over weapon S,F special in S,F special in S,S,F special in S,S,F special in S,S,F S,DF DF S,S,DF S,S,DF S,S,DF   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless):see text signia within range Yes (harmless) signia within range Yes (harmless) No N/A Yes Yes Yes; see text   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124 dent]  PHB: p.245  SC: p.129  SC: p.129  SC: p.129                              |
| Senses direction toward object [specific or type].    Owill negates (harmless)   Will negates (harmless)   Will negates (harmless)   Action   Actio | Effect: -4-penalty to Listen, Spot, and Search checks, -4 ranged -1  | 20 20 20 20 20 20             | Evil creatures take 2de None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  None  N/A  Will negates  Will negates  None  Outsiders; see text  | action  damage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 swift action  1 standard action   | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  Instantaneous  10 minutes/level [D]                                   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: One creature Personal V. Target: You 5 ft./2 levels; see V. Target: You Close (60 ft.) S. Target: One creature Close (60 ft.) V. Target: One creature Medium (240 ft.) V. Target: One creature  | S,M oped weapon S, special in S,S,F spec | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless);see text signia within range Yes (harmless) No N/A Yes Yes Yes Yes Yes; see text see text   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Evocation [Good, Light] Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  SC: p.129  SC: p.132 |
| (harmless) Action  Effect: Target: 10-ftradius emanation from touched creature Caster Level: 14  | Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged -1 lce Axe  Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +1] -1 Inflict Serious Wounds  Effect: -1 morale bonus on attack rolls and on saving throws age -1 Insignia of Blessing  Effect: -1 morale bonus on attack rolls and on saving throws age -1 Insignia of Healing  Effect: -1 divine bonus to AC and on Fort saves1 Interplanar Message  Effect: -1 divine bonus to AC and on Fort saves1 Interplanar Message  Effect: -1 linerplanar Message  Effect: -1 liner       | 20 20 20 20 20 20             | Evil creatures take 2de None  Will half  None  ar effects.  Will half (Harmless)  Will negates (Harmless)  None  N/A  Will negates  Will negates  None  Outsiders; see text  | action  damage e. 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard Action  1 standard Action  1 swift action  1 standard action  1 standard action  1 standard action  Standard Action | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  Instantaneous  10 minutes/level [D]                                   | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the state o | S,M oped weap S,S special in S,F special in S,F special in S,S S S S S S S S S S S S S S S S S S   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes [harmless] No N/A Yes   | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  SC: p.129  SC: p.132                  |
|  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 20 20 20 20 20 20 20 20 20 20 | Evil creatures take 2dd None  Will half  None  ar effects. Will half (Harmless)  Will negates (Harmless)  None  N/A  Will negates Will negates Will negates Will negates Will negates  Will negates  | action  diamage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  4 minutes  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Long (960 ft.) V. Target: All wearers of : Cone creature V. Target: One creature Personal V. Target: You S ft./2 levels; see V. text Target: You Close (60 ft.) S. Target: One creature Medium (240 ft.) V. Target: You and up to Long (960 ft.) V. Target: You and up to Long (960 ft.) V. Target: You and up to Long (960 ft.) V. Target: Circle, centere 40 ft. per level  | S,M oped weapo S S need S,F special in S,F special in S,S,F special in S,S S S S S S S S S S S S S S S S S S   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes (harmless) No N/A Yes Yes Yes Yes with a radius of 400 +  | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination Caster Level: 14   | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  SC: p.129  SC: p.132  PHB: p.249      |
|  | Effect:  -4 penalty to Listen, Spot, and Search checks, -4 ranged  | 20 20 20 20 20 20 20 20 20 20 | Evil creatures take 2de None  Will half  None  ar effects. Will half (Harmless)  Will negates (Harmless)  None  N/A  Will negates Will negates  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates  Will negates   | action  damage et 1 standard action  Standard Action  Standard Action  Standard Action  Standard Action  Standard Action  1 standard action  | ach round [double if outsiders].  1 round/level [D]  Instantaneous  14 minutes  Instantaneous  4 minutes  24 hours/level  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous | Target: Cylinder [20-ft. V. Target: Battleaxe-shap Touch V. Target: Creature touch Long (960 ft.) V. Target: All wearers of the state o | S,M oped weapo S,S aned S,S,F special in S,S,F d d on you, S,S,MDF   | Yes on of swirling ice Yes Yes (harmless) signia within range Yes (harmless);see text signia within range Yes (harmless) signia within range Yes [harmless] No N/A Yes Yes Yes Yes Yes Yes Yes Yes, see text see text No with a radius of 400 + No; see text | Water] Caster Level: 14 Evocation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Enchantment (Comulsion) [Mind-Affecting] Caster Level: 14 Conjuration (Healing) Caster Level: 14 Evocation [Language-Dependent Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14  | SC: p.118  PHB: p.244  Race Des: p.166  Race Des: p.166  SC: p.124  dent]  PHB: p.245  SC: p.129  SC: p.129  SC: p.129  SC: p.132  PHB: p.249      |

nutes/level.

\* =Domain/Speciality Spell

|  |  |  |  | Cleric Spells  |   |  |  |   |  |
|--|--|--|--|--|---|--|--|---|--|
| Magic Circle against Law   | 20   | Will negates (harmless)  | Standard<br>Action   | 10 minutes/level   |   |  | No; see text   | Abjuration<br>[Chaotic]   | PHB: p.250   |
| ### ### ##############################   |  |  |  |  |   |  | from touched creature  |   | DUD - OF4  |
| Magic Vestment  Effect:  | 20   | Will negates<br>(harmless, object)   | Standard<br>Action   | 1 hour/level   | Touch  Target: Armor or shie  |  | Yes (harmless, object)   | ) Transmutation  Caster Level: 14   | PHB: p.251   |
| Armor or shield gains +1/4 levels [max +5] enhancement  Mantle of Chaos  | 20   | N/A  | 1 standard   | 10 minutes/level [D]   | Personal  | V,S,M  | N/A  | Abjuration [Chaos]  | ] SC: p.137  |
| Effect:  |  |  | action   |  | Target: You   |  |  | Caster Level: 14  |  |
| Gain SR 12 + your caster level against spells with the law   |  |  | 1 standard   | 10 minutes/level [D]   |   | V,S,M  | N/A  | Abjuration [Law]  | SC: p.138  |
| Effect:  |  |  | action   |  | Target: You   | ,-,  |  | Caster Level: 14  |  |
| Gain SR 12 + your caster level against spells with the cha   | os desc  | criptor.<br>None   | Standard   | 10 minutes/level   |   | V,S, DF  | No   | Transmutation   | PHB: p.252   |
| Meld into Stone  |  | None   | Action   | To minutes/lever   |   | V,3, DF  | NO   | [Earth]   | rпв. p.202   |
| You and your gear merge with stone.  | 00   | Form to control  | 4 - 1 - 1 - 1  | Late days a  | Target: You   | V 0 M  | N.   | Caster Level: 14  | 20 . 142   |
| □□□□□ Nauseating Breath  | 20   | Fortitude negates  | action   | Instantaneous  |   | V,S,M  | No   | Conjuration<br>(Creation)   | SC: p.146  |
| Effect: Creatures in area must save or be nauseated for 1d6 roun   |  |  |  |  | Target: Cone-shaped   |  |  | Caster Level: 14  |  |
| Obscure Object   | 20   | Will negates (object)  | Standard<br>Action   | 8 hours [D]  | Touch   | V,S,M/DF   | Yes (object)   | Abjuration  | PHB: p.258   |
| Effect: Masks object against scrying.  |  |  |  |  | Target: One object to   | ouched of  | up to 100 lbs/level  | Caster Level: 14  |  |
| □□□□□ Prayer   |  | None   | Standard<br>Action   | 1 round/level  | 40 ft.  | V,S, DF  | Yes  | Enchantment<br>(Compulsion)   | PHB: p.264   |
| Effect:  |  |  |  |  | Target: All allies and  | foes within  | n a 40-ftradius burst  | [Mind-Affecting]<br>Caster Level: 14  |  |
| Allies +1 bonus on most rolls, enemies -1 penalty.   | 20   | Fortitude negates  | Standard   | 10 minutes/level or until discharged   | centered on you   | V,S, DF  | Yes (harmless)   | Abjuration  | PHB: p.266   |
| Protection from Energy   | 20   | (harmless)   | Action   | To minutes/level of until disorial ged   |   |  | res (namicss)  | Caster Level: 14  | 111b. p.200  |
| Absorb 12 points of damage/level [max 120] from one kind   |  |  | Stande-4   | Instantaneous  | Target: Creature tou  |  | Voc (harmles-)   |   | DHR: p 270   |
| Remove Blindness/Deafness  | 20   | Fortitude negates<br>(harmless)  | Standard<br>Action   | Instantaneous  |   | V,S  | Yes (harmless)   | Conjuration<br>(Healing)  | PHB: p.270   |
| Effect: Cures normal or magical conditions.  |  |  | _  |  | Target: Creature tou  |  |  | Caster Level: 14  |  |
| Remove Curse   | 20   | Will negates (harmless)  | Standard<br>Action   | Instantaneous  |   | V,S  | Yes (harmless)   | Abjuration  | PHB: p.270   |
| Effect: Frees object or person from curse.   |  |  |  |  | Target: Creature or i   | tem touche   | ed   | Caster Level: 14  |  |
| Remove Disease   | 20   | Fortitude negates (harmless)   | Standard<br>Action   | Instantaneous  | Touch   | V,S  | Yes (harmless)   | Conjuration<br>(Healing)  | PHB: p.271   |
| Effect: Cures all diseases affecting subject.  |  |  |  |  | Target: Creature tou  | ched   |  | Caster Level: 14  |  |
| Resist Energy, Mass  | 20   | Fortitude negates [harmless]   | 1 standard action  | 10 minutes/level   | Close (60 ft.)  | V,S,DF   | Yes [harmless]   | Abjuration  | SC: p.174  |
| Effect: As resist energy, except that it affects all targeted creature   | ne.  | [namioooj  | dollori  |  | Target: One creature<br>more than 30 ft. apar   |  | two of which can be  | Caster Level: 14  |  |
| Resurgence, Mass   | 20   | Will negates<br>[harmless]   | 1 standard action  | Instantaneous  |   | V,S,DF   | Yes [harmless]   | Abjuration  | SC: p.175  |
| Effect:  | A.II   |  |  |  | Target: One creature  |  | two of which can be  | Caster Level: 14  |  |
| Same as resurgence, except it affects multiple targets. supernatural ability.  |  |  |  |  |   |  |  |   |  |
| Ring of Blades   | 20   | N/A  | 1 standard<br>action   | 1 minute/level   |   | V,S,M  | N/A  | Conjuration<br>(Creation)   | SC: p.177  |
| Effect:  |  |  |  |  | Target: You   |  |  | Caster Level: 14  |  |
| Deals 1d6 +1 per caster level [max +10] points of damage   |  |  |  |  | -   |  |  |   |  |
| Deals 1d6 +1 per caster level [max +10] points of damage   |  | adjacent squares. DR do<br>None or Will negates<br>[harmless]  |  |  | Touch   | V,S  | No or Yes [harmless]   | Abjuration  | SC: p.179  |
| Deals 1d6 +1 per caster level [max +10] points of damage   | 20   | None or Will negates<br>[harmless]   | 1 standard action  | 10 minutes/level   | -   |  | No or Yes [harmless]   | Abjuration  Caster Level: 14  | SC: p.179  |
| Deals 1d6+1 per caster level [max +10] points of damage  | 20   | None or Will negates<br>[harmless]   | 1 standard action  |  | Touch  Target: Creature tou   |  | No or Yes [harmless] Yes   | •   | SC: p.179<br>PHB: p.275  |
| Deals 1d6 +1 per caster level [max +10] points of damage  Graph Safety  Effect:  Subject can find the shortest, most direct route to safety; s   | 20<br>see text   | None or Will negates<br>[harmless]<br>t.<br>None   | 1 standard<br>action<br>Standard<br>Action   | 10 minutes/level   | Touch  Target: Creature tou  Medium (240 ft.)  Target: Ray  | ched   |  | Caster Level: 14  |  |
| Deals 1d6.+1 per caster level [max +10] points of damage  Graph Safety  Effect: Subject can find the shortest, most direct route to safety; s  Graph Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.   | 20<br>see text<br>[max 1   | None or Will negates [harmless]  None  None  | 1 standard<br>action<br>Standard<br>Action<br>10 to undea  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of   | Touch  Target: Creature tou  Medium (240 ft.)  Target: Ray or   | ched   | Yes  | Caster Level: 14 Evocation Caster Level: 14   | РНВ: р.275   |
| Deals 1d6+1 per caster level [max +10] points of damage  Graph Safety  Effect: Subject can find the shortest, most direct route to safety; s  Graph Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  | 20<br>see text<br>[max 1   | None or Will negates [harmless]  None  None  | 1 standard<br>action<br>Standard<br>Action<br>10 to undea  | 10 minutes/level   | Touch  Target: Creature tou  Medium (240 ft.)  Target: Ray  Touch   | ched<br>V,S<br>V,S,DF  | Yes Yes [harmless]   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration   |  |
| Deals 1d6+1 per caster level [max +10] points of damage  | 20<br>see text<br>[max 1<br>20   | None or Will negates [harmless] t. None 10d6] against undead; Fortitude negates [harmless] e or drain.   | 1 standard<br>action  Standard<br>Action  10 to under  1 standard<br>action  | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level   | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creature  | v,s<br>V,s,DF  | Yes Yes [harmless]   | Caster Level: 14 Evocation Caster Level: 14 Abjuration Caster Level: 14   | PHB: p.275<br>SC: p.188  |
| Deals 1d6+1 per caster level [max +10] points of damage  | 20<br>see text<br>[max 1<br>20   | None or Will negates [harmless]  None  10d6] against undead;  Fortitude negates [harmless] e or drain.  Will negates   | 1 standard<br>action  Standard<br>Action  10 to under  1 standard<br>action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of   | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creatu  | ched V,S V,S,DF tre touched V,S  | Yes Yes [harmless]   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  | PHB: p.275<br>SC: p.188  |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grant Safety  Effect: Subject can find the shortest, most direct route to safety; s  Grant Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grant Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the safety of the  | 20 see text [max 1 20 damage 20 s, +1 pe   | None or Will negates [harmless]  None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [mar  | 1 standard action  Standard Action  10 to undea  1 standard action  1 standard action  x +5].  | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level  1 minute/level   | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatu Touch Target: One shield o   | V,S,DF  re touched  V,S  r buckler to  | Yes [harmless] I No bouched  | Caster Level: 14 Evocation Caster Level: 14 Abjuration Caster Level: 14 Abjuration [Good] Caster Level: 14  | PHB: p.275  SC: p.188  SC: p.188   |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grant Safety  Effect: Subject can find the shortest, most direct route to safety; so  Grant Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grant Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the same of the | 20 see text [max 1 20 damage 20 s, +1 pe   | None or Will negates [harmless]  None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [max  | 1 standard<br>action  Standard<br>Action  10 to under 1 standard<br>action  1 standard   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level  1 minute/level   | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatu Touch Target: One shield o Close (60 ft.)  | V,S,DF re touched V,S V,S,DF   | Yes [harmless] I No ouched Yes   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation   | PHB: p.275<br>SC: p.188  |
| Deals 1d6.+1 per caster level [max +10] points of damage  "O" Safety  Effect: Subject can find the shortest, most direct route to safety; s  "O" Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  "O" Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the state of the same  | 20 see text [max 1 20 damage 20 s, +1 pe 20  | None or Will negates [harmless]  None  Od6] against undead;  Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates  | Standard action  Standard Action  10 to under  1 standard action  1 standard action  x +5].  1 standard action   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round  | Touch Target: Creature tou Medium (240 ft.) Target: Ray Touch Target: Living creatu Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart  | V,S,DF  re touched  V,S  r buckler to  V,S,DF  | Yes [harmless] No buched Yes two of which are more   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  |
| Deals 1d6+1 per caster level [max +10] points of damage  | 20 see text [max 1 20 damage 20 s, +1 pe 20  | None or Will negates [harmless]  None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [mar  | Standard action  Standard Action  10 to under  1 standard action  1 standard action  x +5].  1 standard action   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level  1 minute/level   | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creature Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch  | V,S,DF  V,S,DF  re touched V,S  r buckler to V,S,DF  e/level, no   | Yes [harmless] I No ouched Yes   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy   | PHB: p.275  SC: p.188  SC: p.188   |
| Deals 1d6+1 per caster level [max +10] points of damage  | 20 see text [max 1 20 damage 20 s, +1 pe 20  | None or Will negates [harmless]  None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] er five caster levels [mail Will negates Will negates  | Standard action  Standard Action  10 to under      standard action  1 standard action      standard action  x +5].  1 standard action  1 standard action  1 standard action  1 standard action   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level  1 minute/level  1 round  Permanent   | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creatu Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic   | v,s,DF v,s,DF vv,s,DF vv,s,DF vv,s,DF vv,s,DF vv,s,DF vv,s,F vv,s,F  | Yes [harmless] I No buched Yes two of which are more No  | Caster Level: 14 Evocation Caster Level: 14 Abjuration Caster Level: 14 Abjuration [Good] Caster Level: 14 Transmutation Caster Level: 14 Necromancy Caster Level: 14   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191   |
| Deals 1d6.+1 per caster level [max +10] points of damage  Graph Safety  Effect: Subject can find the shortest, most direct route to safety; so  Graph Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Graph Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the same of the | 20 see text [max 1 20 damage 20 s, +1 pe 20  | None or Will negates [harmless]  None  Od6] against undead;  Fortitude negates [harmless] e or drain. Will negates [object,harmless] er five caster levels [maxwill negates  | Standard action  Standard Action  10 to under      standard action  1 standard action      standard action  x +5].  1 standard action  1 standard action  1 standard action  1 standard action   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round  | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (240 ft.)   | V,S,DF  V,S,DF  re touched V,S  r buckler to V,S,DF  e/level, no   | Yes [harmless] No buched Yes two of which are more   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  |
| Deals 1d6+1 per caster level [max +10] points of damage  | 20 see text 20 damage 20 20 20 20  | None or Will negates [harmless]  None  10d6] against undead; Fortitude negates [harmless] e or drain. Will negates [object,harmless] or five caster levels [maxwill negates] See text  None  | Standard action  Standard Action  10 to undea  1 standard action  1 standard action  x +5].  1 standard action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous   | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatu Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One humanic Medium (240 ft.) Target: Ray  | ched  V,S,DF  rre touched  V,S  rr buckler to  V,S,DF  a/level, no  V,S,F  od skull  V,S   | Yes [harmless] No puched Yes two of which are more No  | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191   |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grant Safety  Effect: Subject can find the shortest, most direct route to safety; so  Grant Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grant Sheltered Vitality  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 of fatigue, exhaustion, and ability of the subject gains immunity of fatigue, exhaustion, and ability of the subject gains immunity of fatigue, exhaustion, and ability of the subject gains immunity of fatigue, exhaustion, and ability of the subject gains immunity of fatigue, exhaustion, and ability of the subject gains immunity of fat | 20 see text 20 damage 20 20 20 20  | None or Will negates [harmless]  None  Od6] against undead;  Fortitude negates [harmless] e or drain. Will negates [object,harmless] r five caster levels [max Will negates] See text  None  | Standard action  Standard Action  10 to undea  1 standard action  1 standard action  x +5].  1 standard action  | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level  1 minute/level  1 round  Permanent   | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatu Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One humanie Medium (240 ft.) Target: Ray   | v,s,DF  re touched v,s  r buckler to v,s,DF  v,s,DF  v,s,DF  od skull v,s  | Yes [harmless] No buched Yes two of which are more No Yes Yes [harmless]   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Transmutation   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191   |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grants - Safety  Effect: Subject can find the shortest, most direct route to safety; so  Grants - Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grants - Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the shelf of Warding  Effect: Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves  Grants + 1 sacred bonus to Armor Class and Reflex Saves   | 20 see text 20 damage 20 20 20 20  | None or Will negates [harmless]  None  Node] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] or five caster levels [max Will negates See text  None  damage. Will negates   | 1 standard action  Standard Action  10 to under 1 standard action  1 standard action  1 standard action  x +5].  1 standard action   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round  Permanent  Instantaneous  | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatu Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One humanie Medium (240 ft.) Target: Ray   | v,s,DF  re touched v,s  r buckler to v,s,DF  v,s,DF  v,s,DF  od skull v,s  | Yes [harmless] No puched Yes two of which are more No  | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Transmutation   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191   |
| Deals 1d6.+1 per caster level [max +10] points of damage   | 20 see text [max 1 20 damage 20 20 20 20 20  | None or Will negates [harmless]  None  Node] against undead; Fortitude negates [harmless] e or drain. Will negates [object, harmless] or five caster levels [max Will negates See text  None  damage. Will negates   | Standard action  Standard Action  10 to under     standard action  1 standard action  1 standard action  x +5].  1 standard action   | 10 minutes/level  Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round  Permanent  Instantaneous  | Touch Target: Creature tou Medium (240 ft.) Target: Ray Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone humanic Medium (240 ft.) Target: Ray Close (60 ft.) Target: One creature than 30 ft. apart  | v,s,DF  re touched v,s  r buckler to v,s,DF  v,s,DF  v,s,DF  od skull v,s  | Yes [harmless] No buched Yes two of which are more No Yes Yes [harmless]   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Transmutation   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grants - Safety  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grants - Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the state of th | 20 see text 20 damage 20 20 20 20  | None or Will negates [harmless]  None  Non | Standard action  Standard Action  10 to under     standard action  1 standard action  1 standard action  x +5].  1 standard action   | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D]   | Touch Target: Creature tou Medium (240 ft.) Target: Ray Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone humanic Medium (240 ft.) Target: Ray Close (60 ft.) Target: One creature than 30 ft. apart  | v,s,DF  re touched v,s  r buckler te v,s,DF  e/level, no v,s,F  od skull v,s   | Yes [harmless] No buched Yes two of which are more No Yes Yes [harmless] two of which are more   | Caster Level: 14  Evocation Caster Level: 14  Abjuration [Good] Caster Level: 14  Transmutation Caster Level: 14  Necromancy Caster Level: 14  Evocation Caster Level: 14  Transmutation Caster Level: 14  Caster Level: 14   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grant Safety  Effect: Subject can find the shortest, most direct route to safety; s  Grant Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grant Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the same of the  | 20  [max 1 1 20 damage 20 20 20 damage 20 | None or Will negates [harmless]  None  Non | Standard action  Standard Action  10 to under      1 standard action  1 standard action  1 standard action  x +5].  1 standard action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D]   | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Ray Close (60 ft.) Target: Ray Close (60 ft.) Target: Ray Close (60 ft.) Target: One creature than 30 ft. apart Personal Target: One creature  | v,s,DF  re touched v,s  r buckler te v,s,DF  e/level, no v,s,F  od skull v,s   | Yes [harmless] No buched Yes two of which are more No Yes Yes [harmless] two of which are more   | Caster Level: 14  Evocation Caster Level: 14  Abjuration [Good] Caster Level: 14  Transmutation Caster Level: 14  Necromancy Caster Level: 14  Evocation Caster Level: 14  Transmutation Caster Level: 14  Evocation Caster Level: 14  Evocation [Sonic]  | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  |
| Deals 1d6.+1 per caster level [max +10] points of damage  "O" Safety  Effect: Subject can find the shortest, most direct route to safety; s  "O" Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  "O" Sheltered Vitality  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 flect:  Affect creatures sink 100 ft./round; see text.  "O" Shill Watch  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal "O" Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.  "O" Sonorous Hum  Effect: The next spell you cast during the effect of sonorous hum "O" Spark of Life  Effect:   | 20 [max 1] 20 damage 20 s, +1 pe 20 20 20 that rec 20 that rec 20 20   | None or Will negates [harmless]  None  Od6] against undead;  Fortitude negates [harmless]  or or drain.  Will negates [object, harmless]  or five caster levels [max  Will negates  Will negates [harmless]  None  Will negates [harmless]   | 1 standard action  Standard Action  10 to under  1 standard action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you.   | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Ray Close (60 ft.) Target: Ray Close (60 ft.) Target: Ray Close (60 ft.) Target: One creature than 30 ft. apart Personal Target: One creature  | ched V,S V,S,DF  re touched V,S r buckler to V,S,DF e/level, no V,S,F od skull V,S V,S V,S V,S V,S V,S   | Yes [harmless]  No puched  Yes two of which are more No  Yes  Yes [harmless] two of which are more N/A   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Evocation  Caster Level: 14   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grant Safety  Effect: Subject can find the shortest, most direct route to safety; so  Grant Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grants Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the same ship of | 20 see text [max 1 1 20 ddamage 20 20 20 20 that recapill  | None or Will negates [harmless]  None  Od6] against undead;  Fortitude negates [harmless]  or or drain.  Will negates [object, harmless]  or five caster levels [max  Will negates  Will negates [harmless]  None  Will negates [harmless]   | Standard action  Standard Action  10 to under  1 standard action   | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level                             | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Target: You Touch Target: Undead crea  | ched V,S V,S,DF  re touched V,S r buckler to V,S,DF e/level, no V,S,F od skull V,S V,S V,S V,S V,S V,S   | Yes [harmless]  No puched  Yes two of which are more No  Yes  Yes [harmless] two of which are more N/A   | Caster Level: 14  Evocation Caster Level: 14  Abjuration [Good] Caster Level: 14  Transmutation Caster Level: 14  Transmutation Caster Level: 14  Evocation Caster Level: 14  Transmutation Caster Level: 14  Evocation [Sonic] Caster Level: 14  Evocation [Sonic] Caster Level: 14  Necromancy Caster Level: 14  Necromancy Caster Level: 14  Necromancy  | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281                              |
| Deals 1d6.+1 per caster level [max +10] points of damage  Grant Safety  Effect: Subject can find the shortest, most direct route to safety; so  Grant Searing Light  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Grants Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the same ship of the same showshoes, except as noted.  Grants +1 sacred bonus to Armor Class and Reflex Saves  Grants +1 sacred bonus to Armor Class and Reflex to Saves  Grants +1 sacred bonus to Armor Class and Reflex to Saves  Grants +1 sacred  | 20 see text [max 1 1 20 ddamage 20 20 20 20 that recapill  | None or Will negates [harmless]  None  Non | Standard action  Standard Action  10 to under  1 standard action   | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level                             | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Target: You Touch Target: Undead crea  | V,S,DF  re touched V,S  r buckler te V,S,DF  rbuckler te V,S,DF  oflevel, no V,S,F  od skull V,S  V,S  V,S  V,S  V,S  V,S  V,S  V,   | Yes [harmless]  No buched  Yes two of which are more No  Yes  Yes [harmless] two of which are more N/A  Yes ed   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Evocation  Caster Level: 14  Evocation [Conic]  Caster Level: 14  Evocation [Sonic]  Caster Level: 14  Recromancy  Caster Level: 14  Caster Level: 14  Caster Level: 14  Caster Level: 14  Recromancy  Caster Level: 14  | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281                              |
| Deals 1d6.+1 per caster level [max +10] points of damage  Deals 1d6.+1 per caster level [max +10] points of damage  Effect: Subject can find the shortest, most direct route to safety; so  Subject can find the shortest, most direct route to safety; so  Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level inanimate object only takes 5d6 damage.  Disciplination of the shortest of tallity  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 felect:  Alarm affect; see text  Alarm affect; see text  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect:  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect:  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect:  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect:  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect:  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect:  Deal 1d8/2 caster levels [max 5d8] damage, undead heal of the felect of sonorous hum | 20 see text [max 1 1 20 ddamage 20 20 20 20 that recapill  | None or Will negates [harmless]  None  Non | 1 standard action  Standard Action  10 to undea  1 standard action  1 standard action | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level                             | Touch Target: Creature tou Medium (240 ft.) Target: Ray Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: You Touch Target: Undead creat 10 ft. Target: One dead creat 10 ft. Target: One dead creat 10 ft.  | V,S,DF  re touched V,S  r buckler te V,S,DF  rbuckler te V,S,DF  oflevel, no V,S,F  od skull V,S  V,S  V,S  V,S  V,S  V,S  V,S  V,   | Yes [harmless]  No buched  Yes two of which are more No  Yes  Yes [harmless] two of which are more N/A  Yes ed   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Evocation  Caster Level: 14  Transmutation  Caster Level: 14  Evocation  Caster Level: 14  Evocation [Sonic]  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Caster Level: 14 | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281                              |
| Deals 1d6.+1 per caster level [max +10] points of damage  Deals 1d6.+1 per caster level [max +10] points of damage  Great Subject can find the shortest, most direct route to safety; so  Great Subject can find the shortest, most direct route to safety; so  Great Subject can find the shortest, most direct route to safety; so  Great Subject can find the shortest, most direct route to safety; so  Great Subject can find the shortest, most direct route to safety; so  Great Subject can find the shortest, most direct route to safety; so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability so  Great Subject gains immunity to fatigue, exhaustion, and ability subject gains immunity to fatigue, exhaustion, and subject gains in great gains in g | 20 see text [max 1 20 20 ddamage 20 20 20 20 that recapillmerable 20   | None or Will negates [harmless]  None  | 1 standard action  Standard Action  10 to under  1 standard action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level              | Touch Target: Creature tou Medium (240 ft.) Target: Ray Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: You Touch Target: Undead creat 10 ft. Target: One dead creat 10 ft. Target: One dead creat 10 ft.  | v,s,DF  v,s,DF  v,s,DF  v,s,DF  v,s,DF  v,s,F  v,s, | Yes [harmless] I No ouched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No   | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Evocation [Sonic]  Caster Level: 14  Necromancy  Caster Level: 14   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]                        |
| Deals 1d6.+1 per caster level [max +10] points of damage  Deals 1d6.+1 per caster level [max +10] points of damage  Fifect: Subject can find the shortest, most direct route to safety; so  Grants -1 daws 5d8 damage; 1d6/level inanimate object only takes 5d6 damage.  Deal Sheltered Vitality  Effect: Subject gains immunity to fatigue, exhaustion, and ability of the same object only takes 5d6 damage.  Deal Shield of Warding  Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves  Deal Sink  Effect: Affect creatures sink 100 ft./round; see text.  Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Deal 1d8/2 caster levels [max 5d8] | 20 see text [max 1 20 20 ddamage 20 20 20 20 that recapillmerable 20   | None or Will negates [harmless]  None  | 1 standard action  Standard Action  10 to under  1 standard action                                       | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] maintained for you. 1 round/level 1 minute/level              | Touch Target: Creature tou Medium (240 ft.) Target: Ray of Touch Target: Living creatur Touch Target: One shield o Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: You Touch Target: Undead creat 10 ft. Target: One dead creat Touch Target: One dead creature Touch  | v,s,DF  v,s,DF  v,s,DF  v,s,DF  v,s,DF  v,s,F  v,s, | Yes [harmless]  No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ed  | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Evocation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Evocation [Sonic]  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Transmutation   | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]                        |
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| Deals 1d6.+1 per caster level [max +10] points of damage  Deals 1d6.+1 per caster level [max +10] points of damage  Great Subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can state the shortest of the s | 20 see text [max 1 20 20 ddamage 20 20 20 20 that recapillmerable 20   | None or Will negates [harmless]  None  | 1 standard action  Standard Action  10 to under  1 standard action  2 standard action  3 standard action  3 standard action  2 standard action  3 standard action  2 standard action  3 standard action  2 standard action  3 standard action  4 standard action  5 standard action  5 standard action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] 1 minute/level 1 round/level 1 hour/level 1 hour/level        | Touch Target: Creature tou Medium (240 ft.) Target: Ray or Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: Cone creature than 30 ft. apart Touch Target: Cone creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: You Touch Target: Undead crea 10 ft. Target: One dead crea 10 ft. Target: Stone or stor +1 cu. ft./level  | v,s,DF re touched v,s r buckler te v,s,DF od skull v,s v,s,F od skull v,s  | Yes [harmless]  No buched  Yes two of which are more  No  Yes [harmless] two of which are more  N/A  Yes ed  No  No  No  ouched, up to 10 cu. ft.                      | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Evocation [Sonic]  Caster Level: 14  Necromancy  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Transmutation  Caster Level: 14      | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]  SC: p.202  PHB: p.284 |
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| Deals 1d6.+1 per caster level [max +10] points of damage  Deals 1d6.+1 per caster level [max +10] points of damage  Great Subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can find the shortest, most direct route to safety; so subject can state the shortest of the s | 20 see text [max 1 20 20 ddamage 20 20 20 20 that recapillmerable 20   | None or Will negates [harmless]  None  | 1 standard action  Standard Action  10 to under  1 standard action  2 standard action  3 standard action  3 standard action  2 standard action  3 standard action  2 standard action  3 standard action  2 standard action  3 standard action  4 standard action  5 standard action  5 standard action  | 10 minutes/level Instantaneous ad vulnerable to bright light; construct of 1 minute/level 1 minute/level 1 round Permanent Instantaneous 1 hour/level [D] 1 minute/level [D] 1 minute/level 1 round/level 1 hour/level 1 hour/level        | Touch Target: Creature tou Medium (240 ft.) Target: Ray Touch Target: Living creatur Touch Target: One shield of Close (60 ft.) Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Personal Target: One creature than 30 ft. apart Personal Target: You Touch Target: Undead creat 10 ft. Target: One dead creature than 30 ft. apart Touch Target: Undead creature than 30 ft. apart Touch Target: Stone or stor +1 cu. ft./level Close (60 ft.)   | v,s,DF re touched v,s r buckler to v,s,DF od skull v,s v,s,F od skull v,s  | Yes [harmless] I No puched Yes two of which are more No Yes [harmless] two of which are more N/A Yes ed No No ed No puched, up to 10 cu. ft. No d creatures, no two of | Caster Level: 14  Evocation  Caster Level: 14  Abjuration [Good]  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Evocation  Caster Level: 14  Evocation [Sonic]  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Necromancy  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration  (Summoning)  | PHB: p.275  SC: p.188  SC: p.188  SC: p.190  SC: p.191  SC: p.191  SC: p.194  SC: p.196  PHB: p.281 dent]  SC: p.202  PHB: p.284 |

| □□□□□ Suppress Glyph  | 20       | Will negates [object]                   | 1 standard 1 minute/level                            | 100 ft.                                    | V,S          | Yes [object]                             | Abjuration               | SC: p.216         |
|---|----------|---|--|--|--------------|--|--------------------------|-------------------|
| Effect:   |          |   |  | Target: 100-ftrac                          | lius emanati | on centered on you                       | Caster Level: 14         |                   |
| Gain enhanced awareness of magical writing such as a          | glyph c  | of warding; see text.                   |  |  |              |  |                          |                   |
| □□□□ Tremor   | 20       | See text                                | 1 standard 1 round/3 levels action                   | Medium (240 ft.)                           | V,S,DF       | No                                       | Evocation [Earth]        | SC: p.223         |
| Effect: Disrupts concentration; see text.                     |          |   |  | Target: 40-ftradii                         | us spread    |  | Caster Level: 14         |                   |
| UUUU Vigor  | 20       | Will negates [harmless]                 | 1 standard 10 rounds + 1 round/level [max 25] action | Touch                                      | V,S          | Yes [harmless]                           | Conjuration<br>(Healing) | SC: p.229         |
| Effect:   |          |   |  | Target: Living crea                        | ature touche | ed                                       | Caster Level: 14         |                   |
| Same as lesser vigor except it grants target fast healing     |          |   |  | 00.4                                       | \/ O         | V 11 1                                   | 0                        | 00 . 000          |
| □□□□ Vigor, Mass Lesser                                       | 20       | Will negates<br>[harmless]              | 1 standard 10 rounds + 1 round/level [max 25] action | 20 ft.                                     | V,S          | Yes [harmless]                           | Conjuration<br>(Healing) | SC: p.229         |
| Effect:   | -1:      | ::::::::::::::::::::::::::::::::::::::: |  |  |              | no two of which can be                   | Caster Level: 14         |                   |
| Same as lesser vigor except it grants all targets fast he     | aling ab | N/A                                     | 1 standard 1 round/level                             | more than 30 ft. a<br>Personal             | V,S,DF       | N/A                                      | Tanananitation           | SC: p.231         |
| Usage of the Deity, Lesser                                    | 20       | N/A                                     | action   |  | V,S,DF       | N/A                                      | Transmutation            | SC: p.231         |
| Effect: Your form becomes more like your deity's; see text    |          |   |  | Target: You                                |              |  | Caster Level: 14         |                   |
| Wall of Light   |          | None                                    | 1 standard 1 minute/level [D]                        | Close (60 ft.)                             | V,S,M        | Yes: see text                            | Evocation [Light]        | SC: p.234         |
| Under Wall of Light   |          |   | action   | ()   | .,-,         |  |                          |                   |
| Effect: Any creature passing through the wall becomes dazzle  | d. You c | an see through the wall                 | ; see text.  | Target: A straight<br>square/level or he   |              | area is up to one 10-ft.<br>ft./2 levels | Caster Level: 14         |                   |
| □□□□□ Water Breathing   | 20       | Will negates<br>(harmless)              | Standard 2 hours/level; see text<br>Action           | Touch                                      | V,S,M/DF     | Yes (harmless)                           | Transmutation            | PHB: p.300        |
| Effect: Subjects can breathe underwater.                      |          | ,                                       |  | Target: Living crea                        | atures touch | ed                                       | Caster Level: 14         |                   |
| □□□□ Water Walk   | 20       | Will negates                            | Standard 10 minutes/level [D]                        | Touch                                      | V,S, DF      | Yes (harmless)                           | Transmutation            | PHB: p.300        |
|   |          | (harmless)                              | Action   |  |              |  | [Water]                  |                   |
| Effect: Subject treads on water as if solid.                  |          |   |  | Target: One touch                          | ed creature  | /level                                   | Caster Level: 14         |                   |
| Weapon of Energy  | 20       | Fortitude negates                       | 1 standard 1 round/level                             | Touch                                      | V,S          | Yes [harmless,object]                    | Transmutation            | SC: p.236         |
|   |          | [harmless,object]                       | action   |  |              |  | [See text]               |                   |
| Effect: Adds additional damage; see text.                     |          |   |  | Target: One weap                           | on           |  | Caster Level: 14         |                   |
| <u> </u>  | 20       | Will negates                            | 1 standard 10 minutes/level                          | Touch                                      | V.S          | Yes [harmless,object]                    | Transmutation            | SC: p.237         |
| □□□□ Weapon of Impact   | 20       | [harmless,object]                       | action   | TOUCH                                      | v,3          | res [namiess,00]ect]                     | i ansmualion             | 50. μ.23 <i>i</i> |
| Effect: Double threat range of weapon.                        |          |   |  | Target: One bludg<br>projectiles [all of v |              |  | Caster Level: 14         |                   |
| Weapon of the Deity   | 20       | Fortitude negates                       | 1 standard 1 round/level                             | Touch                                      | V,DF         | Yes [harmless,object]                    | Transmutation            | SC: p.237         |
| ·   |          | [harmless,object]                       | action   |  |              |  |                          |                   |
| Effect: Imbue a weapon favored by your deity with special enh | anceme   | ints and abilities. See to              | vt   | Target: Weapon to                          | ouched       |  | Caster Level: 14         |                   |
|   | 20       | None: see text                          | Standard 1 round/level                               | Medium (240 ft.)                           | V.S.M/DF     | Vos                                      | Evocation [Air]          | PHB: p.302        |
| □□□□ Wind Wall  | 20       | None, see lext                          | Action   | , ,  | ,-,          |  | • •                      | Γ 1 ID. p.302     |
| Effect: Deflects arrows, smaller creatures, and gases.        |          |   |  | Target: Wall up to<br>[S]                  | 10 ft./level | long and 5 ft./level high                | Caster Level: 14         |                   |
| Defields arrows, smaller creatures, and gases.                |          |   |  | [o]  |              |  |                          |                   |
|   |          |   |  |  |              |  |                          |                   |

#### IFVFI 4

|  |           |                                   |                      | LEVEL 4                            |                       |             |                             |                              |              |
|--|-----------|-----------------------------------|----------------------|------------------------------------|-----------------------|-------------|-----------------------------|------------------------------|--------------|
| Name   | DC        | Saving Throw                      | Time                 | Duration                           | Range                 | Comp.       | Spell Resistance            | School                       | Source       |
| ⊒□□□□ Air Walk   |           | None                              | Standard<br>Action   | 10 minutes/level                   | Touch                 | V,S, DF     | Yes (harmless)              | Transmutation [Ai            | r]PHB: p.196 |
| Effect:<br>Subject treads on air as if solid [climb at 45-degree angle | 1.        |                                   | riction              |                                    | Target: Creature [G   | Sargantuan  | or smaller] touched         | Caster Level: 14             |              |
| Assay Spell Resistance   | 21        | N/A                               | 1 swift action       | 1 round/level                      | Personal              | V,S         | N/A                         | Divination                   | SC: p.17     |
| iffect: Gives a +10 bonus on caster level to overcome spell resi       | stance    | of one specific creature.         |                      |                                    | Target: You           |             |                             | Caster Level: 14             |              |
| Astral Hospice   | 21        | N/A                               | 1 standard<br>action | 24 hours/level                     | Close (60 ft.)        | V,S,M       | N/A                         | Conjuration (Teleportation)  | SC: p.17     |
| iffect: On the Astral Plane this spell opens a portal to a demipla     | ne whe    | ere natural healing can o         | ccur                 |                                    | Target: See text      |             |                             | Caster Level: 14             |              |
| □□□□ Blindsight, Greater   | 21        | Will negates<br>[harmless]        |                      | 1 minute/level                     | Touch                 | V,S         | Yes [harmless]              | Transmutation                | SC: p.32     |
| ffect: Grant blindsight to 30 ft.                                      |           |                                   |                      |                                    | Target: Creature to   | uched       |                             | Caster Level: 14             |              |
| Castigate  | 21        | Fortitude half                    | 1 standard<br>action | Instantaneous                      | 10 ft.                | V           | Yes                         | Evocation [Sonic]            | SC: p.44     |
| ffect: Deafen or damage foes, depending on their alignment.            |           |                                   |                      |                                    | Target: 10-ft. radius |             |                             | Caster Level: 14             |              |
| Contingent Energy Resistance   | 21        | N/A                               | 1 minute             | 1 hour/level [D]                   | Personal  Target: You | V,S,M       | N/A                         | Abjuration  Caster Level: 14 | SC: p.52     |
| Same as Contigency, except it is more limited.                         |           |                                   |                      |                                    | -                     |             |                             |                              |              |
| Control Water  | 21        | None; see text                    | Standard<br>Action   | 10 minutes/level [D]               | Long (960 ft.)        | V,S,M/DF    |                             | Transmutation [Water]        | PHB: p.214   |
| ffect: Raises or lowers bodies of water.                               |           |                                   |                      |                                    | level [S]             |             | 0-ft. by 10-ft. by 2-ft. pe |                              |              |
| Cure Critical Wounds   | 21        | Will half (harmless);<br>see text | Standard<br>Action   | Instantaneous                      | Touch                 | V,S         | Yes (harmless); see text    | Conjuration<br>(Healing)     | PHB: p.215   |
| ffect: Cures 4d8 +1/level [max +20] damage.                            |           |                                   |                      |                                    | Target: Creature to   | uched       |                             | Caster Level: 14             |              |
| Death Ward   | 21        | Will negates<br>(harmless)        | Standard<br>Action   | 1 minute/level                     | Touch                 | V,S, DF     | Yes (harmless)              | Necromancy                   | PHB: p.217   |
| ffect:<br>Grants immunity to death spells and negative energy effe     | ete       |                                   |                      |                                    | Target: Living creat  | ure touched | I                           | Caster Level: 14             |              |
| Delay Death  | 21        | Will negates<br>[harmless]        | 1<br>immediate       | 1 round/level                      | Close (60 ft.)        | V,S,DF      | Yes [harmless]              | Necromancy                   | SC: p.63     |
| ffect:   |           |                                   | action               |                                    | Target: One creatu    | re          |                             | Caster Level: 14             |              |
| Target cannot die from hit point damage during the durati              | ion of th |                                   |                      |                                    | -                     |             |                             |                              |              |
| Dimensional Anchor   |           | None                              | Standard<br>Action   | 1 minute/level                     | Medium (240 ft.)      | V,S         | Yes (object)                | Abjuration                   | PHB: p.221   |
| ffect: Bars extradimensional movement.                                 |           |                                   |                      |                                    | Target: Ray           |             |                             | Caster Level: 14             |              |
| Discern Lies   | 21        | Will negates                      | Standard<br>Action   | Concentration, up to 1 round/level | Close (60 ft.)        | V,S, DF     | No                          | Divination                   | PHB: p.221   |
| ffect:<br>Reveals deliberate falsehoods.                               |           |                                   |                      |                                    | than 30 ft. apart     |             | of which can be more        |                              |              |
| Dismissal  | 21        | Will negates; see text            | Standard<br>Action   | Instantaneous                      | Close (60 ft.)        | V,S, DF     | Yes                         | Abjuration                   | PHB: p.222   |
| ffect: Forces a creature to return to native plane.                    |           |                                   |                      |                                    | Target: One extrap    |             |                             | Caster Level: 14             |              |
| Divination   |           | None                              | 10 minutes           | Instantaneous                      | Personal              | V,S,M       | No                          | Divination                   | PHB: p.224   |
| ffect: Provides useful advice for specific proposed actions.           |           |                                   |                      |                                    | Target: You           |             |                             | Caster Level: 14             |              |
| Divine Power   |           | None                              | Standard<br>Action   | 1 round/level                      | Personal              | V,S, DF     | No                          | Evocation                    | PHB: p.224   |
| ffect: You gain attack bonus, +6 to Str, and 1 hp/level.               |           |                                   |                      |                                    | Target: You           |             |                             | Caster Level: 14             |              |
| ☐☐☐☐ Freedom of Movement   | 21        | Will negates (harmless)           | Standard<br>Action   | 10 minutes/level                   | Personal or touch     |             | , ,                         | Abjuration                   | PHB: p.233   |
| Effect: Subject moves normally despite impediments.                    |           |                                   |                      |                                    | Target: You or crea   | ture touche | d                           | Caster Level: 14             |              |
|  |           |                                   |                      | * =Domain/Speciality Spell         |                       |             |                             |                              |              |

|  |  |   |  | Cleric Spells  |   |  |   |   |  |
|--|--|---|--|--|---|--|---|---|--|
| □□□□ Giant Vermin  |  | None  | Standard<br>Action   | 1 minute/level   | Close (60 ft.) V,   | S, DF  | Yes   | Transmutation   | PHB: p.235   |
| ffect:   |  |   | Action   |  | Target: Up to three ver   | min, no t  | wo of which can be  | Caster Level: 14  |  |
| Turns centipedes, scorpions, or spiders into giant vermin.  Glowing Orb  |  | None  | 1 standard   | Permanent  | more than 30 ft. apart<br>Touch V,  | S,F  | No  | Evocation [Light]   | SC: p.106  |
| ffect:   |  |   | action   |  | Target: Magical, contro   | ollable lig  | ht source   | Caster Level: 14  |  |
| Makes a light source in a globe; see text  | 21   | Fortitude negates   | 1 minute   | 1 hour/level   | 10 ft. V,   | S,DF   | Yes   | Abjuration [See   | SC: p.109  |
| ffect:   |  |   |  |  |   |  | centered on a point in  | text]   |  |
| Immobile zone of warding that is permeable to those of your properties of the control of the con | our relig  | jion, all creature must v   | vear the sar   | me holy symbol or be of the same faith to  |   | ianation   | contered on a point in  | Oddici Edvoi. 14  |  |
| □□□□ Holy Transformation   | 21   | N/A   |  | 1 round/level [D]  | Personal V,   | S,DF   | N/A   | Transmutation   | SC: p.116  |
| ffect:   |  |   | action   |  | Target: You   |  |   | [Good]<br>Caster Level: 14  |  |
| Change to good lawful outsider, size medium, gain abilitie<br>acred Bonus to Saves, DR:5/evil; see text  | es and a   | appearance of a hound   | archon [mm   | n pg.16]. +4 Str & Con, Darkvision 60', +4   | 4   |  |   |   |  |
| I□□□□ Holy Transformation, Lesser  | 21   | N/A   | 1 standard action  | 1 round/level [D]  | Personal V,   | S,DF   |   | Transmutation<br>[Good]   | SC: p.116  |
| ffect:<br>Change to good outsider, gain abilities of protectar [minatu   | uros pa  | 661   |  |  | Target: You   |  |   | Caster Level: 14  |  |
| I Hypothermia  |  | Fortitude partial   |  | Instantaneous  | Close (60 ft.) V,   | S  | Yes   | Evocation [Cold]  | SC: p.118  |
| ffect:   |  |   | action   |  | Target: One creature  |  |   | Caster Level: 14  |  |
| Deals 1d6 per caster level [max 10d6] and becomes fatigu   |  | ve halves damage and Will negates   |  | gue. Permanent until discharged [D]  | Touch V,  | S, DF  | Yes (harmless)  | Evocation   | PHB: p.243   |
| ffect:   |  | (harmless)  |  | 3,   | Target: Creature touch  |  |   | Caster Level: 14  | ,  |
| Transfer spells to subject.  | 04   | NACH L. M   | 0  | Later transcript   | -   |  |   |   | DUD - 044  |
| Inflict Critical Wounds  | 21   | Will half   | Action Action  | Instantaneous  | Touch V,  |  | Yes   | Necromancy  | PHB: p.244   |
| ffect: Touch attack, 4d8 +1/level [max +20] damage   |  |   |  |  | Target: Creature touch  | ed   |   | Caster Level: 14  |  |
| I□□□□ Iron Bones   |  | Will negates<br>[harmless]  | 1 standard action  | 1 minute/level   | Touch V,  | S,F  | Yes [harmless]  | Transmutation   | SC: p.125  |
| ffect:   |  |   |  |  | Target: Corporeal under   | ead creat  | ture touched  | Caster Level: 14  |  |
| Skeleton changes to Iron; grants +5 to natural armor AC.  Lifebolt   | 21   | Will negates  |  | 1 minute/level   | Touch V,  | S,DF   | Yes   | Abjuration  | SC: p.131  |
| ffect:   |  |   | action   |  | Target: Creature touch  | ed   |   | Caster Level: 14  |  |
| Subject becomes immune to the effects of positive energy   |  | ext.<br>Will negates  | Standard   | 1 hour/level   | -   |  | Yes (harmless, object)  |   | PHB: p.251   |
| fect:  |  | (harmless, object)  | Action   |  | Target: One weapon or   |  |   | Caster Level: 14  | p  |
| weapon gains +1/4 levels [max +5] bonus.   |  |   |  |  | must be in contact with<br>casting]   | each oth   | her at the time of  | Jasiel Level: 14  |  |
| □□□□ Make Manifest   | 21   | Will negates  |  | 1 round/level  |   | S,M  | Yes   | Transmutation   | SC: p.137  |
| ffect:   |  |   | action   |  | Target: One creature  |  |   | Caster Level: 14  |  |
| Cause one creature on a coexistant plane to appear on yo   |  |   | 1 standard   | Instantaneous  | Long (960 ft.) V,   | s  | Yes   | Evocation   | SC: p.143  |
| I□□□□ Moon Bolt  | 21   | Will negates[undead]  |  | motantaneous   | - ' '   |  |   |   | оо. р. 140   |
| ffect:<br>Bolt unerringly strikes dealing 1d4 Str damage per three ca  | aster le   |   |  |  | undead creatures, that  |  |   |   |  |
| DDDD Nobocorlo Clouring Orb  |  |   |  |  |   |  |   | Connection (Links)  |  |
| I□□□□ Nchaser's Glowing Orb  |  | None  | Action   | Permanent  | Touch V,  | S,F  | No  | Evocation [Light]   | PGtF: p.107  |
| ffect:   |  | None  |  | Permanent  | Touch V,  |  |   | Caster Level: 14  | PGtF: p.107  |
| <u> </u>   | 21   | N/A   | Action 1 standard  | Permanent  1 round/level   |   | ollable lig  | ht source   |   | SC: p.146  |
| ffect: Makes a light source in a globe; see text    Negative Energy Aura   |  | N/A   | Action   |  | Target: Magical, control  | ollable lig  | ht source   | Caster Level: 14  |  |
| ffect:<br>Makes a light source in a globe; see text<br>DDDDDD Negative Energy Aura   | 5] each  | N/A round. Will negates   | Action  1 standard action  Standard  |  | Target: Magical, control Personal V, Target: 10-ftradius en   | billable ligi  | ht source   | Caster Level: 14  Necromancy  Caster Level: 14  Conjuration   |  |
| ffect: Makes a light source in a globe; see text   | 5] each  | N/A round.  | Action  1 standard action  | 1 round/level  | Target: Magical, control Personal V, Target: 10-ftradius en Touch V,  | s<br>nanation<br>S,M/DF  | ht source N/A Yes (harmless, object)  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing)  | SC: p.146  |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj   | N/A round. Will negates (harmless, object) ect.   | Action  1 standard action  Standard Action   | 1 round/level 10 minutes/level   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj  | ollable light S nanation S,M/DF ect of up  | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14   | SC: p.146<br>PHB: p.257  |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj   | N/A<br>round.<br>Will negates<br>(harmless, object)   | Action  1 standard action  Standard Action   | 1 round/level  | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V,   | s shall be lighted by the sector of up   | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing)   | SC: p.146  |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  | Action  1 standard action  Standard Action  1 standard action  | 1 round/level  10 minutes/level  Instantaneous   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched V, Target: Creature touch  | S nanation S,M/DF ect of up S  | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14  | SC: p.146  PHB: p.257  SC: p.152   |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj   | N/A round. Will negates (harmless, object) ect. Will half [harmless];   | Action  1 standard action  Standard Action  1 standard action  | 1 round/level 10 minutes/level   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch  | s shall be lighted by the sector of up secto | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Caling) [See  | SC: p.146<br>PHB: p.257  |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  | Action  1 standard action  Standard Action  1 standard action  | 1 round/level  10 minutes/level  Instantaneous   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF   | s nanation S,M/DF ect of up S ed S, DF,  | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text]   | SC: p.146  PHB: p.257  SC: p.152   |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text None   | Action  1 standard action  Standard Action  1 standard action  1 ominutes  | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less  | s nanation S,M/DF sect of up S ed S, DF,   | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261   |
| ffect:  Makes a light source in a globe; see text  | 5] each<br>21<br>on subj<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  | Action  1 standard action  Standard Action  1 standard action  1 ominutes  | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V; Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V,   | s s, DF, commental or S,DF   | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration Conjuration Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling)  | SC: p.146  PHB: p.257  SC: p.152   |
| ffect:  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Mect:  Meuralize Poison  Metct:  Memous subject against poison, detoxifies venom in or a globe;  Metct:  Memous most conditions; see text.  Mect:  Medity sends you an elemental or outsider of the deity  Metct:  Mect:  Medity sends you an elemental or outsider of the deity  Metct:  Metct | 5] each<br>21<br>on subj<br>21   | N/A  round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None   | Action  1 standard action  Standard Action  1 standard action  1 ominutes  | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D]   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One called creat  | s s, DF, commental or S,DF   | ht source N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No outsider of 6 HD or No  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling) Caster Level: 14 Conjuration (Calling) Caster Level: 14  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  |
| ffect: Makes a light source in a globe; see text   | 5] each<br>21<br>on subj<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text None   | Action  1 standard action  Standard Action  1 standard action  1 ominutes  | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V; Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V,   | s s, DF, commental or S,DF   | ht source N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No outsider of 6 HD or No  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration Conjuration Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling)  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261   |
| ffect:  Makes a light source in a globe; see text  | 5] each<br>21<br>on subj<br>21   | N/A  round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None   | Action  1 standard action  Standard Action  1 standard action  1 standard action  1 minutes  | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D]   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V. Target: One called creates  | s nanation S,M/DF ect of up S ed S, DF, mental or S,DF ature   | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No r outsider of 6 HD or  No  Yes [harmless]  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  |
| ffect:  Makes a light source in a globe; see text  | 5] each<br>21<br>on subj<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text None e of 6 HD or less. None   | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action   | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V. Target: Creature or obj touched Touch V. Target: Creature touch Close (60 ft.) V. XF Target: One called eler less 0 ft. V. Target: One called crea 20 ft. V Target: One creature/le centered on you  | S S S S S S S S S S S S S S S S S S S  | ht source  N/A  Yes (harmless, object) to 1 cu. ft./fevel.  Yes [harmless]  No outsider of 6 HD or  No Yes [harmless]   | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159   |
| ffect:  Makes a light source in a globe; see text  | 5] each<br>21<br>on subj<br>21<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text None e of 6 HD or less. None   | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action   | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D]   | Target: Nagical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 0 ft. V, Target: One called crea 20 ft. V Target: One creature/le centered on you Touch V,   | S snanation S,M/DF seed of up to the state of up to | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes   | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) (See Text] Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Necromancy  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  |
| ffect:  Makes a light source in a globe; see text  | 5] each<br>21<br>on subj<br>21<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see  | Action  1 standard action  Standard Action  1 standard action  1 standard action  1 minutes  1 round  1 minutediate action  Standard   | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V Target: One creature/le centered on you Touch V, Target: Living creature  | S snanation S,M/DF seed of up to the state of up to | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes   | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159   |
| ffect:  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light seends upon a detoxifies venom in or a globe;  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; see text  Makes a light seends in a globe; seends in a g | 5] each<br>21<br>on subj<br>21<br>21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see  | Action  1 standard action  Standard Action  1 standard action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action   | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level   | Target: Nagical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 0 ft. V, Target: One called crea 20 ft. V Target: One creature/le centered on you Touch V,   | S snanation S,M/DF S ed S,DF, mental or mental or s,DF stature s,DF stouched   | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No outsider of 6 HD or No  Yes [harmless]  20-ft. radius burst  Yes   | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) (See Text] Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Necromancy  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159   |
| ffect:  Makes a light source in a globe; see text  | 5] each 21 on subj 21 21 single file plane 21  | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None Fortitude negates; see text  None  | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  1 standard action  | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level   | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V Target: One creature/le centered on you Touch V, Target: Living creature  | S snanation S,M/DF ect of up S seed S,DF, mental or S,DF, ature S,DF touched S   | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Conjuration  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159   |
| ffect: Makes a light source in a globe; see text   | 5] each 21 on subj 21 s's choic  | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None Fortitude negates; see text  None  | Action  1 standard action  Standard Action  1 standard action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action   | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One called creature 20 ft. V Target: One creature/lecentered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en   | S snanation  S s,M/DF  ect of up  S s  mental or  S,DF,  mental or  S,DF touched  S s  s nanation  | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No  routsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Calling) Caster Level: 14 Conjuration  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159   |
| ffect: Makes a light source in a globe; see text   | 5] each 21 on subj 21 21 's choic  | N/A round. Will negates (harmless, object) ect. Will half (harmless); see text  None e of 6 HD or less. None  None  Fortitude negates; see text  None ster levels [max 5]. Unc  | Action  1 standard action  Standard Action  1 standard action  1 standard action  1 minutes  1 round  1 immediate action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action  dead take dot   | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level ouble the amount in damage.  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, Xf Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V Target: Une creature or obj Touch V, Target: Une creature or obj Target: One called creat centered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and fo   | S S S S S S S S S S S S S S S S S S S  | ht source  N/A  Yes (harmless, object) to 1 cu. ft./level.  Yes [harmless]  No outsider of 6 HD or No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Calling) Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing)   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  |
| Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text level [max.]  Makes a light source in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed in a globe; see text level [max.]  Makes a light seed [max.]  Ma | 5] each 21 on subj 21 21 21 iii plane 21   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  None  None  Sertitude negates; see text  None  None  None   | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level ouble the amount in damage.  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One creature/Ite centered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V,  | S sananation S s,M/DF Lect of up S ed S s,DF, S s,DF Located in a : S s,DF Located in a  | ht source N/A  Yes (harmless, object) to 1 cu. ft./level. Yes [harmless]  No outsider of 6 HD or No Yes [harmless]  20-ft. radius burst Yes No centered on you Yes a 60 ftradius burst  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Conjuration)  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  |
| fect:  Makes a light source in a globe; see text   | 5] each 21 on subj 21 21 21 's choic   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  None  None  Sertitude negates; see text  None  None  None   | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level  buble the amount in damage. 1 round/level  | Target: Magical, control Personal V, Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V Target: Une creature Incentered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and focentered on you. 10 ft. V,  | Illable ligit  S  nanation  S,M/DF  Seed  S,DF,  mental or  s,DF  touched  S  nanation  S,DF  touched  S  nanation  S,DF   | ht source  N/A  Yes (harmless, object)  Yes [harmless]  No  routsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No  centered on you  Yes  a 60 ftradius burst  Yes  | Caster Level: 14  Necromancy Caster Level: 14  Conjuration (Healing) Caster Level: 14  Conjuration (Healing) Caster Level: 14  Conjuration (Calling) [See Text] Caster Level: 14  Abjuration Caster Level: 14  Necromancy Caster Level: 14  Necromancy Caster Level: 14  Conjuration (Calling) Caster Level: 14  Necromancy Caster Level: 14  Conjuration (Caster Level: 14  Conjuration Caster Level: 14   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170   |
| ffect:  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light seed in a globe; seed in a  | 5] each 21 on subj 21 21 circ plane 21 hree ca   | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see text  None ster levels [max 5]. Und None lemies suffer -2. None or Will negates; see text  | Action  1 standard action  Standard Action  1 standard action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action           | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level buble the amount in damage. 1 round/level 10 minutes/level [D]   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, Xf Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V Target: One called creat centered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and fo centered on you. 10 ft. V, Target: 10 ft. radius en  | S snanation  S,M/DF  ect of up  S, M/DF  ect of up  S, DF,  ature  evel in a :  S, DF  ature  s snanation  S, DF  ature  evel in a :  S, DF  ature  evel in a :  S, DF  ature  evel in a :  A in the interval in a :  A in the int | ht source  N/A  Yes (harmless, object)  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes  centered on you  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Galling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Creation) Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271                                   |
| Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Mect: Living creatures within 10 ft. lose 1 hp/3 caster level [max.]  Meutralize Poison  Meutralize Poison  Mect: Immunizes subject against poison, detoxifies venom in or incomplete.  Memoves most conditions; see text.  Memoves most conditions; see text.  Memoves most conditions; see text.  Metal Planar Ally, Lesser  Mect:  Your deity sends you an elemental or outsider of the deity  Metal Planar Exchange, Lesser  Mect:  Call a celestial creature see list; see text  Metal Planar Tolerance  Mect:  Gain temporary respite from the natural effects of a specificat:  Touch deals 1d10 Con damage, repeats in 1 minute.  Metal Positive Energy Aura  Metal Metal Positive Energy Aura  Metal Metal Positive Energy and all living creatures within 10 ft. gain 1 hp per the light of the control of the ct.  Makes a light source in a globe; see text  Metal Planar Tolerance  Metal Planar Toleran | 5] each 21 on subj 21 21 crisc choice 21 hree ca a, and er 21  | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Portitude negates; see text  None ster levels [max 5], Unc None None None None Will negates; See text   | Action  1 standard action  Standard Action  1 standard action  1 standard action  1 minutes  1 round  1 immediate action  Standard Action  1 standard action  Standard action  Standard action  Standard action  Standard action  Standard action  | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level buble the amount in damage. 1 round/level 10 minutes/level [D]   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V  Target: One creature/le centered on you Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and fo centered on you. 10 ft. V, Target: 10 ft. radius en Touch V,  | S snanation  S s,M/DF  ect of up  S seed  S, DF,  mental or  S,DF  touched  S S  S S  S S  S S  S S  S S  S S  S   | ht source  N/A  Yes (harmless, object)  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes  centered on you  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170   |
| ffect:  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light seed in a globe; seed in a  | 5] each 21 on subj 21 21 's choice iic plane 21 and er 21  | N/A  round. Will negates (harmless, object) ect. Will half [harmless]; see text  None  e of 6 HD or less. None  None  None  ster levels [max 5]. Unc None  emies suffer -2. None or Will negates; see text  Will negates  | Action  1 standard action  Standard Action  1 standard action  1 standard action  10 minutes  1 round  1 immediate action  1 standard Action  1 standard action  Standard action  1 standard    | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level buble the amount in damage. 1 round/level 10 minutes/level [D]   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, Xf Target: One called eler less 0 ft. V, Target: One called creat 20 ft. V Target: One called creat centered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and fo centered on you. 10 ft. V, Target: 10 ft. radius en  | S snanation  S s,M/DF  ect of up  S seed  S, DF,  mental or  S,DF  touched  S S  S S  S S  S S  S S  S S  S S  S   | ht source  N/A  Yes (harmless, object)  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes  centered on you  | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Galling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Creation) Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271                                   |
| Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text in a globe; see text  Makes a light seed a globe; seed a glob | 5] each 21 on subj 21 21 s's choice 21 three ca 21 bonus.  | N/A  round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see text  None ster levels [max 5]. Unc None wemies suffer -2. None or Will negates; see text  Will negates [harmless]                            | Action  1 standard action  Standard Action  1 standard action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  1 standard action  Standard action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action | 1 round/level 10 minutes/level Instantaneous Instantaneous 1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level buble the amount in damage. 1 round/level 10 minutes/level [D]   | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V. Target: One called crea 20 ft. V  Target: One creature/le centered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and foce centered on you. 10 ft. V, Target: 10 ft. radius en Touch V, Target: Creature touch   | S snanation  S s,M/DF  ect of up  S seed  S, DF,  mental or  S,DF  touched  S S  S S  S S  S S  S S  S S  S S  S   | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes centered on you  Yes (harmless)                      | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Galling) [See Text] Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration  | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271                                   |
| Makes a light source in a globe; see text  | 5] each 21 on subj 21 21 s's choice 21 three ca 21 bonus.  | N/A  round. Will negates (harmless, object) eet. Will half [harmless]; see text  None  e of 6 HD or less. None  None  None  Fortitude negates; see text  None  ster levels [max 5]. Unc None  nemies suffer -2. None or Will negates; see text  Will negates [harmless]                   | Action  1 standard action  Standard Action  1 standard action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  1 standard action  Standard action  Standard Action  1 standard action  1 standard action  1 standard action  1 standard action | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level  puble the amount in damage. 1 round/level  10 minutes/level [D]  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, XF Target: One called eler less 0 ft. V. Target: One called crea 20 ft. V  Target: One creature/le centered on you Touch V, Target: Living creature Personal V, Target: 10-ftradius en 60 ft. V, Target: All allies and foce centered on you. 10 ft. V, Target: 10 ft. radius en Touch V, Target: Creature touch   | s s, DF, and to be some some some some some some some som  | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes centered on you  Yes (harmless)                      | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Caster Level: 14 Conjuration (Creation) Caster Level: 14 Abjuration Caster Level: 14 Conjuration Caster Level: 14   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271  SC: p.174                        |
| Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text in a minute.  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light seed a globe; seed a | 5] each 21 on subj 21 21 con subj 21 con s | N/A  round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see text  None ster levels [max 5]. Unc None wemies suffer -2. None or Will negates; see text  Will negates [harmless]                            | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  3 rounds  | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level  puble the amount in damage. 1 round/level  10 minutes/level [D]  | Target: Magical, control Personal V. Target: 10-ftradius en Touch V. Target: Creature or objouched Touch V. Target: Creature touch Close (60 ft.) V. XF Target: One called eler less 0 ft. V. Target: One creature/lecentered on you Touch V. Target: Living creature Personal V. Target: 10-ftradius en 60 ft. V. Target: 10-ft. radius en for traget: 10 ft. radius en Touch V. Target: 10 ft. radius en Touch V. Target: Creature touch Touch V. Target: Creature touch  | s s, DF, and to be some some some some some some some som  | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No  centered on you  Yes  a 60 ftradius burst  Yes  centered on you  Yes (harmless)  Yes (harmless) | Caster Level: 14  Necromancy  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Conjuration (Calling) [See Text]  Caster Level: 14  Conjuration (Calling)  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Conjuration (Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration  Caster Level: 14  Conjuration | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271  SC: p.174                        |
| Makes a light source in a globe; see text  | 5] each 21 on subj 21 21 con subj 21 con s | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see text  None  ster levels [max 5]. Unc None  wernies suffer -2. None or Will negates; see text  Will negates (harmless)  Will negates (harmless) | Action  1 standard action  Standard Action  1 standard action  10 minutes  1 round  1 immediate action  Standard Action  1 standard action  Standard Action  Standard Action  1 standard action  Standard Action  Standard Action  3 rounds  | 1 round/level 10 minutes/level Instantaneous Instantaneous  1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level buble the amount in damage. 1 round/level 10 minutes/level [D] 24 hours Instantaneous                           | Target: Magical, control Personal V. Target: 10-ftradius en Touch V. Target: Creature or obj touched Touch V. Target: Creature touch Close (60 ft.) V. Xf Target: One called eler less 0 ft. V. Target: One called creat 20 ft. V. Target: One called creat 20 ft. V. Target: Living creature Personal V. Target: Living creature 60 ft. V. Target: All allies and fo centered on you. 10 ft. V. Target: 10 ft. radius en Touch V. Target: Creature touch | s s, DF, ature evel in a : S, M/DF eex within anation s, M/DF eex within a : S, DF, ature evel in a : S, DF, ature evel in a : S, DF eex within s, S, DF eex within anation s, M/DF eed s, S, DF eed evel in a : S, M/DF eed e | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  r outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No  centered on you  Yes  a 60 ftradius burst  Yes  centered on you  Yes (harmless)  Yes (harmless) | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Galling) [See Text] Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing)   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271  SC: p.174  PHB: p.272            |
| Makes a light source in a globe; see text  | 5] each 21 on subj 21 21 con subj 21 con s | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None Fortitude negates; see text  None ster levels [max 5]. Und None Vill negates (harmless) Will negates (harmless)  Will negates (harmless)                               | Action  1 standard action  Standard Action  1 standard action  1 standard action  1 or minutes  1 round  1 immediate action  Standard Action  1 standard action  Standard action  Standard action  Standard action  1 standard action  3 rounds  1 standard action  1 standard action          | 1 round/level  10 minutes/level  Instantaneous  Instantaneous  1 round/level [D]  1 hour/level  Instantaneous; see text  1 round/level  ouble the amount in damage. 1 round/level  10 minutes/level [D]  24 hours  Instantaneous  1 minute/level | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, Xf Target: One called eler less 0 ft. V, Target: One called crea 20 ft. V  Target: One creature/le centered on you Touch V, Target: Living creature Personal V, Target: Living creature Personal V, Target: All allies and fo centered on you. 10 ft. V, Target: 10 ft. radius en Touch V, Target: Creature touch                  | s s, manation  S, M/DF  ect of up  S, M/DF  ect of up  S, DF,  mental or  S, DF  touched  S, DF  touched  S, DF  es within  S, M/DF  ed  S, DF  ed  S, DF  ened  | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes  centered on you  Yes (harmless)  Yes (harmless)     | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271  SC: p.174  PHB: p.272  SC: p.175 |
| Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light source in a globe; see text  Makes a light sends poison, detoxifies venom in or in a globe;  Makes a light sends i | 5] each 21 on subj 21 21 con subj 21 con s | N/A round. Will negates (harmless, object) ect. Will half [harmless]; see text  None e of 6 HD or less. None  None  Fortitude negates; see text  None  ster levels [max 5]. Unc None  wernies suffer -2. None or Will negates; see text  Will negates (harmless)  Will negates (harmless) | Action  1 standard action  Standard Action  1 standard action  1 standard action  1 or minutes  1 round  1 immediate action  Standard Action  1 standard action  Standard action  Standard action  Standard action  1 standard action  3 rounds  1 standard action  1 standard action          | 1 round/level 10 minutes/level Instantaneous Instantaneous  1 round/level [D] 1 hour/level Instantaneous; see text 1 round/level buble the amount in damage. 1 round/level 10 minutes/level [D] 24 hours Instantaneous                           | Target: Magical, control Personal V. Target: 10-ftradius en Touch V, Target: Creature or obj touched Touch V, Target: Creature touch Close (60 ft.) V, Xf Target: One called eler less 0 ft. V, Target: One called crea 20 ft. V  Target: One creature/le centered on you Touch V, Target: Living creature Personal V, Target: Living creature Personal V, Target: All allies and fo centered on you. 10 ft. V, Target: 10 ft. radius en Touch V, Target: Creature touch                  | s s, DF, ature evel in a : S, M/DF eex within anation s, M/DF eex within a : S, DF, ature evel in a : S, DF, ature evel in a : S, DF eex within s, S, DF eex within anation s, M/DF eed s, S, DF eed evel in a : S, M/DF eed e | ht source  N/A  Yes (harmless, object)  to 1 cu. ft./level.  Yes [harmless]  No  outsider of 6 HD or  No  Yes [harmless]  20-ft. radius burst  Yes  No centered on you  Yes a 60 ftradius burst  Yes  centered on you  Yes (harmless)  Yes (harmless)     | Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Galling) [See Text] Caster Level: 14 Conjuration (Calling) [See Text] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Creation) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing)   | SC: p.146  PHB: p.257  SC: p.152  PHB: p.261  SC: p.159  SC: p.159  PHB: p.262  SC: p.161  SC: p.170  PHB: p.271  SC: p.174  PHB: p.272            |

|  |   |   |  | Cleric Spells   |  |  |   |   |   |
|--|---|---|--|---|--|--|---|---|---|
| □□□□□ Shadowblast  | 21  | Fort negates  | 1 standard   | •   | Long (960 ft.)   | V,S,M  | Yes   | Evocation [Light]   | SC: p.186   |
| Effect:  |   |   | action   |   | Target: 20-ftradius  | s spread   |   | Caster Level: 14  |   |
| Creatures stunned for 1d6 rounds; natives of shadow vu   | Inerable<br>21                                      | e take damage; see text.<br>Will negates  |  | 1 minute/level  | Close (60 ft.)   | V,S,M  | Yes [harmless]  | Abjuration  | SC: p.188   |
| Effect:  |   | [harmless]  | action   |   |  |  | two of which are more   | •   |   |
| As shield of faith, except it affects multiple creatures.  | 21  | Fortitude half  | 1 etandard   | Instantaneous   | than 30 ft. apart<br>Medium (240 ft.)  | V,S  | Yes   | Evocation [Sonic]   | SC: p 106   |
| Sound Lance  | 21  | Fortitude Hall  | action   | Instantaneous   |  |  | 165   |   | 30. p. 190  |
| Effect: Deals 1d8 per caster level [max 10d8].   |   |   |  |   | Target: One creatur  |  |   | Caster Level: 14  |   |
| Spell Immunity   | 21  | Will negates<br>(harmless)  | Standard<br>Action   | 10 minutes/level  | Touch  | V,S, DF  | Yes (harmless)  | Abjuration  | PHB: p.282  |
| Effect: Subject is immune to 3 spells, up to 4th-level spells.   |   |   |  |   | Target: Creature to  | uched  |   | Caster Level: 14  |   |
| □□□□□ Spell Vulnerability  | 21  | Fortitude negates   | 1 round  | 1 minute/level  | Close (60 ft.)   | V,S  | No  | Transmutation   | SC: p.200   |
| Effect: Reduces subject's spell resistance by 1 per caster level   | [max re   | duction 15]. Reduction of   | can't reduce   | below 0.  | Target: One creatur  | re   |   | Caster Level: 14  |   |
| □□□□□ Summon Monster IV  |   | None  | 1 round  | 1 round/level [D]   | Close (60 ft.)   | V,S,F/DF   | No  | Conjuration<br>(Summoning)  | PHB: p.286  |
| Effect: Calls extraplanar creature to fight for you.   |   |   |  |   | Target: One or more which can be more  |  |   | Caster Level: 14  |   |
| Tongues  | 21  | Will negates  |  | 10 minutes/level  | Touch  | V, M/DF  | No  | Divination  | PHB: p.294  |
| Effect:  |   | (harmless)  | Action   |   | Target: Creature to  | uched  |   | Caster Level: 14  |   |
| Speak any language.  Undead Bane Weapon  | 21  | Will negates  |  | 1 hour/level  | Touch  | V,S,DF   | Yes [harmless,object]   | Transmutation   | SC: p.226   |
| Effect:  |   | [harmless,object]   | action   |   | Target: Weapon tou   | uched or fift  | y projectiles [all of which   | h Caster Level: 14  |   |
| Give weapon touched undead bane special ability; add -   | +2 enha<br>21                                       | incement bonus and dea<br>See text  |  | onus damage.<br>10 minutes/level  | must be touching at<br>Close (60 ft.)  |  | casting]  | Abjuration  | SC: p.233   |
| Wall of Chaos  | 21  | COC IOAI  | action   | . oidicoriovoi  |  |  |   | [Chaotic]   | 00. p.200   |
| Effect: +2 to AC and saves, counter mind control, hedge out  | elemen  | itals and outsiders in 10   | O-ft. radius a   | nd 10 minutes/level from the designate  |  |  | rea is up to one 10-ft.<br>t./2 levels  | Caster Level: 14  |   |
| hostile side.  | 21  | See text  |  | 10 minutes/level  | Close (60 ft.)   | V,S,M/DF   | Yes   | Abjuration [Good]   | SC: p.233   |
| Effect:  |   |   | action   |   | Target: A straight w   | all whose a  | rea is up to one 10-ft.   | Caster Level: 14  |   |
| +2 to AC and saves, counter mind control, hedge out hostile side.  | elemen  | itals and outsiders in 10   | 0-ft. radius a   | nd 10 minutes/level from the designate  | dsquare/level or hem   | ni/sphere 5 f  | t./2 levels   |   |   |
| Wall of Law  | 21  | See text  | 1 standard action  | 10 minutes/level  | Close (60 ft.)   | V,S,M/DF   | Yes   | Abjuration [Law]  | SC: p.234   |
| Effect: +2 to AC and saves, counter mind control, hedge out  | elemen  | itals and outsiders in 10   | O-ft. radius a   | nd 10 minutes/level from the designate  |  |  | rea is up to one 10-ft.   | Caster Level: 14  |   |
| hostile side.  |   |   |  |   |  |  |   |   |   |
| DDDDDWall of Sand  |   | None  | 1 standard   | Concentration +1 round/level  | Medium (240 ft.)   | V.S.M/DF   | No  | Conjuration   | SC: p.235   |
| □□□□□ Wall of Sand   |   | None  | 1 standard action  | Concentration +1 round/level  |  | V,S,M/DF   |   | Conjuration<br>(Creation) [Earth]   | SC: p.235   |
| UIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII   |   | None  |  |   |  |  | No rea is up to one 10-ft.  | (Creation) [Earth]  | SC: p.235   |
| Effect:  |   | None  |  | Concentration +1 round/level  LEVEL 5   | Target: A straight w   |  |   | (Creation) [Earth]  | SC: p.235   |
| Effect:  | DC  | Saving Throw  | action   | LEVEL 5   | Target: A straight w<br>square/level [S]   | vall whose a   | rea is up to one 10-ft.  Spell Resistance   | (Creation) [Earth] Caster Level: 14 School  | Source  |
| Effect: Creates a churning wall of sand.  Name   | DC  |   | action   | LEVEL 5   | Target: A straight w<br>square/level [S]  Range Touch  | Comp. V,S,M,F, DF, XP  | rea is up to one 10-ft.  Spell Resistance Yes   | (Creation) [Earth] Caster Level: 14  School Abjuration  |   |
| Effect: Creates a churning wall of sand.  Name   | DC  | Saving Throw  | action   | LEVEL 5   | Target: A straight w<br>square/level [S]   | Comp. V,S,M,F, DF, XP  | rea is up to one 10-ft.  Spell Resistance Yes   | (Creation) [Earth] Caster Level: 14 School  | Source  |
| Effect: Creates a churning wall of sand.  Name Atonement  Effect:  | DC  | Saving Throw  | Time 1 hour  | LEVEL 5   | Target: A straight w<br>square/level [S]  Range Touch  | Comp. V,S,M,F, DF, XP  | rea is up to one 10-ft.  Spell Resistance Yes   | (Creation) [Earth] Caster Level: 14  School Abjuration  | Source  |
| Effect: Creates a churning wall of sand.  Name  Atonement  Effect: Removes burden of misdeeds from subject.  Aura of Evasion  Effect:  |   | Saving Throw<br>None  | Time 1 hour 1 standard action  | LEVEL 5  Duration Instantaneous  1 minute/level   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius   | Comp. V,S,M,F, DF, XP ture touched   | spell Resistance Yes No   | (Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14   | Source<br>PHB: p.201  |
| Effect: Creates a churning wall of sand.  Name  Atonement  Effect: Removes burden of misdeeds from subject.  Aura of Evasion  Effect: You and all creatures within the area gain evasion but to Reflex saves against breath weapons.   | only aga  | Saving Throw None  No   | Time 1 hour  1 standard action ose who have  | LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a +  | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius   | Comp. V,S,M,F, DF, XP ture touched V,S,M,DF s emanation  | Spell Resistance Yes No centered on you   | (Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14 Abjuration Caster Level: 14   | <b>Source</b><br>PHB: p.201<br>SC: p.18   |
| Name Atonement  Effect: Removes burden of misdeeds from subject. Aura of Evasion  Effect: You and all creatures within the area gain evasion but to Reflex saves against breath weapons.   |   | Saving Throw<br>None  | Time 1 hour  1 standard action ose who have  | LEVEL 5  Duration Instantaneous  1 minute/level   | Target: A straight w<br>square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (960 ft.)   | Comp. V,S,M,F, DF, XP urure touched V,S,M,DF s emanation V,S,M   | spell Resistance Yes No   | (Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light]   | Source<br>PHB: p.201  |
| Effect: Creates a churning wall of sand.  Name  Atonement  Effect: Removes burden of misdeeds from subject.  Aura of Evasion  Effect: You and all creatures within the area gain evasion but to Reflex saves against breath weapons.   | only aga<br>22                                      | Saving Throw None  No  No  inst breath weapons, th None and Fortitude partial; see text   | Time 1 hour 1 standard action ose who hav 1 standard action  | LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a +  | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius   | Comp. V,S,M,F, DF, XP urure touched V,S,M,DF s emanation V,S,M   | Spell Resistance Yes No centered on you   | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire,   | <b>Source</b><br>PHB: p.201<br>SC: p.18   |
| Effect: Creates a churning wall of sand.  Name Creates a churning wall of sand.  Name Creates a churning wall of sand.  Name Creates a churning wall of sand.  Effect: Removes burden of misdeeds from subject. Creates a churning c | only aga<br>22                                      | Saving Throw None  No  No  inst breath weapons, th None and Fortitude partial; see text   | Time 1 hour 1 standard action ose who hav 1 standard action d.   | LEVEL 5  Duration Instantaneous  1 minute/level  re evasion or improved evasion gain a +  | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (960 ft.) Target: 50-ftradius Close (60 ft.)   | Comp. V.S.M.F., DF, XP urre touched V,S.M.DF is emanation V,S,M.DF is spread V,S,M.S.  | Spell Resistance Yes No centered on you Yes   | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  | <b>Source</b><br>PHB: p.201<br>SC: p.18   |
| Effect: Creates a churning wall of sand.  Name Creates a churning wall of sand.  Name Creates a churning wall of sand.  Name Creates a churning wall of sand.  Effect: Removes burden of misdeeds from subject. Creates a churning c | only aga<br>22<br>take 2di<br>22<br>and petr        | Saving Throw None  No  ninst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication.  | Time 1 hour 1 standard action ose who hav 1 standard action d. 1 minute  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather   | Comp. V.S.M.F., DF, XP urre touched V.S.M.DF is emanation V.S.M. is spread V.S. ature/level,                                 | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each  | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Abjuration Caster Level: 14   | Source PHB: p.201 SC: p.18 SC: p.33 PHB: p.207  |
| Effect: Creates a churning wall of sand.  Name  Atonement  Effect: Removes burden of misdeeds from subject.  Juliana of Evasion  Effect: You and all creatures within the area gain evasion but of Relfex saves against breath weapons.  Bilstering Radiance  Effect: All sighted creatures in area are dazzled [no save], and the fefect:  Break Enchantment  Effect:   | only aga<br>22<br>take 2di<br>22                    | Saving Throw None  No  inst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text  | Time 1 hour 1 standard action ose who hav 1 standard action d. 1 minute  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creat   | Comp. V.S.M.F., DF, XP urre touched V,S.M.DF is emanation V,S,M.DF is spread V,S,M.S.  | Spell Resistance Yes No centered on you Yes   | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14   | Source PHB: p.201 SC: p.18 SC: p.33 PHB: p.207  |
| Effect: Creates a churning wall of sand.  Name  Atonement  Effect: Removes burden of misdeeds from subject.  Here of Evasion  Effect: You and all creatures within the area gain evasion but to Reflex saves against breath weapons.  Blistering Radiance  Effect: All sighted creatures in area are dazzled [no save], and here is the effect: Frees subjects from enchantments, alterations, curses, it frees subjects from enchantments, alterations, curses, it frees subjects from enchantments, alterations, curses, it for the enchantments.  | only aga<br>22<br>take 2di<br>22<br>and petr        | Saving Throw None  No  ninst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication.  | Time 1 hour  1 standard action oose who have action d. 1 minute  Standard  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather   | Comp. V.S.M.F., DF, XP urre touched V.S.M.DF is emanation V.S.M. is spread V.S. ature/level,                                 | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each  | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Enchantment   | Source PHB: p.201 SC: p.18 SC: p.33 PHB: p.207  |
| Effect: Creates a churning wall of sand.  Name Atonement  Effect: Removes burden of misdeeds from subject.  Aura of Evasion  Effect: You and all creatures within the area gain evasion but of to Reflex saves against breath weapons.  Blistering Radiance  Effect: All sighted creatures in area are dazzled [no save], and the same are dazzled [no save], and the same area same area.  Command, Greater   | only aga<br>22<br>take 2di<br>22<br>and petr        | Saving Throw None  No  ninst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication.  | Time 1 hour  1 standard action oose who have action d. 1 minute  Standard  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: 1 creature/le  | Comp. V.S.M.F., DF, XP UTE touched V,S.M.DF S emanation V,S,M S spread V,S Atture/level, a                                   | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes  | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  | Source PHB: p.201 SC: p.18 SC: p.33 PHB: p.207  |
| Name   | only aga<br>22<br>take 2di<br>22<br>and petr        | Saving Throw None  No  ninst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication.  | Time 1 hour  1 standard action ose who have action d. 1 minute  Standard Action  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creations  | Comp. V,S,M,F,DF,XP DF,XP V,S,M,DF s emanation V,S,M s spread V,S ature/level, 1   | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more                                     | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  | Source PHB: p.201 SC: p.18 SC: p.33 PHB: p.207  |
| Name   | only aga<br>22<br>take 2di<br>22<br>and petr        | Saving Throw None  No  No  ninst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication. Will negates   | Time 1 hour  1 standard action ose who have action d. 1 minute  Standard Action  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: 1 creature/lithan 30 ft. apart   | Comp. V,S,M,F, DF, XP Ure touched V,S,M,DF s emanation V,S,M s spread V,S ature/level, V                                     | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more                                     | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 14  | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  indent,                      |
| Name   | only aga<br>22<br>take 2di<br>22<br>and petr        | Saving Throw None  No  No  ninst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication. Will negates   | Time 1 hour  1 standard action ose who hav 1 standard action ad. 1 minute  Standard Action   | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: 1 creature/lethan 30 ft. apart Personal  | Comp. V,S,M,F,DF,XP DF,XP V,S,M,DF s emanation V,S,M s spread V,S ature/level, 1   | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more                                     | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 14  Divination Caster Level: 14  Conjuration                                | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  indent,                      |
| Name   | 22<br>22<br>ttake 2dt<br>22<br>22<br>and petr<br>22 | Saving Throw None  No  No  ninst breath weapons, th  None and Fortitude partial; see text  6 fire damage each rour See text  riffication.  Will negates  None   | Time 1 hour  1 standard action ose who hav 1 standard action dd. 1 minute  Standard Action  10 minutes   | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  1 round/level  1 minute/level [D]   | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: 1 creature/le than 30 ft. apart Personal Target: You Personal Target: You  | Comp. V,S,M,F, DF, XP urue touchec V,S,M,DF s emanation V,S,M s spread V,S ature/level, : V                                  | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more                                     | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Divination Caster Level: 14  Divination Caster Level: 14  Caster Level: 14  Divination Caster Level: 14                            | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  Indent,                      |
| Name   | 22 take 2di 22 22 22 22                             | Saving Throw None  No  No  sinst breath weapons, th  None and Fortitude partial; see text 6 fire damage each rour See text rification.  Will negates  None  N/A  casting. They provide  | Time 1 hour 1 standard action ose who hav 1 standard action d. 1 minute Standard Action 10 minutes 1 round concealmer                                  | LEVEL 5  Duration Instantaneous  1 minute/level re evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  1 round/level  1 minute/level [D]  t and completely hide your features. +                       | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: 1 creature/letthan 30 ft. apart Personal Target: You Personal Target: You 4  | Comp. V,S,M,F, DF, XP urue touchec V,S,M,DF s emanation V,S,M s spread V,S ature/level, : V                                  | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more                                     | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Enchantment Compulsion) [Language-Depen Mind-Affecting) Caster Level: 14  Divination Caster Level: 14  Conjuration Creation)                      | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  Indent,                      |
| Name   | 22 22 and petr 22 22 ment or checks.                | Saving Throw None  No  No  sinst breath weapons, th  None and Fortitude partial; see text 6 fire damage each rour See text rification.  Will negates  None  N/A  casting. They provide  | Time 1 hour 1 standard action ose who hav 1 standard action d. 1 minute Standard Action 10 minutes 1 round concealmenentacles stri                     | LEVEL 5  Duration Instantaneous  1 minute/level ve evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  1 minute/level [D]  t and completely hide your features. + ke back [Your BAB + Wis] dealing 1dt | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.)  Target: 1 creature/le than 30 ft. apart Personal Target: You Personal Target: You 4   | Comp. V.S.M.F. DF, XP UTE touched V,S.M.DF S emanation V,S,M s spread V,S atture/level, V V,S,M,DF V,S,M,DF V,S,M,DF         | Spell Resistance Yes  No centered on you  Yes  No all within 30 ft. of each Yes  of which can be more , No                            | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Abjuration Caster Level: 14  Divination Caster Level: 14  Divination Caster Level: 14  Divination Caster Level: 14  Conjuration Caster Level: 14  Conjuration Caster Level: 14 | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  sdent,  PHB: p.211  SC: p.55 |
| Name   | 22 take 2di 22 22 22 22                             | Saving Throw None  No  No  Inst breath weapons, th None and Fortitude partial; see text 6 fire damage each rour See text riffication. Will negates  None  N/A  casting. They provide If you are attack the text                           | Time 1 hour 1 standard action ose who hav 1 standard action d. 1 minute Standard Action 10 minutes 1 round concealmenentacles stri                     | LEVEL 5  Duration Instantaneous  1 minute/level ve evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  1 minute/level [D]  t and completely hide your features. + ke back [Your BAB + Wis] dealing 1dt | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: 1 creature/le than 30 ft. apart Personal Target: You Personal Target: You 2  Close (60 ft.)                                      | Comp. V,S,M,F,DF,XP urue touchec V,S,M,DF is emanation V,S,M is spread V,S atture/level, is V vevel, no two V,S,M, DF V,S,DF | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more N/A  Yes (harmless) or Yes see text | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Enchantment (Compulsion) (Language-Depen Mind-Affecting) Caster Level: 14  Divination Caster Level: 14  Conjuration (Creation) Caster Level: 14                   | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  Indent,                      |
| Name   | 22 22 22 22 ment or checks.                         | Saving Throw None  No  No  ninst breath weapons, th  None and Fortitude partial; see text 6 fire damage each rour See text riffication.  Will negates  None  N/A  casting. They provide. If you are attack the t  Will half (harmless) or | Time 1 hour 1 standard action ose who hav 1 standard action ad. 1 minute Standard Action 10 minutes 1 round concealmer entacles stri 5 Standard Action | LEVEL 5  Duration Instantaneous  1 minute/level ve evasion or improved evasion gain a + 1 round/level Instantaneous  1 round/level  1 minute/level [D]  t and completely hide your features. + ke back [Your BAB + Wis] dealing 1dt | Target: A straight w square/level [S]  Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4  Long (960 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal Target: You Personal Target: You Close (60 ft.) Target: 1 creature/lt than 30 ft. apart | Comp. V,S,M,F,DF,XP urue touchec V,S,M,DF is emanation V,S,M is spread V,S atture/level, is V vevel, no two V,S,M, DF V,S,DF | Spell Resistance Yes No centered on you Yes No all within 30 ft. of each Yes of which can be more , No N/A                            | Creation) [Earth] Caster Level: 14  School Abjuration Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Evocation [Fire, Light] Caster Level: 14  Enchantment (Compulsion) (Language-Depen Mind-Affecting) Caster Level: 14  Divination Caster Level: 14  Conjuration (Creation) Caster Level: 14                   | Source PHB: p.201  SC: p.18  SC: p.33  PHB: p.207  PHB: p.211  sdent,  PHB: p.211  SC: p.55 |

Effect:
Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.

1 standard 1 hour/level or until you are killed action

Effect:
If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.

| Quark | Qu

22 Will negates [harmless]

Effect: +4 bonus against attacks. Dispel Law 22 See text Standard 1 round/level or until discharged, Action whichever comes first

Effect: +4 bonus against attacks. Will negates Standa (harmless, object); see Action text Disrupting Weapon 22 Standard 1 round/level

Effect:
Melee weapon destroys undead. Divine Agility Effect:
Grants +10 enhancement to Dex.

1 standard 1 round/level Target: Living creature touched

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object Touch V,S, DF See text Abjuration Abjuration [Chaotic] Caster Level: 14 Target: You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object Touch V,S Yes (harmless, object) Yes (harmless, object) Transmutation

Caster Level: 14

Necromancy SC: p.60 [Force] Caster Level: 14

Abjuration [Good] PHB: p.222

PHB: p.223

PHB: p.223

Target: Enemies in a 20-ft.-radius burst

V,S No

V,S, DF See text

Personal

Target: You

Target: One melee weapon Caster Level: 14 Touch V,S No Transmutation SC: p.69 Caster Level: 14

\* =Domain/Speciality Spell

| Doomtide   | 22  | Will negates   | 1 standard   | 1 round/level   | 80 ft.   | V,S,DF   | Yes  | Illusion (Pattern)  | SC: p.70   |
|--|---|--|--|---|--|--|--|---|--|
| Effect:  |   | 3  | action   |   |  |  | iding straight from you  |   |  |
| Creatures must save or be dazed for 1 round. Mist obscur   |   | on to 5 ft.<br>See text  | 1 standard   | 1 round/level   |  | V,S,M/DF   |  | Evocation   | SC: p.72   |
| Dragonbreath  Effect:  | 22  | Gee text   | action   | 1 Tourid/level  |  | V,O,IVI/DI   | 140  | Caster Level: 14  | 30. p.72   |
| Gain a true dragons breath weapon attack; see text   |   |  | 0.16   |   | Target: You  |  |  |   |  |
| □□□□□ Earth Hammer   | 22  | Will negates<br>(harmless,object)  | Swift<br>Action  | 14 rounds   |  | V  | Yes (harmless,object)  |   | Race Sto: p.162  |
| Effect: Weapon overcomes DR as if Adamantite and increases d   | amage   | by one step, it deals blu  | udgeoning o  | damage regardless of type.  | Target: Weapon touc  | ched   |  | Caster Level: 14  |  |
| □□□□□ Earth Reaver   | 22  | Reflex partial   | 1 standard action  | Instantaneous   | Medium (240 ft.)   | V,S  | Yes  | Transmutation<br>[Fire]   | SC: p.75   |
| Effect: Deals 4d6 from impact and 3d6 fire [no save], must make  | 2 521/6   | or he knocked prone  |  |   | Target: 20-ftradius  | spread   |  | Caster Level: 14  |  |
| ☐☐☐☐☐Flame Strike  | 22  | Reflex half  |  | Instantaneous   | Medium (240 ft.)   | V,S, DF  | Yes  | Evocation [Fire]  | PHB: p.231   |
| Effect:  |   |  | Action   |   | Target: Cylinder 10  |  |  | Caster Level: 14  |  |
| Smite foes with divine fire for 1d6/level [max 15d6] damag   | ge.<br>22   | See text   | 24 hours   | Instantaneous   | Touch  | V,S,M, DF  | See text   | Evocation [Good]  | PHB: p.238   |
| Effect:  |   |  |  |   | Target: 40-ft. radius  | emanating  | from the touched point   | Caster Level: 14  |  |
| Designates location as holy.  Incorporeal Nova   | 22  | Will negates   |  | Instantaneous   | Medium (240 ft.)   | V,S  | Yes  | Necromancy  | SC: p.121  |
| Effect:  |   |  | action   |   | Target: 50-ftradius  | burst  |  | [Death]<br>Caster Level: 14   |  |
| The spell destroys 1d4/caster level [max 20d4] HD worth  | of crea<br>22   | tures.<br>Will half  | Standard   | Instantaneous   | Close (60 ft.)   | V,S  | Yes  | Necromancy  | PHB: p.244   |
| Effect:  |   |  | Action   |   |  |  | of which can be more   |   |  |
| Deals 1d8 +1/level damage to many creatures.   |   | News   | 4  | 4 minute/level  | than 30 ft. apart  |  |  |   | DLID: - 044  |
| Insect Plague  |   | None   | 1 round  | 1 minute/level  |  |  | No   | Conjuration (Summoning)   | PHB: p.244   |
| Effect: Locust swarms attack creatures.  |   |  |  |   | Target: One swarm of<br>which must be adjace   |  |  | Caster Level: 14  |  |
| □□□□□Life's Grace  | 22  | Will negates<br>[harmless]   | 1 standard action  | 1 minute/level  | Touch  | V,S,DF   | Yes [harmless]   | Abjuration  | SC: p.131  |
| Effect: Subjects become immune to all death spells, magical dea  | ıth effe  |  |  | energy effects; see text  | Target: Living creatu  | ire touched  |  | Caster Level: 14  |  |
| Mark of Justice  | 01160   | None   |  | Permanent;see text  | Touch  | V,S, DF  | Yes  | Necromancy  | PHB: p.252   |
| Effect: Designates action that will trigger curse on subject.  |   |  |  |   | Target: Creature tou   | ched   |  | Caster Level: 14  |  |
| Designates action that will trigger curse on subject.  | 22  | Will negates   |  | Instantaneous   | Touch  | V,S,F  | Yes  | Conjuration<br>(Teleportation)  | PHB: p.262   |
| Effect:  |   |  | Action   |   | Target: Creature tou   |  | to eight willing   | (Teleportation)<br>Caster Level: 14   |  |
| As many as eight subjects travel to another plane.  Raise Dead   | 22  | None; see text   | 1 minute   | Instantaneous   | creatures joining har<br>Touch   |  | Yes (harmless)   | Conjuration   | PHB: p.268   |
| Effect:  |   | -  |  |   | Target: Dead creatur   |  | •  | (Healing)<br>Caster Level: 14   | •  |
| Restores life to subject who died as long as 1 day/level ag  | go.<br>22   | None: see to:  | 1 etonder  | Instantaneous   | -  |  | Voe [harmloos]   |   | SC: p 176  |
| Revivify   | 22  | None; see text   | action   | Instantaneous   |  | V,S,M  | Yes [harmless]   | Conjuration<br>(Healing)  | SC: p.176  |
| Effect:  If cast within one round of death, this spell restores the su   | ıbject to   | o -1 HP.   |  |   | Target: Dead creatur   | re touched   |  | Caster Level: 14  |  |
| Righteous Might  |   | None   | Standard<br>Action   | 1 round/level [D]   | Personal   | V,S, DF  | No   | Transmutation   | PHB: p.273   |
| Effect: Your size increases, and you gain combat bonuses.  |   |  |  |   | Target: You  |  |  | Caster Level: 14  |  |
| Righteous Wrath of the Faithful  |   | None   |  | 1 round/level   | 30 ft.   | V,S,DF   | Yes  | Enchantment<br>(Compulaion)   | SC: p.177  |
|  |   |  | action   |   |  |  |  | (Compulsion)<br>[Mind-Affecting]  |  |
| Effect: Allies gain one additional melee attack each round at thei   | r highe   | st attack bonus [not cur   | nulative with  | other effects that grant extra attacks]. +  |  | nın 30-ftra  | dius burst centered on   | Caster Level: 14  |  |
| morale bonus to attack and damage.   |   |  |  | 4 10 1  |  |  |  |   |  |
| LILILI I I JOANUARY, MASS  | 22  | Will negates   | 1 standard   | 1 round/ievei   | Close (60 ft.)   | V,S,DF   | Yes [harmless]   | Abjuration  | SC: p.179  |
| Santuary, Mass   | 22  | Will negates<br>[harmless]   | 1 standard action  | 1 round/level   |  |  |  | .,  | SC: p.179  |
| Effect: Opponents can't attack you, and you can't attack; see text   | t.  | [harmless]   | action   |   | Target: One creature than 30 ft. apart   | e/level, no t  | wo of which are more   | Caster Level: 14  |  |
| Effect: Opponents can't attack you, and you can't attack; see text   |   |  |  | 1 minute/level  | Target: One creature than 30 ft. apart See text  | e/level, no t<br>V,S,M/DF,<br>F  | wo of which are more   | Caster Level: 14  Divination (Scrying)  | SC: p.179<br>PHB: p.274  |
| Effect: Opponents can't attack you, and you can't attack; see text   | t.  | [harmless]   | action   |   | Target: One creature than 30 ft. apart<br>See text   | v,S,M/DF,<br>F<br>sor  | wo of which are more   | Caster Level: 14 Divination   |  |
| Effect: Opponents can't attack you, and you can't attack; see text   | t.  | [harmless]   | action 1 hour  |   | Target: One creature than 30 ft. apart<br>See text   | e/level, no t<br>V,S,M/DF,<br>F  | wo of which are more   | Caster Level: 14  Divination (Scrying)  |  |
| Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance.   | t.<br>22  | [harmless] Will negates  | action  1 hour  Standard   | 1 minute/level  | Target: One creature than 30 ft. apart<br>See text   | v,s,m/DF,<br>F<br>sor<br>v,s   | wo of which are more Yes Yes   | Caster Level: 14  Divination (Scrying)  Caster Level: 14  Necromancy  | PHB: p.274   |
| Effect: Opponents can't attack you, and you can't attack; see text Scrying  Effect: Spies on subject from a distance. Spies of Slay Living  Effect:  | t.<br>22  | [harmless] Will negates Fortitude partial Will negates   | action  1 hour  Standard Action  Standard  | 1 minute/level  | Target: One creature than 30 ft. apart<br>See text<br>Target: Magical sens<br>Touch  | v,s,m/DF,<br>F<br>sor<br>v,s   | wo of which are more Yes Yes   | Caster Level: 14  Divination (Scrying)  Caster Level: 14  Necromancy [Death]  | PHB: p.274   |
| Effect: Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents  | t.<br>22<br>22  | [harmless] Will negates Fortitude partial  | action  1 hour  Standard Action  | 1 minute/level Instantaneous  | Target: One creature than 30 ft. apart<br>See text<br>Target: Magical sens<br>Touch  | v,s,m/DF,<br>F<br>sor<br>v,s<br>ure touched<br>v,s, DF   | wo of which are more Yes Yes   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14  | PHB: p.274 PHB: p.280  |
| Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance. Slay Living  Effect: Touch attack kills subject. Spell Resistance  Effect: Subject gains SR 12 +1/level.  | t.<br>22<br>22  | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates   | action  1 hour  Standard Action  Standard Action   | 1 minute/level Instantaneous 1 minute/level Permanent until triggered, then 1   | Target: One creature than 30 ft. apart See text Target: Magical sens Touch Target: Living creatur Touch Target: Creature tou   | v,s,m/DF,<br>F<br>sor<br>v,s<br>ure touched<br>v,s, DF   | wo of which are more Yes Yes   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration   | PHB: p.274 PHB: p.280  |
| Effect: Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents  | 22<br>22<br>22  | [harmless]  Will negates  Fortitude partial  Will negates (harmless)   | action  1 hour  Standard Action  Standard Action   | 1 minute/level  Instantaneous  1 minute/level   | Target: One creature than 30 ft. apart See text Target: Magical sens Touch Target: Living creatur Touch Target: Creature tou   | v,s,M/DF,<br>F<br>soor<br>V,s<br>ure touched<br>V,s,DF   | wo of which are more Yes Yes Yes (harmless) Yes [harmless]   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14  | PHB: p.274  PHB: p.280  PHB: p.282   |
| Effect: Opponents can't attack you, and you can't attack; see text Gopponents can't attack you, and you can't attack; see text Gopponents can't attack you, and you can't attack; see text Gopponents Effect: Subject fact: Subject gains SR 12 +1/level. Gopponents Gop | t.<br>22<br>22<br>22  | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck by  | action  1 hour  Standard Action  Standard Action  10 minutes   | 1 minute/level Instantaneous 1 minute/level Permanent until triggered, then 1 round/level ring throws.  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature touch  Target: Creature touch  Target: Willing living  | e/level, no to V,S,M/DF, F soor V,S sure touched V,S,DF creature to touched | yes Yes Yes (harmless) Yes [harmless] yes (harmless]   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14   | PHB: p.280  PHB: p.282  SC: p.204  |
| Effect: Opponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents on subject from a distance.  Effect: Copponents can't attack you, and you can't attack; see text Copponents on subject from a distance.  Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack you, and you can't attack you. Copponents can't attack you, and you can't attack you, and you can't attack you. Copponents can't attack you can't attack you. Copponents can't attack you can't attack you can't attack you c | t.<br>22<br>22<br>22  | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  | action  1 hour  Standard Action  Standard Action  10 minutes   | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature touch  Target: Creature tour  Touch  Target: Willing living  Touch   | e/level, no to V,S,M/DF, F soor V,S soor V,S pre touched V,S,DF creature to V,S,M/DF   | wo of which are more Yes Yes Yes (harmless) Yes [harmless] uuched No   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth]   | PHB: p.274  PHB: p.280  PHB: p.282   |
| Effect: Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack; see text Opponents can't attack you, and you can't attack you, and you can't attack you. Opponents can't attack you, and you can't attack you, and you can't attack you. Opponents can't attack you, and you can't attack you. Opponents can't attack you, and you can't attack you. Opponents can't attack you | 22<br>22<br>22<br>22<br>22<br>26  | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck be None   | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous   | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature touch  Target: Creature touch  Target: Willing living  Touch  Target: Stone or stort + 10 cu. ft./level  | e/level, no to V,S,M/DF, F soor V,S are touched V,S,DF ched V,S,DF creature to V,S,M/DF ne object to   | Yes Yes (harmless) Yes [harmless] Ouched No  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14  | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208   |
| Effect: Opponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack you, an | t.<br>22<br>22<br>22  | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck by  | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  | 1 minute/level Instantaneous 1 minute/level Permanent until triggered, then 1 round/level ring throws.  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature touch  Target: Creature touch  Target: Willing living  Touch  Target: Stone or stort + 10 cu. ft./level  | e/level, no to V,S,M/DF, F soor V,S soor V,S pre touched V,S,DF creature to V,S,M/DF   | Yes Yes (harmless) Yes [harmless] Ouched No  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth]   | PHB: p.280  PHB: p.282  SC: p.204  |
| Effect: Opponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents on subject from a distance.  Effect: Copponents can't attack you, and you can't attack; see text Copponents on subject from a distance.  Copponents can't attack you, and you can't attack; see text Copponents on subject from a distance.  Copponents can't attack you, and you can't attack; see text Copponents on subject from a distance.  Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack you, and you can't attack you. Copponents can't attack you, and you can't attack you. Copponents can't attack you, and you can't attack you. Copponents c | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck be None   | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  1 standard action   | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous   | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature touch  Target: Creature touch  Touch  Target: Willing living  Touch  Target: Stone or ston+10 cu. ft./level  Medium (240 ft.)  Target: 20-ftradius   | e/level, no to V,S,M/DF, For the ched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF  | Yes Yes (harmless) Yes [harmless] Ouched No  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation  | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208   |
| Effect: Opponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack you, and you can't attack you. Copponents can't attack you, and you can't attack you. Copponents can't attac | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck be None   | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  1 standard action   | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tout Touch  Target: Creature tout Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  | e/level, no to V,S,M/DF, For the ched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] butched No butched, up to 10 cu. ft. Yes  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration   | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208   |
| Effect: Opponents can't attack you, and you can't attack; see text Spies on subject from a distance. Subject gains SR 12 +1/level. Subject gains SR 12 +1/ | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  Quantification of the properties of the pro | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  1 standard action  yy 10.   | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ing throws. Instantaneous  1 round/level   | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Stone or stor + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space Close (60 ft.)  | e/level, no to V,S,M/DF, soor V,S ure touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,DF   | yes Yes Yes (harmless) Yes [harmless] Duched No Duched, up to 10 cu. ft. Yes Centered on a point in  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) [Chaotic, Good]   | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Couch attack list subject from a distance.  Copponent of the subject from a distance.  Coppon | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates (harmless)  R 5/magic and +2 luck be None  Fortitude negates pell resistance reduced to None  | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on sav 1 standard action  1 standard action  1 standard action  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round   | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tour Touch  Target: Creature tour Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: One summon Target: | e/level, no to V,S,M/DF, sor V,S are touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,DF med bralanian  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] uuched No uuched, up to 10 cu. ft. Yes centered on a point in No eladrin  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration Cuntry (Summoning) [Chaotic, Good] Caster Level: 14   | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Effect: Spies on subject from a distance.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains SR 12 +1/level.  Copponents of Stay Living  Effect: Subject gains | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  Quantification of the properties of the pro | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on sav 1 standard action  1 standard action  1 standard action  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tour Touch  Target: Creature tour Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft. Jevel Medium (240 ft.)  Target: One summont of the store of the space Close (60 ft.)   | e/level, no to V,S,M/DF, soor V,S ure touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,DF   | wo of which are more Yes Yes Yes (harmless) Yes [harmless] uuched No uuched, up to 10 cu. ft. Yes centered on a point in No eladrin  | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) [Chaotic, Good]   | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  |
| Effect: Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents Opp | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates (harmless)  R 5/magic and +2 luck be None  Fortitude negates pell resistance reduced to None  | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on sav 1 standard action  1 standard action  1 standard action  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round   | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One or more  | e/level, no to V,S,M/DF, sor V,S wre touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,DF emanation V,S,DF ned bralani V,S,F/DF es summone   | yes Yes Yes (harmless) Yes [harmless] Duched No Duched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration  | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack; subject.  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack you.  Copponents can't attack you, and you can't attack you, and you can't attack you.  Copponents can't attack you, and you can't attack you.  Copponents can't attack you, and you can't attack.  Copponents can't attack you.  Copponents can't attack y | 22 22 22 22 22 22 22 22 22 22 22 22 22                                    | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates (harmless)  R 5/magic and +2 luck be None  Fortitude negates pell resistance reduced to None  | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on sav 1 standard action  1 standard action  1 standard action  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Stone or stort + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One or more which can be more to the space of   | e/level, no to V,S,M/DF, sor V,S wre touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,DF emanation V,S,DF ned bralani V,S,F/DF es summone   | yes Yes Yes (harmless) Yes [harmless] Duched No Duched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of   | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Summoning) (Chaotic, Good] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Enchantment   | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Could attack list subject from a distance.  Could attack kills subject.  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack; see text  Could attack you, and you can't attack.  Could attack you, and you can't attack.  Could attack you, and you can't attack.  Could attack you attack.  Could attack you, and you can't attack.  Could attack you.  Could attack you attack.  Could  | 22 22 22 22 22 22 22 and sp   | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck bit None  Fortitude negates  pell resistance reduced to None  None  | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on saven action  1 standard action  1 standard action  1 round  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One or more which can be more the 10 ft.; see text   | a/level, no to V,S,M/DF, soor V,S surre touched V,S,DF creature to V,S,M/DF emanation V,S,M/DF emanation V,S,DF emanation V,S,F/DF emanation V,S,F/DF summone than 30 ft. a summ | Yes Yes (harmless) Yes (harmless) Yes (harmless) Unched No Duched, up to 10 cu. ft. Yes Centered on a point in No eladrin No d creatures, no two of part                                     | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Earth] Caster Level: 14 Conjuration (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) (Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]   | PHB: p.280  PHB: p.282  SC: p.204  SC: p.201  SC: p.211  SC: p.213   |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack, and you can't attack; see text  Copponents can't attack, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack, and you can't attack.  Copponents can't attack you, and you can't attack.  Copponents can't attack you, and you can't attack.  Copponents can' | 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 22 22 22 22             | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  R 5/magic and +2 luck bit None  Fortitude negates hell resistance reduced to None  None  Will negates   | action  1 hour  Standard Action  Standard Action  10 minutes  conus on sav 1 standard action  1 standard action  1 round  1 round  1 round  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  1 round/level [D]  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tour Touch  Target: Creature tour Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One summon of the store to the store to the store to ft.; see text   | e/level, no to V,S,M/DF, F sor V,S are touched V,S,DF creature to V,S,M/DF me object to V,S,M/DF emanation V,S,DF med bralani V,S,DF summone han 30 ft. a V,S,M  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] buched No buched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes                       | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) (Cantonic, Good) Caster Level: 14 Conjuration (Compulsion) (Summoning) Caster Level: 14 Enchantment Compulsion) [Mind-Affecting] Caster Level: 14   | PHB: p.280  PHB: p.282  SC: p.204  SC: p.211  SC: p.213  PHB: p.286  PHB: p.291                                  |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Coulong Stay Living  Effect: Spies on subject from a distance.  Collect: Subject gains SR 12 +1/level.  Collect gains SR 12 +1/level.  Collect gains SR 12 +1/level.  Collect Greater  Collect: Sulpha Stone Shape, Greater  Coutsiders that fail their save have their damage reduction  Coutsiders that fail their save have th | 22 22 22 22 22 22 22 22 and sp.   | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck bit None  Fortitude negates  pell resistance reduced to None  None  | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on saven action  1 standard action  1 standard action  1 round  1 round  | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ing throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  1 round/level [D]  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One or more which can be more to 0 ft.; see text   | a/level, no to V,S,M/DF, soor V,S surre touched V,S,DF creature to V,S,M/DF emanation V,S,M/DF emanation V,S,DF emanation V,S,F/DF emanation V,S,F/DF summone than 30 ft. a summ | Yes Yes (harmless) Yes (harmless) Yes (harmless) Unched No Duched, up to 10 cu. ft. Yes Centered on a point in No eladrin No d creatures, no two of part                                     | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Earth) Caster Level: 14 Conjuration (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Universal   | PHB: p.280  PHB: p.282  SC: p.204  SC: p.201  SC: p.211  SC: p.213   |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can't attack you, and you can't attack; see text  Copponents can a distance.  Copponents can a distance  Coppo | 22 22 22 22 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 22 22 22 22 | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  R 5/magic and +2 luck bit None  Fortitude negates  Portitude negates  Will negates  Will negates  Will negates  el each round until the s   | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on saw 1 standard action  1 standard action  1 round  1 round  1 round  1 ominutes  10 minutes  10 minutes                                     | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  See text  See text rbs 30 levels.                         | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tour Touch  Target: Creature tour Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft. Jevel Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One summon Close (60 ft.)   | e/level, no to V,S,M/DF, Foor V,S,DF creature to V,S,DF creature to V,S,DF emanation V,S,DF emanation V,S,DF emanation V,S,DF emanation V,S,DF summone han 30 ft. a V,S,M V,S  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] ouched No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes                       | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Universal Caster Level: 14 Universal  | PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  PHB: p.286  PHB: p.286  PHB: p.291                      |
| Effect: Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents can't attack you, and you can't attack; see text Opponents of the specific can be specified.  Spies on subject from a distance.  Effect: Touch attack kills subject. Opponents of the specific can be subject. Opponents of the specific can be specified. Opponents of the specified can be specified. Opponents of the specified can be specified. Outsiders that fail their save have their damage reduction Opponents of the specified. Opponents of the specified can be specified. Summons a bralani eladrin [MM 93]; see text Opponents of the specified. Opponents of the specified can be specified. O | 22 22 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 22 22 22 22       | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck be None  Fortitude negates  bell resistance reduced to None  Will negates  Will negates   | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on saw 1 standard action  1 standard action  1 round  1 round  1 round  1 ominutes  10 minutes  10 minutes                                     | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  See text  | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tour Touch  Target: Creature tour Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft. Jevel Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One summon Close (60 ft.)   | e/level, no to V,S,M/DF, F sor V,S are touched V,S,DF creature to V,S,M/DF me object to V,S,M/DF emanation V,S,DF med bralani V,S,DF summone han 30 ft. a V,S,M  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] buched No buched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes                       | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Earth) Caster Level: 14 Conjuration (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Universal   | PHB: p.274  PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  PHB: p.286  PHB: p.286                      |
| Effect: Opponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Could contain the copy of the contained of the copy of the  | 22 22 22 22 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 22 22 22 22 | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  R 5/magic and +2 luck bit None  Fortitude negates  Portitude negates  Will negates  Will negates  Will negates  el each round until the s   | action  1 hour  Standard Action  Standard Action  10 minutes  Donus on sav 1 standard action  1 standard action  1 round  1 round  1 round  10 minutes  10 minutes  10 standard action                             | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  See text  See text rbs 30 levels.                         | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tour Touch  Target: Creature tour Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft. Jevel Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One symbol of tt.; see text  Target: One symbol of tt.; see text  Target: One symbol of tt.; see text   | e/level, no to V,S,M/DF, Foor V,S,DF creature to V,S,DF creature to V,S,DF emanation V,S,DF emanation V,S,DF emanation V,S,DF emanation V,S,DF summone han 30 ft. a V,S,M V,S  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] ouched No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes                       | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Universal Caster Level: 14 Universal  | PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  PHB: p.286  PHB: p.286  PHB: p.291                      |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents can't attack.  Copponents can't attack you, and you can't attack.  Copponents can't att | 22 22 22 22 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 22 22 22 22 | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  Vill negates [harmless]  S 5/magic and +2 luck be None  Fortitude negates  Portitude negates  Will negates  Will negates  el each round until the story  N/A  Will negates  | action  1 hour  Standard Action  Standard Action  10 minutes  1 standard action  1 standard action  1 round  1 minutes  10 minutes  10 minutes  11 minutes  12 minutes  13 minutes  13 minutes  14 standard action | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round/level [D]  See text  See text rbs 30 levels.                         | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Willing living  Touch  Target: Stone or stor + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One or more which can be more to ft.; see text  Target: One symbol  Of ft.; see text  Target: One symbol  Personal  Target: You  | e/level, no to V,S,M/DF, Foor V,S,DF creature to V,S,DF creature to V,S,DF emanation V,S,DF emanation V,S,DF emanation V,S,DF emanation V,S,DF summone han 30 ft. a V,S,M V,S  | wo of which are more Yes Yes Yes (harmless) Yes [harmless] ouched No ouched, up to 10 cu. ft. Yes centered on a point in No eladrin No d creatures, no two of part Yes                       | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) (Chaotic, Good) Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Inchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Universal Caster Level: 14 Transmutation | PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  PHB: p.286  PHB: p.286  PHB: p.291                      |
| Effect: Opponents can't attack you, and you can't attack; see text  Copponents  C | tt. 22 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 est leve 22 22   | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  8 5/magic and +2 luck be None  Fortitude negates  bell resistance reduced to None  Will negates  Will negates  el each round until the story  | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  1 standard action  1 round  1 round  1 minutes  10 minutes  ymbol abso 1 standard action  Standard  Standard          | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]  See text  See text  ths 30 levels. Instantaneous | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Willing living  Touch  Target: Stone or stor + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One or more which can be more to ft.; see text  Target: One symbol  Of ft.; see text  Target: One symbol  Personal  Target: You  | e/level, no to V,S,M/DF, sor V,S are touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,F/DF summone han 30 ft. a V,S,M/DF v,S,M/DF summone han 30 ft. a V,S,M/DF v,S,M/DF ne object to V,S,M/DF ne object to V,S,F/DF ne object to V,S,M/DF ne obj | wo of which are more Yes Yes Yes (harmless) Yes (harmless) Ves [harmless] Duched No Duched, up to 10 cu. ft. Yes Centered on a point in No eladrin No d creatures, no two of part Yes No N/A | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Summoning) (Chaotic, Good) Caster Level: 14 Conjuration (Summoning) (Chaotic, Good) Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Lonjuration Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14   | PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  SC: p.213  PHB: p.286  PHB: p.291  SC: p.218  SC: p.224 |
| Effect: Opponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can't attack you, and you can't attack; see text Copponents can distance.  Effect: Copponents can't attack kills subject. Copponents can subject. Coutsiders that fail their save have their damage reduction Coutsiders that fail their save have their dam | tt. 22 22 22 22 22 22 and sp. 22 22 22 22 22 22 22 22 22 est leve 22 22   | [harmless]  Will negates  Fortitude partial  Will negates (harmless)  Will negates [harmless]  Vill negates [harmless]  S 5/magic and +2 luck be None  Fortitude negates  Portitude negates  Will negates  Will negates  el each round until the story  N/A  Will negates  | action  1 hour  Standard Action  Standard Action  10 minutes  onus on sav 1 standard action  1 standard action  1 round  1 round  1 minutes  10 minutes  ymbol abso 1 standard action  Standard  Standard          | 1 minute/level  Instantaneous  1 minute/level  Permanent until triggered, then 1 round/level ring throws. Instantaneous  1 round/level  Concentration, up to 1 round/level + 1 round  1 round/level [D]  See text  See text  ths 30 levels. Instantaneous | Target: One creature than 30 ft. apart See text  Target: Magical sense Touch  Target: Living creature tou Touch  Target: Creature tou Touch  Target: Willing living  Touch  Target: Stone or store + 10 cu. ft./level Medium (240 ft.)  Target: 20-ftradius space  Close (60 ft.)  Target: One summon Close (60 ft.)  Target: One or more which can be more to ft.; see text  Target: One symbol  0 ft.; see text  Target: One symbol  Personal  Target: You  Touch  | e/level, no to V,S,M/DF, sor V,S are touched V,S,DF creature to V,S,M/DF ne object to V,S,M/DF emanation V,S,F/DF summone han 30 ft. a V,S,M/DF v,S,M/DF summone han 30 ft. a V,S,M/DF v,S,M/DF ne object to V,S,M/DF ne object to V,S,F/DF ne object to V,S,M/DF ne obj | wo of which are more Yes Yes Yes (harmless) Yes (harmless) Ves [harmless] Duched No Duched, up to 10 cu. ft. Yes Centered on a point in No eladrin No d creatures, no two of part Yes No N/A | Caster Level: 14 Divination (Scrying) Caster Level: 14 Necromancy [Death] Caster Level: 14 Abjuration Caster Level: 14 Evocation Caster Level: 14 Transmutation [Earth] Caster Level: 14 Transmutation (Summoning) [Chaotic, Good] Caster Level: 14 Conjuration (Summoning) (Caster Level: 14 Conjuration (Summoning) (Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Universal Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Divination   | PHB: p.280  PHB: p.282  SC: p.204  SC: p.208  SC: p.211  SC: p.213  PHB: p.286  PHB: p.291  SC: p.218  SC: p.224 |

|  |            |                            |                    | Cleric Spells                      |   |               |                                   |                                   |            |
|--|------------|----------------------------|--------------------|------------------------------------|---|---------------|-----------------------------------|-----------------------------------|------------|
| UUUUVigor, Greater   | 22         | Will negates<br>[harmless] | 1 standard action  | 10 rounds + 1 round/level [max 35] | Touch                                     | V,S           | Yes [harmless]                    | Conjuration<br>(Healing)          | SC: p.229  |
| Effect: Same as lesser vigor except it grants target fast healing  | ability fo | or the duration of the sp  | ell at 4 hp au     | tomatically healed per round.      | Target: Living creat                      | ure touched   | l                                 | Caster Level: 14                  |            |
| UUUUUVulnerability   | 22         | Will negates               |                    | 1 round/level                      | Touch                                     | V,S           | Yes                               | Transmutation                     | SC: p.232  |
| Effect: Lowers subject's damage reduction by 5 [to a minimum 5]    | 51.        |                            |                    |                                    | Target: Creature to                       | uched         |                                   | Caster Level: 14                  |            |
| □□□□ Wall of Dispel Magic  |            | None                       | 1 standard action  | 1 minute/level                     | Close (60 ft.)                            | V,S,DF        | No                                | Abjuration                        | SC: p.233  |
| Effect: Anyone crossing is subject to dispel magic; see text.      |            |                            |                    |                                    | Target: A straight w                      | all whose a   | rea is up to one 10-ft            | Caster Level: 14                  |            |
| □□□□□Wall of Limbs   | 22         | Reflex negates; see text   | 1 round            | 1 round/level [D]                  | Medium (240 ft.)                          | V,S           | Yes                               | Evocation                         | SC: p.234  |
| Effect: A creature attempting to move through the wall takes 5dl   | 6 and m    | nust make Str check or b   | ecome stuci        | c in the wall; see text.           | Target: A wall of whor ring with radius u |               | up to 20 ft. long/level,<br>evels | Caster Level: 14                  |            |
| □□□□ Wall of Stone   | 22         | See text                   | Standard<br>Action | Instantaneous                      | Medium (240 ft.)                          | V,S,M/DF      | No                                | Conjuration<br>(Creation) [Earth] | PHB: p.299 |
| Effect: Creates a stone wall that can be shaped.                   |            |                            |                    |                                    | Target: Stone wall v<br>square/level [S]  | whose area    | is up to one 5-ft.                | Caster Level: 14                  |            |
| □□□□□Zone of Respite   |            | None                       | 2 rounds           | 1 minute/level                     | 20 ft.                                    | V,S,M         | Yes                               | Abjuration                        | SC: p.244  |
| Effect: Creates a region that is temporarily protected from interp | olanar ir  | trusion; see text.         |                    |                                    | Target: 20-ftradius                       |               | ,                                 | Caster Level: 14                  |            |
| □□□□Zone of Revelation   |            | None                       | 1 standard action  | 1 minute/level                     | Close (60 ft.)                            | V,S,M/DF      | Yes                               | Divination                        | SC: p.244  |
| Effect: All creatures and objects with a zone of relevation are m. | ade visi   | ble; see text.             |                    |                                    | Target: 5-ftradius/<br>in space           | level emana   | tion centered on a poir           | nt Caster Level: 14               |            |
|  |            |                            |                    | LEVEL 6                            |   |               |                                   |                                   |            |
| Name   | DC         | Saving Throw               | Time               | Duration                           | Range                                     | Comp.         | Spell Resistance                  | School                            | Source     |
| Animate Objects  |            | None                       | Standard<br>Action | 1 round/level                      | Medium (240 ft.)                          | V,S           | No                                | Transmutation                     | PHB: p.199 |
| Effect: Objects attack your foes.                                  |            |                            |                    |                                    | Target: One Small                         | object/level; | see text                          | Caster Level: 14                  |            |
| Antilife Shell   |            | None                       | 1 round            | 10 minutes/level [D]               | 10 ft.                                    | , - ,         | Yes                               | Abjuration                        | PHB: p.199 |
| Effect: 10-ft. field hedges out living creatures.                  |            |                            |                    |                                    | Target: 10-ftradius                       | emanation     | , centered on you                 | Caster Level: 14                  |            |
| □□□□ Banishment  | 23         | Will negates               | Standard<br>Action | Instantaneous                      | Close (60 ft.)                            | V,S,F         | Yes                               | Abjuration                        | PHB: p.203 |
| Effoot   |            |                            |                    |                                    | Torgot: One or mor                        | o ovtroplop   | or aroutures no two of            | Contar Loval: 14                  |            |

| Name   | DC        | Saving Throw                               | Time                 | Duration                              | Range                                    | Comp.                    | Spell Resistance                                     | School                              | Source       |
|--|-----------|--|----------------------|---------------------------------------|--|--------------------------|--|-------------------------------------|--------------|
| □□□□ Animate Objects   |           | None                                       | Action               | 1 round/level                         | Medium (240 ft.)                         | V,S                      | No   | Transmutation                       | PHB: p.199   |
| Effect: Objects attack your foes.  |           |  |                      |                                       | Target: One Small                        | object/level;            | see text   | Caster Level: 14                    |              |
| Antilife Shell   |           | None                                       | 1 round              | 10 minutes/level [D]                  | 10 ft.                                   | V,S, DF                  | Yes  | Abjuration                          | PHB: p.199   |
| Effect: 10-ft. field hedges out living creatures.  |           |  |                      |                                       | Target: 10-ftradius                      | s emanation              | , centered on you                                    | Caster Level: 14                    |              |
| □□□□ Banishment  | 23        | Will negates                               |                      | Instantaneous                         | Close (60 ft.)                           | V,S,F                    | Yes  | Abjuration                          | PHB: p.203   |
| Effect:  |           |  | Action               |                                       |  |                          | ar creatures, no two of                              | Caster Level: 14                    |              |
| Banishes 2 HD/level of extraplanar creatures.  DDDDDDBear's Endurance, Mass  | 23        | Will negates                               | Standard             | 1 minute/level                        | which can be more<br>Close (60 ft.)      | than 30 ft. a<br>V,S, DF | apart<br>Yes   | Transmutation                       | PHB: p.203   |
|  |           | (harmless)                                 | Action               |                                       |  |                          |  |                                     |              |
| iffect: As bear's endurance, affects 1 subject/level.  |           |  |                      |                                       | than 30 ft. apart                        |                          | of which can be more                                 |                                     |              |
| □□□□□ Blade Barrier  | 23        | Reflex half or Reflex<br>negates; see text | Standard<br>Action   | 1 minute/level [D]                    | Medium (240 ft.)                         | V,S                      | Yes  | Evocation [Force]                   | PHB: p.205   |
| Effect: Wall of blades deals 1d6/level [max 15d6] damage.  |           | -  |                      |                                       |  | irling blades            | up to 20 ft./level long, o<br>with a radius of up to | r Caster Level: 14                  |              |
| □□□□ Bull's Strength, Mass   | 23        | Will negates                               |                      | 1 minute/level                        | Close (60 ft.)                           |                          | Yes (harmless)                                       | Transmutation                       | PHB: p.207   |
| ffect:   |           | (harmless)                                 | Action               |                                       |  | evel, no two             | of which can be more                                 | Caster Level: 14                    |              |
| As bull's strength, affects one subject/ level.  Cold Snap   |           | None                                       | 1 minute             | 2d4 hours                             | than 30 ft. apart<br>1 mile              | V,S                      | No   | Transmutation                       | SC: p.50     |
| •  |           |  |                      |                                       |  |                          |  | [Cold]                              | F            |
| ffect:<br>Lowers temperature by 5 degrees per level [Max 50 degi   |           |  |                      |                                       | Target: 1-mile-radio                     |                          | •  | Caster Level: 14                    |              |
| Cometfall  | 23        | Reflex half                                | 1 standard<br>action | Instantaneous                         | Medium (240 ft.)                         | V,S,DF                   | No   | Conjuration<br>(Creation)           | SC: p.50     |
| ffect:   | o over #  | ning in the area Creety                    |                      | their Pofley are proper see toyt      | Target: 400-pound                        | ball of rock             | and ice  | Caster Level: 14                    |              |
| Comet falls to the ground dealing 1d6/level [max 15d6] to  | 23        | Will half (harmless) or                    | Standard             |                                       | Close (60 ft.)                           | V,S                      | Yes (harmless) or Yes                                |                                     | PHB: p.216   |
| ffect:   |           | Will half; see text                        | Action               |                                       | Target: 1 creature/l                     | evel, no two             | see text<br>of which can be more                     | (Healing)<br>Caster Level: 14       |              |
| Cures 2d8 +1/level [max +30] damage for many creature  | es.       | Ness                                       | Ctendend             | lastastas as a same                   | than 30 ft. apart                        |                          |  |                                     | DI ID 222    |
| □□□□ Dispel Magic, Greater   |           | None                                       | Standard<br>Action   | Instantaneous                         | Medium (240 ft.)                         | V,S                      | No   | Abjuration                          | PHB: p.223   |
| ffect: As dispel magic, but +20 on check.  |           |  |                      |                                       | Target: One spellca<br>20-ftradius burst | aster, creatu            | re, or object; or                                    | Caster Level: 14                    |              |
| □□□□□ Eagle's Splendor, Mass   | 23        | Will negates<br>(harmless)                 | Standard<br>Action   | 1 minute/level                        | Close (60 ft.)                           | V,S,M/DF                 | Yes  | Transmutation                       | PHB: p.225   |
| ffect:   |           | (Harriless)                                | ACTION               |                                       |  | evel, no two             | of which can be more                                 | Caster Level: 14                    |              |
| As eagle's splendor, affects 1 subject/level.  Comparison of the c |           | None                                       | 1 standard           | 1 24 hours                            | than 30 ft. apart<br>Touch               | V,S                      | Yes [harmless]                                       | Abjuration                          | SC: p.80     |
| · · · · · ·  |           |  | action               |                                       |  |                          |  |                                     |              |
| ffect: Become immune to one energy type.   |           |  |                      |                                       | Target: Creature to                      | ucnea                    |  | Caster Level: 14                    |              |
| ☐☐☐☐ Find the Path   | 23        | None or Will negates<br>(harmless)         | 3 rounds             | 10 minutes/level                      | Personal or touch                        | V,S,F                    | No or Yes (harmless)                                 | Divination                          | PHB: p.230   |
| ffect:   |           | , ,  |                      |                                       | Target: You or crea                      | ture touche              | d  | Caster Level: 14                    |              |
| Shows most direct way to a location.  Comparison of the comparison | 23        | See text                                   | 6 rounds             | Permanent                             | Medium (240 ft.)                         | V,S,M, DF                | Yes  | Abjuration                          | PHB: p.232   |
| ffect:   |           |  |                      |                                       | Target: 60-ft. cubes                     | s/level [S]              |  | Caster Level: 14                    |              |
| Blocks planar travel, damages creatures of different align Geas/Quest  | iment.    | None                                       | 10 minutes           | s 1 day/level or until discharged [D] | Close (60 ft.)                           | V                        | Yes  | Enchantment                         | PHB: p.234   |
|  |           |  |                      | J . ,                                 |  |                          |  | (Compulsion)<br>[Language-Dependent |              |
| ****   |           |  |                      |                                       | Towns One It is                          |                          |  | Mind-Affecting]                     |              |
| ffect: As lesser geas, plus it affects any creature.   |           |  |                      |                                       | Target: One living of                    |                          |  | Caster Level: 14                    |              |
| Ghost Trap   |           | None                                       | 1 standard           | d 1 minute/level [D]                  | 5 ft./level                              | V,S                      | No   | Abjuration                          | SC: p.103    |
| iffect:<br>Field of energy negates incorporealness within a 5 ft./ca   | etor lovo | Lradius                                    |                      |                                       | Target: 5 ft./level-ra                   | adius emana              | ation centered on you                                | Caster Level: 14                    |              |
| ☐☐☐☐☐Glyph of Warding, Greater   | 23        | See text                                   | 10 minutes           | s Permanent until discharged [D]      | Touch                                    | V,S,M                    | No (object) and Yes;                                 | Abjuration                          | PHB: p.237   |
| ffect:   |           |  |                      |                                       | Target: Object touc                      | hed or up to             | see text<br>5 sq. ft/level                           | Caster Level: 14                    |              |
| As glyph of warding, but up to 10d8 damage or 6th-level  |           | Will holf: a = +=-+                        | Ctonder              | Instantaneous                         |  |                          |  |                                     | PHB: p.239   |
| ⊒□□□□ Harm   | 23        | Will half; see text                        | Action               | Instantaneous                         | Touch                                    | V,S                      | Yes  | Necromancy                          | r 110. p.239 |
| Effect: Deals 10 points damage/level to target.  |           |  |                      |                                       | Target: Creature to                      | uched                    |  | Caster Level: 14                    |              |
|  | 23        | Will negates<br>(harmless)                 | Standard<br>Action   | Instantaneous                         | Touch                                    | V,S                      | Yes (harmless)                                       | Conjuration<br>(Healing)            | PHB: p.239   |
| Effect:  |           |  | AUUUII               |                                       | Target: Creature to                      | uched                    |  | Caster Level: 14                    |              |
| Cures 10 points of damage/level [max 150], all diseases  | and me    | ntal conditions.<br>None                   | 10 minute            | s 1 hour plus 12 hours; see text      | Close (60 ft.)                           | V,S, DF                  | No   | Conjuration                         | PHB: p.240   |
|  |           |  | . omute.             |                                       | 2,000 (00 10)                            | .,0, 51                  |  | (Creation)                          |              |
| Effect:  |           |  |                      |                                       | Target: Feast for 1                      | creature/lev             | rel  | [Creation] Caster Level: 14         |              |
| Food for 1 creature/level cures and grants combat bonus                Hide the Path   | ses.      | None                                       | 10 minute            | s 24 hours [D]                        | Anywhere in the                          | V,S,F                    | No   | Abjuration                          | SC: p.114    |
|  |           | •  |                      |                                       | area to be warded                        |                          |  | -                                   |              |
| Effect: Protects area against divinations; see text  |           |  |                      |                                       | Target: Up to 200 s                      | q.it./ievei [S           | 1  | Caster Level: 14                    |              |
|  |           |  |                      | * -Domain/Speciality Spell            |  |                          |  |                                     |              |

|  |                 |   |                      | Cleric Spells  |  |   |  |                    |
|--|-----------------|---|----------------------|--|--|---|--|--------------------|
| lce Flowers  | 23              | Reflex half   | 1 standard action    | Instantaneous  | Long (960 ft.) V,S  Target: 20-ftradius burs | No<br>st  | Transmutation<br>[Cold]<br>Caster Level: 14                    | SC: p.119          |
| Creates dense rumble and causes 1d6/caster level [max 1                          | 15d6]. I<br>23  | No affect in desert or so<br>Will half                        |                      | Instantaneous  | Close (60 ft.) V,S                           | Yes   | Necromancy   | PHB: p.244         |
| Effect: Deals 2d8 +1/level [max +30] damage to many creatures.                   | 20              | vviii ricii   | Action               | mistanta reous   |  | no two of which can be more                               | •  | 1 116. p.244       |
| Lucent Lance   |                 | None  | 1 standard action    | Instantaneous  | Close (60 ft.) V,S.  Target: Ray             | F Yes; see text   | Transmutation<br>[Light]<br>Caster Level: 14                   | SC: p.134          |
| Ranged touch attack blinds creature for 1 round; see text.  Make Manifest, Mass  | 23              | N/A   | 1 standard action    | 1 round/level  | Close (60 ft.) V,S                           |   | Transmutation  | SC: p.137          |
| Effect: As make manifest, except all creatures and unattended of                 | -               |   |                      |  | space  | nation centered on a point is                             |  |                    |
| Mantle of the Icy Soul  Effect: Grants Cold Subtype to target.                   | 23              | Will negates  | 1 standard action    | 1 hour/level   | Touch V,S  Target: Creature touched          |   | Transmutation<br>[Cold]<br>Caster Level: 14                    | SC: p.138          |
| Opalescent Glare   | 23              | Will partial; see text  | 1 standard action    | Instantaneous  | Personal V,S.  Target: You                   | DF Yes  | Necromancy<br>[Death, Good]<br>Caster Level: 14                | SC: p.150          |
| Gain gaze attack, evil creatures of 5 or less hit dice meets  Owl's Wisdom, Mass | your g<br>23    | paze it dies [unless it sa<br>Will negates<br>(harmless)      |                      | ffected as if by fear.<br>1 minute/level               | Close (60 ft.) V,S                           | M/DF Yes  | Transmutation  | PHB: p.259         |
| Effect: As owl's wisdom, affects one subject/ level.                             |                 |   |                      |  | than 30 ft. apart                            | no two of which can be more                               |  |                    |
| Planar Ally  |                 | None  | 10 minutes           | Instantaneous  | XP   | DF, No  | Conjuration<br>(Calling) [See<br>Text]                         | PHB: p.261         |
| As lesser planar ally, but up to 12 HD.  |                 |   |                      |  |  | ntals or outsiders totaling no cannot be more than 30 ft. | Caster Level: 14   |                    |
| □□□□□ Planar Exchange  Effect:   |                 | None  | 1 round              | 1 round/level [D]                                      | 0 ft. V,S  Target: One called creat          |   | Conjuration<br>(Calling)<br>Caster Level: 14                   | SC: p.159          |
| Call a celestial creature see list; see text                                     | 23              | Fortitude negates   | 1 standard           | Instantaneous  | 60 ft. V,S                                   | Yes   | Abjuration   | SC: p.172          |
| Effect:  | -               |   | action               |  | Target: Cone-shaped bu                       |   | Caster Level: 14   | - , <del>-</del>   |
| Creatures in the area must save or be pushed away from Repulsion                 | you to          | a distance of 5 ft. per ca<br>Will negates                    |                      | 1 round/level [D]                                      |  | F/DF Yes  | Abjuration   | PHB: p.271         |
| Effect:  |                 |   | Action               |  |  | l emanation centered on you                               | ·  |                    |
| Creatures can't approach you.  Resistance, Superior                              | 23              | Will negates  | 1 standard           | 24 hours   |  | M/DF Yes [harmless]                                       | Abjuration   | SC: p.174          |
| Effect: As resistance, except you grant the subject +6 resistance                | bonus.          | [harmless]  | action               |  | Target: Creature touched                     | i   | Caster Level: 14   |                    |
| Revive Outsider  | 23              | None; see text  | 1 minute             | Instantaneous  | Touch V,S.  Target: Touch                    | M,DF Yes [harmless]                                       | Conjuration<br>(Healing)<br>Caster Level: 14                   | SC: p.175          |
| As raise dead, except it affects an outsider.  Sarcophagus of Stone              | 23              | Reflex negates  | 1 standard           | 1 round/level?   | Touch V,S                                    | M No  | Conjuration  | SC: p.180          |
| Effect:  |                 | =   | action               |  | Target: Creature touched                     |   | (Creation)<br>Caster Level: 14                                 |                    |
| Airtight coffin; see text.  Spider Plague  |                 | None  | 1 round              | 1 round/level  | Close (60 ft.) V,S                           | No  | Conjuration<br>(Summoning) [Se<br>text]                        | SC: p.201<br>e     |
| Effect: Summon five celestial or fiendish Large monstrous spider                 | s [MM] s        | 289]: see tevt  |                      |  | Target: Five summoned                        | spiders   | Caster Level: 14   |                    |
| Stone Body   | 23              | N/A   | 1 standard action    | 1 minute/level [D]                                     | Personal V,S                                 | M N/A   | Transmutation  | SC: p.207          |
| Effect: Body becomes stone with DR 10/adamantine and a +4 en                     | hancer          | ment to Strength, but ta                                      |                      | alty to Dexterity; see text                            | Target: You                                  |   | Caster Level: 14   |                    |
| Summon Monster VI  |                 | None  |                      | 1 round/level [D]                                      | Target: One or more sun                      | F/DF No   | Conjuration<br>(Summoning)<br>Caster Level: 14                 | PHB: p.287         |
| Calls extraplanar creature to fight for you.  Symbol of Fear                     | 23              | Will negates  | 10 minutes           | See text   | which can be more than 0 ft.; see text V,S   |   | Necromancy [Fea  | r,PHB: p.290       |
| Effect: Triggered rune panics nearby creatures.                                  |                 |   |                      |  | Target: One symbol                           |   | Mind-Affecting]<br>Caster Level: 14                            |                    |
| Symbol of Persuasion   | 23              | Will negates  | 10 minutes           | See text   | 0 ft.; see text V,S  Target: One symbol      | M Yes   | Enchantment<br>(Charm)<br>[Mind-Affecting]<br>Caster Level: 14 | PHB: p.290         |
| Triggered rune charms nearby creatures.  Undeath to Death                        | 23              | Will negates  |                      | Instantaneous  | - '  | M/DF Yes  | Necromancy   | PHB: p.297         |
| Effect:  |                 |   | Action               |  |  | creatures within a 40-ftradiu                             | [Death]<br>is Caster Level: 14                                 |                    |
| Destroys 1d4 [max 20d4] HD of undead.  UUUUUVigorous Circle  Effect:             | 23              | Will negates<br>[harmless]                                    | 1 standard action    | 10 rounds + 1 round/level [max 40]                     | burst<br>20 ft. V,S                          | Yes [harmless]  | Conjuration<br>(Healing)                                       | SC: p.229          |
| Same as mass lesser vigor except it grants all targets fast                      | healin<br>23    | g ability for the duration N/A                                |                      | at 3 hp automatically healed per round.  1 round/level | more than 30 ft. apart Personal V,S.         |   | Transmutation  | SC: p.230          |
| ☐☐☐☐ Visage of the Deity  Effect:  | 23              | INA   | action               | i iouiiu/level   | Target: You                                  | DI IN/A   | Caster Level: 14   | 30. μ.230          |
| Your form becomes more like your deity's, take on celestic                       | al or fie<br>23 | ndish qualities; see tex<br>No and Will negates<br>(harmless) |                      | 1 hour/level [D]; see text                             | Touch V,S                                    | DF No and Yes (harmless)                                  | Transmutation [Ai  | r]PHB: p.302       |
| Effect: You and your allies turn vaporous and travel fast.                       | 00              |   | Cta                  | l-states.  | Target: You and One tou                      |   | Caster Level: 14   | DUD: - 202         |
| Effect:  | 23              | None or Will negates<br>(harmless, object)                    | Standard<br>Action   | instantaneous  | Unlimited V  Target: You and touched         | No or Yes (harmless, object) I objects or other willing   | Conjuration<br>(Teleportation)<br>Caster Level: 14             | PHB: p.303         |
| Teleports you back to designated place. Zealot Pact                              | 23              | Will negates<br>[harmless]                                    | 10 minutes           | Permanent until triggered, then 1 round/level          |  | DF,XP Yes [harmless]                                      | Evocation  | SC: p.244          |
| Effect: Gain +4 bonus and deal double damage against opposite                    | alignm          | ent once spell is activat                                     | ted by first s       | uccessful hit; see text.                               | Target: Willing living crea                  | ature touched   | Caster Level: 14   |                    |
|  |                 |   |                      | LEVEL 7  |  |   |  |                    |
| Name   |                 | Saving Throw  | Time                 | <b>Duration</b> Permanent                              | Range Cor<br>Touch V,S                       | •   | School   | Source<br>SC: p.27 |
| Bestow Curse, Greater  | 24              | Will negates  | 1 standard<br>action | Permanent  | Touch V,S  Target: Creature toucher          | Yes   | Necromancy  Caster Level: 14                                   | SC: p.27           |
| See text for details of curse options.   | 24              | Fortitude half  | 1 standard           | Instantaneous  | Close (60 ft.) V,S                           | Yes   | Necromancy   | SC: p.33           |
| Effect: Deals 2d6 Con damage to subject. Save halves damage.                     |                 |   | action               |  |  | creatures, no two of which are                            | [Water]  |                    |
|  |                 |   |                      | * =Domain/Speciality Spell                             |  |   |  |                    |

|   |          |                                   |                      | Cleric Spells                        |   |   |  |                    |
|---|----------|-----------------------------------|----------------------|--------------------------------------|---|---|--|--------------------|
| □□□□□ Brain Spider  | 24       | Will negates                      | 1 round              | 1 minute/level                       | Long (960 ft.) V,S  | ,M,DF Yes                               | Divination<br>[Mind-Affecting]                       | SC: p.38           |
| Effect: Eavesdrop on thoughts of up to eight other creatures.   |          |                                   |                      |                                      | Target: Up to eight living  | g creatures within range.               | Caster Level: 14                                     |                    |
| Brilliant Blade   | 24       | Will negates<br>[harmless,object] | 1 standard action    | 1 minute/level                       | Close (60 ft.) V,S  Target: One melee or th                             |   | Transmutation  Caster Level: 14                      | SC: p.40           |
| Transform weapons into brilliant energy.  Control Weather   |          | None                              | 10                   | 4d12 hours; see text                 | projectiles<br>2 miles V,S  | No                                      | Transmutation  | PHB: p.214         |
| Effect:   |          |                                   | minutes;<br>see text |                                      | Target: 2-mile-radius cir   | cle, centered on you; see text          | Caster Level: 14                                     |                    |
| Changes weather in local area.  Cure Serious Wounds, Mass   | 24       | Will half (harmless) or           | Standard             | Instantaneous                        | Close (60 ft.) V,S  | Yes (harmless) or Yes                   | ;Conjuration   | PHB: p.216         |
| Effect: Cures 3d8 +1/level [max +35] damage for many creature   | S.       | Will half; see text               | Action               |                                      | Target: 1 creature/level, than 30 ft. apart                             | see text<br>no two of which can be more | (Healing)<br>Caster Level: 14                        | ·                  |
| Destruction   | 24       | Fortitude partial                 | Standard<br>Action   | Instantaneous                        | Close (60 ft.) V,S  Target: One creature                                | ,F Yes                                  | Necromancy<br>[Death]<br>Caster Level: 14            | PHB: p.218         |
| Kills subject and destroys remains.   |          | None                              | Standard             | 4 (D)                                | Personal V,S  | . No                                    | Transmutation  | PHB: p.227         |
| Effect: You become ethereal for 1 round/level.  |          | None                              | Action               | 1 round/level [D]                    | Target: You   | i NO                                    | Caster Level: 14                                     | гпв. р. <i>221</i> |
| Fortunate Fate  | 24       | None [harmless]                   | 1 minute             | 10 minutes/level or until discharged | Touch V,S  Target: Living creature to                                   | • •                                     | Conjuration<br>(Healing)<br>Caster Level: 14         | SC: p.99           |
| If an attack would kill target she is healed as if by a heal  |          | NVA                               | 4                    | 0 1. [D]                             |   |   |  | 00 . 445           |
| Holy Star   | 24       | N/A                               | action               | 3 rounds [D]                         | 0 t. V,S  Target: Protective star o                                     |   | Abjuration  Caster Level: 14                         | SC: p.115          |
| Creates light and has three functions; see text   | 24       | None or Will negates;             |                      | Instantaneous                        | 40 ft. V  | Yes                                     | Evocation [Good,                                     | PHB: p.242         |
| Effect: Kills, paralyzes, blinds, or deafens nongood subjects.  |          | see text                          | Action               |                                      | centered on you   | res in a 40-ftradius spread             | Sonic]<br>Caster Level: 14                           | DUD . C.           |
| Inflict Serious Wounds, Mass  | 24       | Will half                         | Standard<br>Action   | Instantaneous                        | Close (60 ft.) V,S  |   | Necromancy   | PHB: p.244         |
| Effect: Deals 3d8 +1/level [max +35] damage to many creatures   |          |                                   |                      |                                      | than 30 ft. apart   | no two of which can be more             |  |                    |
| □□□□ Planar Bubble  | 24       | Will negates<br>[harmless]        | 1 standard action    | 10 minutes/level                     | Touch V,S   | ,M/DF No; see text                      | Abjuration   | SC: p.158          |
| Effect: Area around creature emulates it's native plane [gravity, to the content of the content | empera   |                                   |                      |                                      | Target: 10-ftradius ema   | anation from touched creature           | Caster Level: 14                                     |                    |
| Radiant Assault   | 24       | Will partial                      | 1 standard           | Instantaneous                        | Long (960 ft.) V,S  | ,F Yes                                  | Evocation [Light]                                    | SC: p.164          |
| Effect:   |          |                                   | actiOH               |                                      | Target: 20-ftradius burs  | st                                      | Caster Level: 14                                     |                    |
| Deals 1d6 damage per caster level [max 15d6] and daze  Refuge  Effect:  | s creatu | None                              | Standard<br>Action   | Permanent until discharged           | Touch V,S  Target: Object touched                                       | i,M No                                  | Conjuration<br>(Teleportation)<br>Caster Level: 14   | PHB: p.269         |
| Alters item to transport its possessor to you.  | 24       | Fortitude negates                 | 3 full               | Instantaneous                        | · ·   | , DF Yes (harmless)                     | Conjuration  | PHB: p.270         |
| Effect: Subject's severed limbs grow back, cures 4d8++1/level [   |          | (harmless)                        | rounds               | Instantaneous                        | Target: Living creature to  |   | (Healing)<br>Caster Level: 14                        | 111b. p.210        |
| □□□□□ Renewal Pact  Effect:   | 24       | Will negates<br>[harmless]        | 10 minutes           | s Permanent until triggered          | Touch V,S  Target: Willing living cre                                   |   | Conjuration<br>(Healing)<br>Caster Level: 14         | SC: p.173          |
| Reverses certain effects when contracted.   | 24       | Will negates                      | Standard             | 1 round/level [D]                    | Up to 10 ft./level V,S  | ,F/DF Yes                               | Abiuration   | PHB: p.271         |
| Effect: Creatures can't approach you.   |          |                                   | Action               |                                      |   |   | Caster Level: 14                                     |                    |
| □□□□□ Restoration, Greater  | 24       | Will negates                      | 10 minutes           | Instantaneous                        | Touch V,S   | , XP Yes (harmless)                     | Conjuration  | PHB: p.272         |
| Effect: As restoration, plus restores all levels and ability scores.  |          | (harmless)                        |                      |                                      | Target: Creature touche   | d                                       | (Healing)<br>Caster Level: 14                        |                    |
| Restoration, Mass   | 24       | Will negates                      | 1 round              | Instantaneous                        | Close (60 ft.) V,S  | ,M Yes [harmless]                       | Conjuration  | SC: p.174          |
| Effect:   |          | [harmless]                        |                      |                                      |   | vel, no two of which can be             | (Healing)<br>Caster Level: 14                        |                    |
| Restores level and ability score drains to each creature.  Resurrection   | 24       | None; see text                    | 10 minutes           | Instantaneous                        | more than 30 ft. apart<br>Touch V,S                                     | ,M, DF Yes (harmless)                   | Conjuration  | PHB: p.272         |
| Effect: Fully restore dead subject.   |          |                                   |                      |                                      | Target: Dead creature to  | puched                                  | (Healing)<br>Caster Level: 14                        |                    |
| Crying, Greater   | 24       | Will negates                      | Standard<br>Action   | 1 hour/level                         | See text V,S  | Yes                                     | Divination<br>(Scrying)                              | PHB: p.275         |
| Effect: As scrying, but faster and longer.  |          |                                   |                      |                                      | Target: Magical sensor  |   | Caster Level: 14                                     |                    |
| Slime Wave  | 24       | Reflex negates                    | 1 standard action    | 1 round/level                        | Close (60 ft.) V,S  Target: 15 ftradius spre                            |   | Conjuration<br>(Summoning)<br>Caster Level: 14       | SC: p.192          |
| Green slime covers everything in area, dealing damage to  |          |                                   | 1 ot !               | 1 round/lovel                        |   |   |  | 90: p 100          |
| Spell Resistance, Mass  Effect: Each target gains Spell Resistance 12 + caster level.   | 24       | Will negates<br>[harmless]        | 1 standard action    | l 1 round/level                      | Close (60 ft.) V,S  Target: Up to One creation be more than 30 ft. apar | ure/level, no two of which can          | Abjuration  Caster Level: 14                         | SC: p.199          |
| Summon Monster VII  |          | None                              | 1 round              | 1 round/level [D]                    |   | i,F/DF No                               | Conjuration<br>(Summoning)                           | PHB: p.287         |
| Effect:   |          |                                   |                      |                                      |   |   | Caster Level: 14                                     |                    |
| Calls extraplanar creature to fight for you.  Symbol of Stunning  | 24       | Will negates                      | 10 minutes           | s See text                           | which can be more than 0 ft.; see text V,S                              |   | Enchantment<br>(Compulsion)<br>[Mind-Affecting]      | PHB: p.291         |
| Effect: Triggered rune stuns nearby creatures.  |          | E AS A                            | 40 :                 | 2                                    | Target: One symbol  |   | Caster Level: 14                                     | DUD . CC.          |
| Symbol of Weakness  | 24       | Fortitude negates                 | 10 minutes           | s See text                           | 0 ft.; see text V,S  Target: One symbol                                 | ,M Yes                                  | Necromancy<br>[Death]<br>Caster Level: 14            | PHB: p.291         |
| Triggered rune weakens nearby creatures.  Symphonic Nightmare   | 24       | Will negates                      |                      | 24 hours/level [D]                   | Touch; see text V,S   | ,F Yes                                  | Enchantment (Company)                                | SC: p.218          |
| Effect:   |          |                                   | action               |                                      | Target: Living creature to  | ouched; see text                        | (Compulsion)<br>[Mind-Affecting]<br>Caster Level: 14 |                    |
| Causes creature not to be able to rest; see text.  UIUUUWithering Palm  | 24       | Fortitude negates                 |                      | Instantaneous                        | Touch V,S   | Yes                                     | Necromancy   | SC: p.241          |
| Effect: Your touch deals 1 pt of damage to both Strength & Cons   |          |                                   | action               |                                      | Target: Living creature to  |   | Caster Level: 14                                     |                    |
| □□□□ Word of Chaos  | 24       | None or Will negates; see text    | Standard<br>Action   | Instantaneous                        | 40 ft. V  | Yes                                     | Evocation<br>[Chaotic, Sonic]                        | PHB: p.303         |
| Effect: Kills, confuses, stuns, or deafens nonchaotic subjects.   |          |                                   |                      |                                      | Target: Nonchaotic crea<br>centered on you                              | tures in a 40-ft radius spread          |  |                    |
|   |          |                                   |                      | * =Domain/Speciality Spell           |   |   |  |                    |

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

# Cleric Spells LEVEL 8

|   |                |  |                        | LEVEL 8                                    |   |               |  |   |              |
|---|----------------|--|------------------------|--|---|---------------|--|---|--------------|
| Name  | DC             | Saving Throw                                   | Time                   | Duration                                   | Range   | Comp.         | Spell Resistance                       | School  | Source       |
| □□□□ Antimagic Field  |                | None   | Standard<br>Action     | 10 minutes/level [D]                       | 10 ft.  | V,S,M/DF      | See text                               | Abjuration                                      | PHB: p.200   |
| Effect: Negates magic within 10 ft.   |                |  |                        |  | Target: 10-ftradius                                     |               | •                                      | Caster Level: 14                                |              |
| Brilliant Aura  | 25             | Will negates<br>[harmless]                     | 1 standard action      | 1 round/level                              | Close (60 ft.)  |               | Yes [harmless] e creature/2 levels, no | Transmutation  Caster Level: 14                 | SC: p.39     |
| Functions as brilliant blade, except all subject creatures v                          | veapon<br>25   | s gain brilliant energy sp<br>See text         |                        | 1 round/level [D]                          | two of which are mo                                     | re than 30 f  | t. apart<br>Yes (harmless)             | Abjuration                                      | PHB: p.210   |
| Effect:   |                | GGG tGAL                                       | Action                 |  | Target: 1 creature/le                                   |               | , ,                                    | [Chaotic]<br>Caster Level: 14                   |              |
| +4 to AC, +4 resistance, and SR 25 against lawful spells.  Cure Critical Wounds, Mass | 25             | Will half (harmless) or<br>Will half; see text | Standard<br>Action     | Instantaneous                              | centered on you<br>Close (60 ft.)                       | V,S           | Yes (harmless) or Yes                  | ;Conjuration<br>(Healing)                       | PHB: p.215   |
| Effect: Cures 4d8 +1/level [max +40] damage for many creature:                        | S.             | vviii riaii, see text                          | Action                 |  | Target: 1 creature/lethan 30 ft. apart                  | evel, no two  | see text<br>of which can be more       | Caster Level: 14                                |              |
| Death Pact  |                | None   | 10 minutes             | Permanent until triggered                  |   | V,S,M/DF      |  | Necromancy                                      | SC: p.60     |
| Brings target back to life but with a price; see text.                                |                | None   | 10 minutes             | Instantaneous                              | Target: Willing living Unlimited                        |               | No                                     | Caster Level: 14 Divination                     | PHB: p.222   |
| Effect: Reveals exact location of creature or object.                                 |                | 110110   | 10 11111100            |  | Target: One creature                                    |               |  | Caster Level: 14                                | THE PLEE     |
| Earthquake  | 25             | See text                                       | Standard<br>Action     | 1 round                                    | Long (960 ft.)  | V,S, DF       | No                                     | Evocation [Earth]                               | PHB: p.225   |
| Effect:<br>Intense tremor shakes 80-ftradius.   |                |  | 71011011               |  | Target: 80-ftradius                                     | spread [S]    |  | Caster Level: 14                                |              |
| □□□□□ Fierce Pride of the Beastlands  |                | None   | 10 minutes             | 10 minutes/level [D]                       | Medium (240 ft.)  | V,S           | No                                     | Conjuration<br>(Summoning)<br>[Chaotic, Good]   | SC: p.91     |
| Effect: Summons 2d4 celestial lions with maximum hit points; se                       | e text.        |  |                        |  | Target: Two or more which are more than                 |               | d creatures, no two of                 | Caster Level: 14                                |              |
| ☐☐☐☐Fire Storm  | 25             | Reflex half                                    | 1 round                | Instantaneous                              |   | V,S           | Yes                                    | Evocation [Fire] Caster Level: 14               | PHB: p.231   |
| Deals 1d6/level [max 20d6] fire damage.   | 25             | Fortitude negates                              | 1 standard             | Instantaneous                              | 20 ft.  |               | Yes                                    | Necromancy [Cold                                | IJSC: p.112  |
| Effect:   |                |  | action                 |  | Target: 20-ftradius                                     |               |  | Caster Level: 14                                |              |
| Deals 1d6/caster level [max 20d6] cold damage, for every Holy Aura                    | y living<br>25 | creature affected you ga<br>See text           | Standard               | ary HP.<br>1 round/level [D]               | 20 ft.  | V,S,F         | Yes (harmless)                         | Abjuration [Good]                               | PHB: p.241   |
| Effect:<br>+4 to AC, +4 resistance, and SR 25 against evil spells.                    |                |  | Action                 |  | Target: 1 creature/le                                   | evel in a 20- | ftradius burst                         | Caster Level: 14                                |              |
| Inflict Critical Wounds, Mass   | 25             | Will half                                      | Standard<br>Action     | Instantaneous                              | Close (60 ft.)  | V,S           | Yes                                    | Necromancy                                      | PHB: p.244   |
| Effect: Deals 4d8 +1/level [max +40] damage to many creatures                         |                |  |                        |  | Target: 1 creature/le<br>than 30 ft. apart              | evel, no two  | of which can be more                   | Caster Level: 14                                |              |
| Lion's Roar   | 25             |  | I 1 standard<br>action | Instantaneous or 1 minute/level            | 120 ft.   |               | Yes or Yes [harmless]<br>see text      |   | SC: p.133    |
| Effect: Deals 1d8/caster level [max 10d8] sonic damage to enem                        | nies; all      | lies get +1 on attack and                      |                        | nst fear, plus temporary hp. Instantaneous | Target: 120-ftradiu                                     |               | No No                                  | Caster Level: 14 Conjuration                    | PHB: p.261   |
| Planar Ally, Greater  |                | None   | 10 minutes             | Instantaneous                              | Close (60 it.)  | XP            | INO                                    | (Calling) [See<br>Text]                         | rпв. p.zo i  |
| Effect: As lesser planar ally, but up to 18 HD.                                       |                |  |                        |  | Target: Up to three of totaling no more than 30 ft. apa | n 18 HD, no   | two of which can be                    | Caster Level: 14                                |              |
| □□□□□ Planar Exchange, Greater  |                | None   | 1 round                | 1 round/level [D]                          | 0 ft.   |               | No                                     | Conjuration<br>(Calling)                        | SC: p.159    |
| Effect: Call a celestial creature see list; see text                                  |                |  |                        |  | Target: One called o                                    |               |  | Caster Level: 14                                |              |
| Plane Shift, Greater  | 25             | Will negates                                   | 1 standard action      | Instantaneous                              | Touch   | V,S,F         | Yes                                    | Conjuration<br>(Teleportation)                  | SC: p.159    |
| As many as eight subjects travel to another plane.                                    | 25             | Will pagatos                                   | Ctondord               | 10 minutes/level                           | Target: Creature tou<br>creatures joining har<br>Touch  | nds           |  | Caster Level: 14                                | PHB: p.282   |
| Spell Immunity, Greater   | 20             | Will negates<br>(harmless)                     | Action                 | 10 minutes/level                           | Target: Creature tou                                    |               | Yes (harmless)                         | Abjuration  Caster Level: 14                    | 1 110. μ.202 |
| Subject is immune to 3 spells, up to 8th-level spells.                                | 25             | N/A  |                        | 1 minute/level [D]                         | Personal  | V,S,DF        | N/A                                    | Transmutation                                   | SC: p.210    |
| Effect: Launch lightning bolts 1d6 per level; see text.                               |                |  | action                 |  | Target: You   |               |  | [Electricity] Caster Level: 14                  |              |
| Summon Monster VIII   |                | None   | 1 round                | 1 round/level [D]                          | Close (60 ft.)  | V,S,F/DF      |  | Conjuration (Summoning)                         | PHB: p.287   |
| Effect: Calls extraplanar creature to fight for you.                                  |                | - · · ·  | :                      | •  | which can be more t                                     | than 30 ft. a |  | Caster Level: 14                                | BUB          |
| Symbol of Death   | 25             | Fortitude negates                              | 10 minutes             | See text                                   | 0 ft.; see text  Target: One symbol                     |               | Yes                                    | Necromancy<br>[Death]<br>Caster Level: 14       | PHB: p.289   |
| Triggered rune slays nearby creatures.  Symbol of Insanity                            | 25             | Will negates                                   | 10 minutes             | See text                                   | 0 ft.; see text   |               | Yes                                    | Enchantment<br>(Compulsion)<br>[Mind-Affecting] | PHB: p.290   |
| Effect: Triggered rune renders nearby creatures insane.                               |                | None   | 1 standard             | 1 minute/level                             | Target: One symbol Close (60 ft.)                       |               | No                                     | Caster Level: 14 Abjuration                     | SC: p.234    |
| □□□□□Wall of Greater Dispel Magic  Effect:  |                | 140116   | action                 | i illinate/level                           |   |               | rea is up to one 10-ft.                | •   | OO. p.204    |
| As wall of dispel magic, but is like great dispel magic.                              |                |  |                        | . =  | square/level  | 500 di        |  | 2010/114  |              |
|   |                |  |                        | LEVEL 9                                    |   |               |  |   |              |

| Name   | DC        | Saving Throw                                  | Time               | Duration                                   | Range                                 | Comp.                | Spell Resistance       | School                             | Source     |
|--|-----------|---|--------------------|--|---------------------------------------|----------------------|------------------------|------------------------------------|------------|
| □□□□□ Astral Projection                                    |           | None  | 30 minute          | s See text                                 | Touch                                 | V,S,M                | Yes                    | Necromancy                         | PHB: p.201 |
| Effect: Projects you and companions onto Astral Plane.     |           |   |                    |  | Target: You plus or<br>levels touched | ne additiona         | I willing creature/2   | Caster Level: 14                   |            |
| Awaken Construct   | 26        | Will negates<br>[harmless]                    | 8 hours            | Instantaneous                              | Touch                                 | V,S,M,XP             | Yes [harmless]         | Transmutation                      | SC: p.21   |
| Effect: You awaken a humaniod-shaped construct to humanlik | e sentier | ice. [3d6 for Int, Wis & C                    | Cha].              |  | Target: One constr                    | uct                  |                        | Caster Level: 14                   |            |
| □□□□□ Energy Drain   | 26        | Fortitude partial; see<br>text for enervation | Standard<br>Action | Instantaneous                              | Close (60 ft.)                        | V,S                  | Yes                    | Necromancy                         | PHB: p.226 |
| Effect: Subject gains 2d4 negative levels.                 |           |   |                    |  | Target: Ray of neg                    | ative energy         |                        | Caster Level: 14                   |            |
| Etherealness   |           | None  | Standard<br>Action | 1 minute/level [D]                         | Touch; see text                       | V,S                  | Yes                    | Transmutation                      | PHB: p.228 |
| Effect: Travel to Ethereal Plane with companions.          |           |   |                    |  | Target: You and or                    | ne other touc        | ched creature/3 levels | Caster Level: 14                   |            |
| □□□□□ Gate   |           | None  | Standard<br>Action | Instantaneous or concentration 0; see text | Medium (240 ft.)                      | V,S, XP;<br>see text | No                     | Conjuration<br>(Creation, Calling) | PHB: p.234 |
| Effect: Connects two planes for travel or summoning.       |           |   |                    |  | Target: See text                      |                      |                        | Caster Level: 14                   |            |

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

|   |         |                            |                    | Olorio Opolio                         |  |                      |                                       |  |            |
|---|---------|----------------------------|--------------------|---------------------------------------|--|----------------------|---------------------------------------|--|------------|
| Heal, Mass  Effect: As heal, but with several subjects.           | 26      | Will negates<br>(harmless) | Standard<br>Action | Instantaneous                         | Close (60 ft.)  Target: One or more more than 30 ft. apa |                      | Yes (harmless) no two of which can be | Conjuration<br>(Healing)<br>e Caster Level: 14 | PHB: p.239 |
| Implosion   | 26      | Fortitude negates          | Standard<br>Action | Concentration [up to 4 rounds]        | Close (60 ft.)  Target: One corpore                      | V,S                  | Yes                                   | Evocation  Caster Level: 14                    | PHB: p.243 |
| Kills one creature/round.   |         |                            |                    |                                       | rarget. One corpore                                      | eai creature         | /louliu                               | Caster Level. 14                               |            |
| Miracle   | 26      | See text                   | Standard<br>Action | See text                              | See text   | V,S, XP;<br>see text | Yes                                   | Evocation                                      | PHB: p.254 |
| Effect: Requests a deity's intercession.                          |         |                            |                    |                                       | Target: See text   |                      |                                       | Caster Level: 14                               |            |
| Soul Bind   | 26      | Will negates               | Standard<br>Action | Permanent                             | Close (60 ft.)   | V,S,F                | No                                    | Necromancy                                     | PHB: p.281 |
| Effect: Traps newly dead soul to prevent resurrection.            |         |                            |                    |                                       | Target: Corpse   |                      |                                       | Caster Level: 14                               |            |
| Storm of Vengeance  | 26      | See text                   | 1 round            | Concentration [maximum 10 rounds] [D] | ,  | V,S                  | Yes                                   | Conjuration (Summoning)                        | PHB: p.285 |
| Effect: Storm rains acid, lightning, and hail.                    |         |                            |                    |                                       | Target: 360-ftradiu                                      | us storm clo         | ud                                    | Caster Level: 14                               |            |
| Summon Elemental Monolith   |         | None                       | 1 round            | Concentration, up to 1 round/level    | Medium (240 ft.)   | V,S,M                | No                                    | Conjuration<br>(Summoning) [see<br>text]       | SC: p.214  |
| Effect: Summon monolith to do your bidding.                       |         |                            |                    |                                       | Target: One summo  | oned eleme           | ntal monolith                         | Caster Level: 14                               |            |
| □□□□□ Summon Monster IX   |         | None                       | 1 round            | 1 round/level [D]                     | Close (60 ft.)   | V,S,F/DF             | No                                    | Conjuration (Summoning)                        | PHB: p.288 |
| Effect: Calls extraplanar creature to fight for you.              |         |                            |                    |                                       | Target: One or more which can be more                    |                      | d creatures, no two of                | Caster Level: 14                               |            |
| True Resurrection   | 26      | None; see text             | 10 minutes         | s Instantaneous                       | Touch  |                      | Yes (harmless)                        | Conjuration<br>(Healing)                       | PHB: p.296 |
| Effect: As resurrection, plus remains aren't needed.              |         |                            |                    |                                       | Target: Dead creatu                                      | ure touched          |                                       | Caster Level: 14                               |            |
| Undeath's Eternal Foe   |         | None                       | 1 standard         | 1 1 round/level                       | Close (60 ft.)   | V,S,DF               | Yes [harmless]                        | Abjuration [Good]                              | SC: p.226  |
| Effect: Grant subjects special abilities against undead; see text |         |                            | doubli             |                                       | Target: One creatur                                      | re/5 levels          |                                       | Caster Level: 14                               |            |
| □□□□□ Visage of the Deity, Greater                                | 26      | N/A                        | 1 standard         | I 1 round/level                       | Personal   | V,S,DF               | N/A                                   | Transmutation                                  | SC: p.231  |
| Effect: Your form becomes more like your deity's - become half-or | elestia | al or half-fiend; see text |                    |                                       | Target: You  |                      |                                       | Caster Level: 14                               |            |

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

| I UľK |                         |
|-------|-------------------------|
|       | Kercpa                  |
|       | RACE                    |
|       | 18                      |
|       | AGE                     |
|       | Male                    |
|       | GENDER                  |
|       | Darkvision (60 ft.)     |
|       | VISION                  |
|       | Neutral Good            |
|       | ALIGNMENT               |
|       | Right                   |
|       | DOMINANT HAND           |
|       | 1' 6"                   |
|       | HEIGHT                  |
|       | 8 lbs.                  |
|       | WEIGHT                  |
|       | Hazel                   |
|       | EYE COLOUR              |
|       | Red                     |
|       | SKIN COLOUR             |
|       | Red, Wild, grass        |
|       | HAIR                    |
|       |                         |
|       | PHOBIAS                 |
|       | )<br>PEROONALITY TRAITS |
|       | PERSONALITY TRAITS      |
|       | INTERESTS               |
|       |                         |
|       | SPOKEN STYLE            |
|       |                         |
|       | RESIDENCE               |
|       |                         |
|       | LOCATION                |
|       | None                    |
|       |                         |

**Description:**You are 18 inches tall and look like a Red Squirrel. You wear Forest Garb to easily blend into the background **Biography:**15 years old is an Adult. Kercpas live to be about 60 years old. You'll reach Mid life at 30.

#### Notes:

#### **Character Sheet Notes:**

Lu - Phil

Jessabelle - Rebekah

Fox - Nick

Gargen - Matt

Teryn - Conor

OLD -----

FAITH: 137 (157 w/ Helm)

15

4

4

5

′

•

9

12

10

Tom - Friend - Messenger from Duke Borba Drefus

The Hunter - ENEMY - An agent of the drow after Lu.

Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.

SUNLESS CITADEL Contacts:

Yesdryl - Friend - Kobold Sorceress and Leader of Sunless

Citadel Tribe

Calcryx - Friend - White Wyrmling

### Quests:

In-progress: Gargen's Pleas For Help

Completed:

Defeat four elemental temples
Prevent Tharizdun's return
Clear Brightstone Keep
Figure out dream (Eye behind gate)
Defeat Belak the Druid and stop the gulthias tree
Recover Wyrmling for Kobolds - Aquired key to Dragon Priest

Find Siblings in Sunless Citadel - Monentary Reward

#### NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.

Enemy is self explanatory - Unfriendly intentions at time of meeting

Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.

Current Mission for Duke: Clear Brightstone Keep; party may keep it and property it resides on. No taxable interest