#### **Fiona Battlebrace** Clr<sub>10</sub> 45000 EXPERIENCE CLASS 55000 10 Character Level NEXT LEVEL

Andrew	
PLAYERNAME	
Dwarf	Medium
RACE	SIZE
64	Female
AGE	GENDER

Moradin DEITY

4' 2"

HEIGHT

Brown

EYES

Lawful Good ALIGNMENT Darkvision (60') 155 lbs WEIGHT VISION Black, Short HAIR POINTS



SPEED

-3

+ 13.0 +

+ 13.0 +

+ 2.0 +

+ 1.0 +

+ 7.0 +

+ 5.0 +

+ 1.0 +

+ 1.0 +

+ 1.0 +

+ 7.0 +

+ 3.0 +

+ 4.0 +

+ 1.0 +

+ 1.0 +

+ 4.0 +

+ 4.0 +

+ 5.0 +

+ 6.0 +

+ 1.0

+

+

MAX RANKS 13/6.5

0

SPELL

MISC MODIFIER

-3

-3

-3

-3

-9

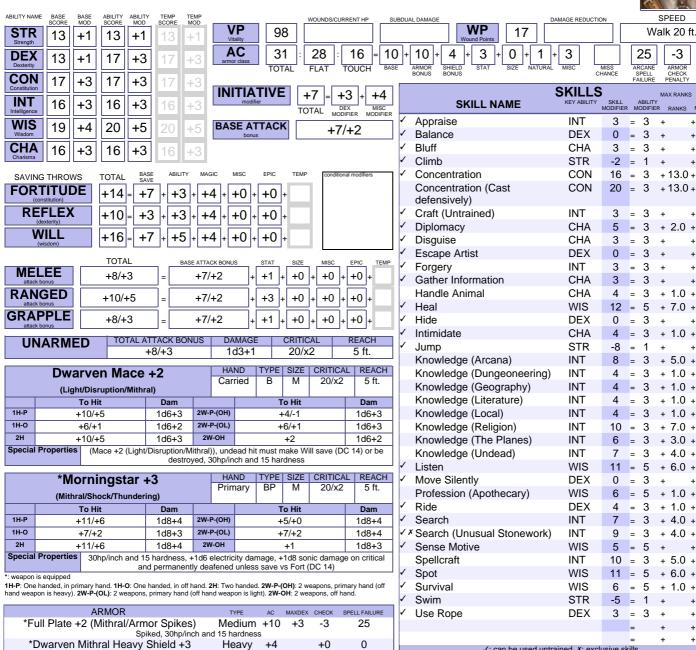
-3

2

2

-6

Spell Points: 141



	TURN UNDE	AD	
TURNING CHECK RESULT	(MAXIMUM HIT DICE)	Turning Check	1d20+5
Up to 0	7	Turn level	11
1 - 3	8	Turn damage	2d6 +13
4 - 6	9	You destro	ny I Indood
7 - 9	10		
10 - 12	11	creatures with	n total hit dice
13 - 15	12	up t	o 5.
16 - 18	13	•	
19 - 21	14		
22+	15		
TURN/DAY			

✓: can be used untrained. X: exclusive skills

(Exceptional Arrow Deflection)

\*Amulet of Natural Armor +1

\*Ring of Protection +3

(Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), Reflex save (DC 20+weapon enhancement bonus or spell level) to deflect any type of ranged attack;1/round, 30hp/inch and 15 hardn

n

0

+0

+0

+3

TURN AIR										
TURNING CHEC RESULT	CK AIR AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3							
Up to 0	7	Turn level	11							
1 - 3	8	Turn damage	2d6 +13							
4 - 6	9									
7 - 9	10		Air creatures							
10 - 12	11	with total hit	dice up to 5.							
13 - 15	12									
16 - 18	13									
19 - 21	14									
22+	15									
TURN/DAY										

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

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

	1	NEIGHT ALLO	WANCE			
Light	50	Medium	100	Heavy	150	
Lift over head	150	Lift off ground	300	Push / Drag	750	
						_

EQUIPMEI	NT			
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	0.0	2000.0
Backpack 13.5 lbs., 1 Bedroll, 1 Waterskin (Filled), 1 Candle, 1 Flask Empty), 1 Healer's Kit, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper Sheet), 2 Rations (Trail/Per Day), 1 Sewing Needle	Equipped	1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Candle	Backpack	1	0.0	0.01
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Dwarven Mace +2 (Light/Disruption/Mithral) Mace +2 (Light/Disruption/Mithral), undead hit must make Will save (DC 14) or be destroyed, 30hp/inch and 15 hardness	Carried	1	2.0	34005.0
Dwarven Mithral Heavy Shield +3 (Exceptional Arrow Deflection) Mithral Heavy Shield +3 (Exceptional Arrow Deflection)), Reflex save (DC 20+weapon enhancement bonus or spell level) to deflect any type of ranged attack;1/round, 30hp/inch and 15 arardness	Equipped	1	7.5	122020.
Ephod of Authority [Set]	Equipped	1	0.0	0.0
Flask (Empty) o lbs.	Backpack	1	1.5	0.03
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Healer's Kit Doodo doodo	Backpack	1	1.0	50.0
Helmet (WIS +1) Enhancement bonus to ability WIS +1	Equipped	1	0.0	1000.0
Holy Symbol (Silver)	Equipped	1	1.0	25.0
Holy Water (Flask) ⊐⊐⊐	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)
nk (1 Oz. Vial)	Backpack	1	0.0	8.0
nkpen	Backpack	1	0.0	0.1
Moradin's Faithful Ring (Save Bonus (Sacred) (+2)/Undeath to Death/Cleric/11th)), Sacred bonus to all saving throws of +2	Equipped	1	0.0	152500.
Morningstar +3 (Mithral/Shock/Thundering) Ohp/inch and 15 hardness, +1d6 electricity damage, +1d8 sonic damage on critical and permanently deafened unless save vs Fort (IDC 14)	Equipped	1	3.0	53008.0
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)
Pouch (Belt) 8 lbs., 1 Chalk (1 piece), 1 Flint and Steel, 3 Holy Water (Flask)	Equipped	1	0.5	1.0
TOTAL WEIGHT CARRIED/VA	LUF		68.5	418748.9

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 dodge bonus to Armor Class against monsters of the giant type.
Aura of Good (Ex): Strong

Aura of Law (Ex): Strong Literacy: Character is able to read & write in any language he can speak. Rebuke Earth (Su) 10/day (turn level 11) (turn damage 2d6+13)

Spontaneous casting - Can spontaneously cast Cure spells

Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.

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

Turn Air (Su) 10/day (turn level 11) (turn damage 2d6+13)

Turn Undead (Su) 10/day (turn level 11) (turn damage 2d6+13)

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

# **PROFICIENCIES**

# LANGUAGES

Celestial, Common, Dwarven, Giant, Terran

### **TEMPLATES**

Truename

# Cleric Spells

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

			LEVEL 0					
Name	DC	Saving Throw	Time Duration		Comp.	Spell Resistance	School	Source
Amanuesis	16	Will negates [object]	1 standard 10 minute/level action	Close (50 ft.)  Target: Object or object	V,S iects with v	Yes [object]	Transmutation  Caster Level: 10	SC: Pg.9
Copies 250 words per minute.	16	None	1 standard Instantaneous		V,S	No	Conjuration	PHB: pq.215
Effect:	10	None	action	Target: Up to 2 gallo			(Creation) [Water] Caster Level: 10	
Creates 2 gallons/level of pure water.  Cure Minor Wounds	16		1 standard Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: pg.216
Effect: Cures 1 point of damage.		see text	action	Target: Creature tou	iched	text	(Healing) Caster Level: 10	
Detect Magic	16	None	1 standard Concentration, up to 1 minutes/level [D] action		V,S	No	Divination	PHB: pg.219
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shape			Caster Level: 10	
Detect Poison  Effect:	16	None	1 standard Instantaneous action	Close (50 ft.)  Target: One creature	V,S e, one obje	No ct, or a 5-ft. cube	Divination  Caster Level: 10	PHB: pg.219
Detects poison in one creature or small object.  Guidance	16	Will negates	1 standard 1 minute or until discharged	ŭ	V,S	Yes	Divination	PHB: pg.238
Effect:	.0	(harmless)	action	Target: Creature tou			Caster Level: 10	. 115. pg.200
+1 on one attack roll, saving throw, or skill check.  Inflict Minor Wounds	16	Will negates	1 standard Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
Effect:			action	Target: Creature tou	iched		Caster Level: 10	
Touch attack, 1 point of damage.	16	None	1 standard 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
Effect:			action	Target: Object touch	ned		Caster Level: 10	
Object shines like a torch.  Mending	16		1 standard Instantaneous	10 ft.	V,S	Yes (harmless, object)	) Transmutation	PHB: pg.253
Effect:		(harmless, object)	action	Target: One object of	of up to 1 lb	).	Caster Level: 10	
Makes minor repairs on an object.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Will negates (object)	1 standard Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: pg.267
Effect:			action	Target: 1 cu. ft./level	I. of contan	ninated food and water	Caster Level: 10	
Purifies 1 cu. ft./level of food or water.	16	None	1 standard 10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect:			action	Target: You			Caster Level: 10	
Read scrolls and spellbooks.	16	Will negates	1 standard 1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws.		(harmless)	action	Target: Creature tou	iched		Caster Level: 10	
Under Virtue	16	Fortitude negates (harmless)	1 standard 1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Effect: Subject gains 1 temporary hp.		(narmoss)	action.	Target: Creature tou	iched		Caster Level: 10	
			I FVFI 1					
Name	DC	Saving Throw	LEVEL 1 Time Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Water	<b>DC</b> 17			Touch	V,S,M	Spell Resistance Yes [object]	Transmutation [Lawful]	Source SC: Pg.22
Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage	17 ge.	Will negates [object]	Time Duration 1 minute Instantaneous	Touch  Target: Flask of water	V,S,M er touched	Yes [object]	Transmutation [Lawful] Caster Level: 10	SC: Pg.22
Axiomatic Water	17		Time Duration	Touch  Target: Flask of water	V,S,M		Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear,	
Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane  Effect:	17 ge.	Will negates [object]	Time Duration 1 minute Instantaneous 1 standard 1 minute/level	Touch  Target: Flask of water	V,S,M er touched V,S, DF	Yes [object] Yes	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion)	SC: Pg.22
Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damages.  Bane	17 ge.	Will negates [object] Will negates	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift 1 round/level or until discharged	Touch  Target: Flask of wate 50 ft.  Target: All enemies	V,S,M er touched V,S, DF	Yes [object] Yes	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting]	SC: Pg.22
Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damages. Bane  Effect: Enemies take -1 on attack rolls and saves against fear.  Blade of Blood  Effect:	17 ge. 17	Will negates [object] Will negates None	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift action 1 round/level or until discharged action	Touch  Target: Flask of wate 50 ft.  Target: All enemies	V,S,M er touched V,S, DF within 50 ft V,S	Yes [object] Yes	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10	SC: Pg.22 PHB: pg.203
Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage Bane  Effect: Enemies take -1 on attack rolls and saves against fear.	17 ge. 17 17 s of dar	Will negates [object] Will negates None	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift action 1 round/level or until discharged action	Touch  Target: Flask of water 50 ft.  Target: All enemies of Touch  Target: Weapon touch	V,S,M er touched V,S, DF within 50 ft V,S ched	Yes [object] Yes	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion)	SC: Pg.22 PHB: pg.203
Axiomatic Water  Effect:     Water damages chaotic outsiders for 2d4 points of damages. Bane  Effect:     Enemies take -1 on attack rolls and saves against fear.     Blade of Blood  Effect:     Weapon deals an additional 1d6 damage, if you take 5 pt.     Bless  Effect:	17 ge. 17 17 s of dar 17	Will negates [object] Will negates  None  mage the weapon deals	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action a total of 3d6 extra damage. 1 standard 1 minute/level	Touch Target: Flask of water 50 ft.  Target: All enemies of Touch Target: Weapon touch 50 ft.  Target: The caster a	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF	Yes [object] Yes No	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment	SC: Pg.22  PHB: pg.203  PHB II: pg.103
### Description of the Association of the Associati	17 ge. 17 17 s of dar 17	Will negates [object] Will negates  None mage the weapon deals None  Will negates	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift a round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level	Touch  Target: Flask of water 50 ft.  Target: All enemies of Touch  Target: Weapon tour 50 ft.  Target: The caster a centered on the cast	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF	Yes [object] Yes No Yes (harmless)	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.22  PHB: pg.203  PHB II: pg.103
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□□ Bless  Effect: Effect: □□□□□□ Blessed Aim  Effect:	17 ge. 17 17 s of dar 17 r. 17	Will negates  Will negates  None  mage the weapon deals  None  Will negates [harmless]	Time Duration  1 minute Instantaneous  1 standard 1 minute/level action  1 swift action  1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action	Touch  Target: Flask of water 50 ft.  Target: All enemies of Touch  Target: Weapon tour 50 ft.  Target: The caster a centered on the cast	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst,	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205
Axiomatic Water  Effect:     Water damages chaotic outsiders for 2d4 points of damages. The state of the	17 ge. 17 17 s of dar 17 r. 17	Will negates  Will negates  None  mage the weapon deals  None  Will negates [harmless]	Time Duration  1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action	Touch  Target: Flask of water 50 ft.  Target: All enemies: Touch  Target: Weapon tour 50 ft.  Target: The caster a centered on the cast 50 ft.  Target: 50 ft. spread	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst,	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205
Axiomatic Water  Effect:     Water damages chaotic outsiders for 2d4 points of damages. The state of the	17 ge. 17 17 s of dar 17 r. 17	Will negates  Will negates  None  mage the weapon deals  None  Will negates [harmless]	Time Duration  1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action	Touch  Target: Flask of water 50 ft.  Target: All enemies: Touch  Target: Weapon tour 50 ft.  Target: The caster a centered on the cast 50 ft.  Target: 50 ft. spread	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S, d, centered V,S,M	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31
Axiomatic Water  Effect:     Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect:     Enemies take -1 on attack rolls and saves against fear.     Blade of Blood  Effect:     Weapon deals an additional 1d6 damage, if you take 5 pt.     Bless  Effect:     Allies gain +1 on attack rolls and +1 on saves against fear.     Blessed Aim  Effect:     +2 morale bonus on ranged attacks for your allies within to the same and the sa	17 ge. 17 17 s of dar 17 r. 17	Will negates [object]  Will negates  None  mage the weapon deals  None  Will negates [harmless]  ead.  Will negates (object)  Will negates	Time Duration  1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action	Touch Target: Flask of water 50 ft.  Target: All enemies of Touch Target: Weapon tour 50 ft.  Target: The caster a centered on the cast of the target: 50 ft. spread Touch Touch Target: Flask of water	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S, d, centered V,S,M	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good]	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□□ Bless  Effect: +2 morale bonus on ranged attacks for your allies within teleffect: +2 morale bonus on ranged attacks for your allies within teleffect: Makes holy water.	17 17 17 17 17 17 17 17	Will negates  None  Mage the weapon deals  None  Will negates [harmless]  and.  Will negates (object)  Will negates [harmless]	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action  1 minute Instantaneous  1 swift a 1 round action	Touch Target: Flask of water 50 ft.  Target: All enemies of Touch Target: Weapon touch 50 ft.  Target: The caster at centered on the cast 50 ft.  Target: 50 ft. spread Touch Target: Flask of water Close (50 ft.)	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allies ter V,S I, centered V,S,M er touched V,S	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt. □□□□□□ Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. □□□□□□ Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within t. □□□□□ Bless Water  Effect: Makes holy water. □□□□□ Blood Wind  Effect:	17 17 17 17 17 17 17 17 17	Will negates  None  Mage the weapon deals  None  Will negates [harmless]  and.  Will negates (object)  Will negates [harmless]	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action  1 minute Instantaneous  1 swift a 1 round action	Touch  Target: Flask of water 50 ft.  Target: All enemies of the caster at centered on the cast 50 ft.  Target: 50 ft. spread Touch Target: Flask of water Close (50 ft.) Target: A single creater	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allies ter V,S I, centered V,S,M er touched V,S	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst, No on you Yes (object)  Yes [harmless]	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damages. The state of the st	17 17 17 17 17 17 17 17 17	Will negates  None  Mage the weapon deals  None  Will negates [harmless]  and.  Will negates (object)  Will negates [harmless]  cad.	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift atotal of 3d6 extra damage. 1 standard 1 minute/level action  1 minute Instantaneous	Touch  Target: Flask of water 50 ft.  Target: All enemies of the caster at centered on the cast 50 ft.  Target: 50 ft. spread Touch Target: Flask of water Close (50 ft.) Target: A single creater	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S I, centered V,S,M er touched V,S,M er touched V,S atture with I V,S	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst, No on you Yes (object)  Yes [harmless] ntelligence 4 or higher Yes	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 11 Evocation Caster Level: 10 Necromancy [Fea	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33
## Display Section   Display S	17 17 17 17 17 17 17 17 17	Will negates  None  mage the weapon deals  None  Will negates [harmless] ead.  Will negates (object)  Will negates [harmless] ead.  Will negates (harmless) ck with a 20 ft range income will partial	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift atotal of 3d6 extra damage. 1 standard 1 minute/level action  1 minute Instantaneous	Touch  Target: Flask of water 50 ft.  Target: All enemies of the caster at centered on the cast of the caster at centered on the cast of t	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S I, centered V,S,M er touched V,S,M er touched V,S atture with I V,S	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst, No on you Yes (object)  Yes [harmless] ntelligence 4 or higher Yes	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 11 Evocation Caster Level: 10 Necromancy [Feamlind-Affecting]	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. □□□□□□ Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within telling Bless Water  Effect: Makes holy water. □□□□□ Blood Wind  Effect: Full attack action allows creature to use natural or unarmound Cause Fear  Effect: Cone creature of 5 HD or less flees for 1d4 rounds.	17 17 17 17 17 17 17 17 17	Will negates  None  mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates (inarmless) will negates (bject)  Will negates (bject)  Will negates (bject)	Time 1 Duration 1 Instantaneous 1 Standard 1 minute/level action 1 round/level or until discharged action 1 round/level or until discharged action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 swift 1 round action 1 round 1 standard 1 minute/level standard 1 rounds or 1 round; see text 1 standard 1 minute/level [fire source] or	Touch  Target: Flask of water 50 ft.  Target: All enemies of the caster at centered on the cast of the caster at centered on the cast of t	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S,M er touched V,S,M er touched V,S ature with I V,S reature with V,S,DF	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature]	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 11 Evocation Caster Level: 10 Necromancy [Feam, Mind-Affecting] Caster Level: 10 Transmutation [Good] Caster Level: 11 Transmutation [Feam, Mind-Affecting] Caster Level: 10 Transmutation	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33  r,PHB: pg.208
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt. □□□□□ Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. □□□□□ Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within t. □□□□□ Bless Water  Effect: Makes holy water. □□□□□ Blood Wind  Effect: Full attack action allows creature to use natural or unarme. □□□□□ Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. □□□□□ Cold Fire  Effect: Flames deal cold damage; see text □□□□□ Command	17 17 17 17 17 17 17 17 17	Will negates  None  mage the weapon deals None  Will negates [harmless] ead.  Will negates (object)  Will negates (inarmless) will negates (bject)  Will negates (bject)  Will negates (bject)	Time 1 Duration 1 Instantaneous 1 Standard 1 minute/level action 1 round/level or until discharged action 1 round/level or until discharged action 1 standard 1 minute/level action 1 standard 1 minute/level action 1 minute Instantaneous 1 swift 1 round action 1 round 1 standard 1 minute/level standard 1 rounds or 1 round; see text 1 standard 1 minute/level [fire source] or	Touch  Target: Flask of water 50 ft.  Target: All enemies of Touch  Target: Weapon touch 50 ft.  Target: The caster a centered on the cast of the cast	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allier ter V,S I, centered V,S,M er touched V,S ature with I V,S reature with V,S,DF rec [up to a	Yes [object] Yes No Yes (harmless) s within a 50-ft. burst, No on you Yes (object) Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature]	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 11 Evocation Caster Level: 11 Evocation Caster Level: 11 Evocation Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 10 Transmutation [Cold] Caster Level: 10 Mind-Affecting] Caster Level: 10 Enchant [Compulsion] [Language-Depen Mind-Affecting]	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33  r,PHB: pg.208  SC: Pg.50  PHB: pg.211
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless  Effect: Allies gain +1 on attack rolls and +1 on saves against fear. □□□□□ Blessed Aim  Effect: +2 morale bonus on ranged attacks for your allies within the provided by the	17 17 17 17 17 17 17 17 17 17	Will negates  None  Mage the weapon deals  None  Will negates [harmless]  and  Will negates (object)  Will negates [harmless]  and  Will negates [harmless]  And  Will negates [harmless]  Will negates  Will partial	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift a 1 round/level or until discharged action  a total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action  1 minute Instantaneous  1 swift at round action  1 round action  1 standard 1 round action  1 standard 1 minute/level [fire source] or action Instantaneous [creature]  1 standard 1 round action	Touch  Target: Flask of water 50 ft.  Target: All enemies of the content of the cast of th	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF und all allies ter V,S,M er touched V,S,M er touched V,S,M er touched V,S ature with I V,S reature with V,S,DF rce [up to a V	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst, No on you  Yes (object)  Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 0-ft. cube] or one Yes	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 10 Necromancy [Fea Mind-Affecting] Caster Level: 10 Transmutation [Cold] Caster Level: 10 Enchantment (Compulsion) Language-Depen Mind-Affecting] Caster Level: 10	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33  r,PHB: pg.208  SC: Pg.50  PHB: pg.211  dent,
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□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless  Effect: +2 morale bonus on ranged attacks for your allies within telling bless  Effect: +2 morale bonus on ranged attacks for your allies within telling bless  Effect: Makes holy water. □□□□□ Blood Wind  Effect: Full attack action allows creature to use natural or uname □□□□□ Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. □□□□□ Cold Fire  Effect: Flames deal cold damage; see text □□□□□ Command  Effect: One subject obeys selected command for 1 round. □□□□□ Comprehend Languages  Effect: You understand all spoken and written languages.	17 17 17 17 17 17 17 17 17 17	Will negates  None  Mage the weapon deals  None  Will negates [harmless]  and.  Will negates (object)  Will negates (object)  Will negates (object)  Will negates [harmless]  sck with a 20 ft range incr Will partial  No [fire] or Fortitude half  Will negates	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift action 1 total of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 minute Instantaneous  1 swift 1 round action  1 standard 1 d4 rounds or 1 round; see text action  1 standard 1 minute/level [fire source] or action Instantaneous [creature]  1 standard 1 round action  1 standard 1 round action  1 standard 1 minute/level [fire source] or action Instantaneous [creature]  1 standard 1 round action	Touch  Target: Flask of water 50 ft.  Target: All enemies of the caster accentered on the caster of	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all alliester V,S,M er touched V,S,M er touched V,S,S ature with I V,S reature with V,S,DF roe [up to a V,S,M/DF	Yes [object] Yes No No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)  Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 20-ft. cube] or one Yes	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 10 Necromancy [Fea Mind-Affecting] Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Fea Mind-Affecting] Caster Level: 10 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33  r,PHB: pg.208  SC: Pg.50  PHB: pg.211  dent,  PHB: pg.212
	17 17 17 17 17 17 17 17 17 17	Will negates  None  Mage the weapon deals  None  Will negates [harmless]  and  Will negates (object)  Will negates [harmless]  and  Will negates [harmless]  And  Will negates [harmless]  Will negates  Will partial	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift atotal of 3d6 extra damage. 1 standard 1 minute/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 minute Instantaneous  1 swift a round action  1 standard 1 fround action  1 standard 1 minute/level [fire source] or action Instantaneous [creature]  1 standard 1 round action  1 standard 1 round action	Touch  Target: Flask of water 50 ft.  Target: All enemies of Touch  Target: Weapon touch 50 ft.  Target: The caster at centered on the caster of the caster	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allies ter V,S,M er touched V,S,M er touched V,S, ature with I V,S reature with V,S,DF roce [up to a V reature V,S,M/DF V,S,M/DF	Yes [object]  Yes  No  Yes (harmless) s within a 50-ft. burst, No on you  Yes (object)  Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 0-ft. cube] or one Yes	Transmutation [Lawful] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 11 Evocation [Good] Caster Level: 11 Evocation Caster Level: 10 Necromancy [Fear Mind-Affecting] Caster Level: 10 Transmutation [Codd] Caster Level: 10 Enchantment [Compulsion] [Language-Depen Mind-Affecting] Caster Level: 10 Enchantment [Compulsion] [Language-Depen Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10 Abjuration	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33  r,PHB: pg.208  SC: Pg.50  PHB: pg.211  dent,
□□□□ Axiomatic Water  Effect: Water damages chaotic outsiders for 2d4 points of damage. □□□□□ Bane  Effect: Enemies take -1 on attack rolls and saves against fear. □□□□□ Blade of Blood  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless  Effect: Weapon deals an additional 1d6 damage, if you take 5 pt □□□□□ Bless  Effect: +2 morale bonus on ranged attacks for your allies within telling bless  Effect: +2 morale bonus on ranged attacks for your allies within telling bless  Effect: Makes holy water. □□□□□ Blood Wind  Effect: Full attack action allows creature to use natural or uname □□□□□ Cause Fear  Effect: One creature of 5 HD or less flees for 1d4 rounds. □□□□□ Cold Fire  Effect: Flames deal cold damage; see text □□□□□ Command  Effect: One subject obeys selected command for 1 round. □□□□□ Comprehend Languages  Effect: You understand all spoken and written languages.	17 17 17 17 17 17 17 17 17	Will negates  None  mage the weapon deals  None  Will negates [harmless]  ead.  Will negates (object)  Will negates (object)  Will negates (harmless)  ck with a 20 ft range income  Will partial  No [fire] or Fortitude half  Will negates  Will negates	Time Duration 1 minute Instantaneous  1 standard 1 minute/level action  1 swift 1 round/level or until discharged action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 standard 1 minute/level action  1 minute Instantaneous  1 swift 1 round action  1 minute Instantaneous  1 swift 2 round 3 round; see text 3 standard 1 d4 rounds or 1 round; see text 4 standard 1 minute/level [fire source] or action Instantaneous [creature]  1 standard 1 round action  1 standard 1 minute/level action  1 standard 1 minute/level action	Touch  Target: Flask of water 50 ft.  Target: All enemies of the caster accentered on the caster of	V,S,M er touched V,S, DF within 50 ft V,S ched V,S, DF and all allies ter V,S,M er touched V,S,M er touched V,S, ature with I V,S reature with V,S,DF roce [up to a V reature V,S,M/DF V,S,M/DF	Yes [object] Yes No No Yes (harmless) s within a 50-ft. burst, No on you Yes (object)  Yes [harmless] ntelligence 4 or higher Yes 15 or fewer HD Yes [creature] 12 20-ft. cube] or one Yes	Transmutation [Lawfui] Caster Level: 10 Enchantment (Compulsion) [Fear, Mind-Affecting] Caster Level: 10 Necromancy Caster Level: 10 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Transmutation [Good] Caster Level: 11 Evocation Caster Level: 10 Necromancy [Fea Mind-Affecting] Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Fea Mind-Affecting] Caster Level: 10 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10 Divination Caster Level: 10	SC: Pg.22  PHB: pg.203  PHB II: pg.103  PHB: pg.205  SC: Pg.31  PHB: pg.205  SC: Pg.33  r,PHB: pg.208  SC: Pg.50  PHB: pg.211  dent,  PHB: pg.212

				Cleric Spells					
Cure Light Wounds	17	Will half (harmless); see text	1 standard I action	nstantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature tou			Caster Level: 10	
Delay Disease  Effect:	17	Will negates [harmless]	1 standard 2 action	24 hours	Touch  Target: Creature tou	V,S,DF ched	Yes [harmless]	Conjuration (Healing) Caster Level: 10	SC: Pg.63
Halts any nonmagical disease for the duration of the spell.  Detect Chaos	17	None		Concentration, up to 10 minutes/level [D	)]60 ft.	V,S, DF	No	Divination	PHB: pg.218
Effect:			action		Target: Cone-shaped	d emanatio	n	Caster Level: 10	
Reveals creatures, spells, or objects of selected alignment  Detect Evil	17	None	1 standard (	Concentration, up to 10 minutes/level [D	)]60 ft.	V,S, DF	No	Divination	PHB: pg.218
Effect: Reveals creatures, spells, or objects of selected alignment	t.		dollori		Target: Cone-shaped	d emanatio	n	Caster Level: 10	
Detect Good	17	None	1 standard ( action	Concentration, up to 10 minutes/level [C	]60 ft.	V,S, DF	No	Divination	PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignment	t.				Target: Cone-shape	d emanatio	n	Caster Level: 10	
Detect Law	17	None	1 standard ( action	Concentration, up to 10 minutes/level [C			No	Divination	PHB: pg.219
Effect: Reveals creatures, spells, or objects of selected alignment		New	4 -1 - 1 - 1 - 1		Target: Cone-shape			Caster Level: 10	DUD OOO
LILILI Detect Undead  Effect:	17	None	action	Concentration, up to 1 minutes/level [D]	Target: Cone-shape	V,S,M/DF		Divination  Caster Level: 10	PHB: pg.220
Reveals undead within 60 ft.	17	None	1 standard I	nstantaneous	· ·	v,s	No	Abjuration	SC: Pg.67
□□□□□Dispel Ward  Effect:	.,	None	action	nstantaneous	Target: One warded			Caster Level: 10	00.1 g.07
Functions like dispel magic; see text	17	None	1 standard 1	I minute	-	·	No	Evocation	PHB: pg.224
Effect:			action		Target: You			Caster Level: 10	· <del>-</del>
You gain +1 on attack and damage rolls. [Every three cast	er leve	els, MAX +6] Will negates		I minute/level	-	V,S, DF	Yes	Necromancy [Fea	r,PHB: pg.225
Effect:			action		Target: One living cr	eature		Mind-Affecting] Caster Level: 10	
One subject takes -2 on attack rolls, damage rolls, saves, a beginning Ebon Eyes	and ch	None	1 standard 1	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
Effect: See normally in darkness both magical and natural.			JOHOTT		Target: Creature tou	ched		Caster Level: 10	
Endure Elements	17	Will negates (harmless)	1 standard 2 action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
Effect: Exist comfortably in hot or cold environments.					Target: Creature tou			Caster Level: 10	
□□□□□ Entropic Shield	17	None	1 standard 1 action	I minute/level [D]		V,S	No	Abjuration	PHB: pg.227
Effect: Ranged attacks against you have 20% miss chance.					Target: You			Caster Level: 10	
□□□□□ Faith Healing  Effect:	17	Will negates [harmless]	1 standard I action	nstantaneous	Touch  Target: Living creatu	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
Heal 8 + caster level [max +5] hit points.	17	None	1 standard 1	I round/level		V,M	Yes [harmless]	Caster Level: 10 Transmutation	SC: Pg.99
Effect:	.,	None	action	Tourid/icvor				[Earth] Caster Level: 10	00.1 g.00
As long as subjects don't move they gain +2 AC and +4 to Grave Strike	Str ag	ainst bull rush. N/A		l round	than 30 ft. apart	V,DF	N/A	Divination [Good]	SC: Pg.107
Effect:			action		Target: You			Caster Level: 11	
Allows you to make sneak attacks against undead if you had a Guiding Light	ave the	e ability. None		I minute/level [D]	Long (800 ft.)	V,S	Yes	Evocation	SC: Pg.108
Effect: +2 on ranged attacks			action		Target: Creatures in	a 5-ftradi	us burst	Caster Level: 10	
□□□□□ Healthful Rest	17	Will negates [harmless]	10 minutes 2	24 hours	Close (50 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.111
Effect: Doubles the natural healing rate.					Target: One creature more than 30 feet ap		wo of which can be	Caster Level: 10	
□□□□□ Hide from Undead	17	Will negates (harmless); see text	1 standard 1 action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration	PHB: pg.241
Effect: Undead can't perceive 1 subject/level.					Target: One touched			Caster Level: 10	
lce Gauntlet	17	N/A	1 standard 1 action	I minute/level [D]		V,DF	N/A	Evocation [Cold]	SC: Pg.119
Effect: Attack as if wearing a +1 spiked guantlet. Deals normal da	mage 17	for your size + 1d4 cold Will negates		I minute/level	Target: You Close (50 ft.)	V,S	Yes	Caster Level: 10 Enchantment	SC: Pg.121
LILILI Incite	17	vviii riegales	action	i minute/level	oiose (30 It.)	٧,٠	100	(Compulsion) [Mind-Affecting]	50. r y. 121
Effect: Forces creature to act, it cannot delay or ready an action.					Target: Creatures in	a 10-ft. bu	rst	Caster Level: 10	
□□□□□ Inflict Light Wounds	17	Will half	1 standard I action	nstantaneous		V,S	Yes	Necromancy	PHB: pg.244
Effect: Touch deals 1d8 +1/level [max +5] damage.		AAPH			Target: Creature tou		V.	Caster Level: 10	00 0
nhibit	17	Will negates	1 standard I action	nstantaneous	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.123
Effect: Subject is forced to delay; see text.					Target: One creature	•		Caster Level: 10	
Invest Light Protection	17	Will half (harmless); see text	1 standard I action	nstantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
Effect: Living creature healed 1d4 +1 per two caster levels [max	+3] an			ailed save undead take an extra 1 point	Target: Creature tou s	ched		Caster Level: 10	
of damage from a weapon that overcomes DR/good.	17	Will negates	1 standard 1	0 minutes/level		V,S,M	Yes	Abjuration	SC: Pg.126
Effect:	ll noi-	one	action		Target: Creature tou	ched		Caster Level: 10	
Target gains +5 alchemical bonus on Fort saves against a Light of Lunia	II poiso	ons. None		0 minutes/level [D]	Medium (210 ft.)	V,S	Yes; see text	Evocation [Good,	SC: Pg.132
Effect: Light radiating 30-ft. and 20-ft further of dim light, next ro	und ve	nu can use the light co	action	dealing 1d6 (double against undeed on	Target: You and up t	to two rays	; see text	Light] Caster Level: 11	
outsiders]; see text  """  **Magic Stone	una ya 17	Will negates	-	30 minutes or until discharged		V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect:	••	(harmless, object)	action		Target: Up to three p			Caster Level: 10	59.20
Three stones gain +1 on attack rolls, deal 1d6+1 damage. Magic Stone	17	Will negates		30 minutes or until discharged			Yes (harmless, object)		PHB: pg.251
Effect:		(harmless, object)	action		Target: Up to three p			Caster Level: 10	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.				* =Domain/Speciality Spell					

			Cleric Spells					
17			1 minute/level	Touch  Target: Weapon tou	V,S, DF	Yes (harmless, object)	Transmutation  Caster Level: 10	PHB: pg.251
17	Will pogotoo	1 standard	1 round/lovel	- '		Van		SC: Pg.143
			i round/ievei	, ,			[Mind-Affecting] Caster Level: 10	30. Fg.143
17			1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: Pg.148
evel 6t	h and +3 at caster level	9th. Negat	es magic missiles.	Target: You			Caster Level: 10	
	N/A	1 standard		Personal	V,S,DF	N/A		SC: Pg.148
	None	1 standard			V,S	No	Conjuration	PHB: pg.258
		action			ds in 20-ft.	radius from you, 20 ft.	Caster Level: 10	
17			1 hour/level	Close (50 ft.)	V,S	No		SC: Pg.161
n.				Target: One interpla	nar gate or	portal	Caster Level: 10	
17			1 minute/level [D]	Touch		No; see text		PHB: pg.266
				-				B. I.B
	(harmless)		1 minute/level [D]			No; see text	Abjuration [Good]  Caster Level: 11	PHB: pg.266
		1 standard	1 minute/level [D]	Touch	V.S.M/DF	No: see text	Abiuration [Good]	PHB: pg.266
	(harmless)					-, ton	Caster Level: 11	29.200
	Will negates		1 round/level [max 10 rounds]	Touch	V,S	No	•	FH.P: pg.37
t cons	ume inanimate object; s	ee text.		Target: One object	or character		Caster Level: 10	
17	Will negates	1 standard	10 minutes; see text	Close (50 ft.)	V,S		Abjuration	PHB: pg.271
			4 10 1	more than 30 ft. apa	art			00 D :=:
			1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
e text.				Target: Creature to	uched		Caster Level: 10	
17			Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
				Target: Creature to	uched		Caster Level: 10	
	Will negates	1 standard	1 round/level	Touch		No	Abjuration	PHB: pg.274
				Target: Creature to	uched		Caster Level: 10	
17			Concentration, up to 10 rounds	Personal	V,S,M,F	No	Divination	DoomDrea: Races Destiny Pg.167
once. I	Not perfect recall and m	ust be able	to read the language.	Target: One book/ro	ound		Caster Level: 10	
			1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration  Caster Level: 10	PHB: pg.278
47	NI/A	4	40			NI/A		CC: D= 400
17			10 minutes/level or until discharged		V,5,M	N/A	(Compulsion) [Mind-Affecting]	SC: Pg.189
				-				
17			1 hour/level [D]	Touch  Target: Creature tou		Yes [harmless]	Transmutation  Caster Level: 10	SC: Pg.194
		1 standard	1 round/level	,		N/Δ		SC: Pg.198
17	IWA.	action	i round/level	Target: You	۷,٥	IN/A	Caster Level: 10	30. Fg.198
17	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration	PHB: pg.285
			. ,				(Summoning) Caster Level: 10	, 5
17			Instantaneous	Personal	V,S,M	N/A		SC: Pg.228
o the g		action		Target: You			(Creation) [Air] Caster Level: 10	
17	Will negates		10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]		SC: Pg.229
I. Heal	s 1 hp automatically pe	r round.	A mileste and any Park and				Caster Level: 10	00. D. 00.
1/			i minute or until discharged			res		SC: Pg.231
						V 8	Caster Level: 10	
17			1 minute/level	Touch		res [harmless]		SC: Pg.240
				, angot. Ordature tot	. J		Lucio, Lovel. 10	
			LEVEL 2					
				Range	Comp.	Spell Resistance	School	Source
18	INOUG	1 standard action	i minute/level				(Compulsion) [Mind-Affecting]	PHB: pg.196
empor	ary hp.			Target: Living create	ure touched		Caster Level: 10	
	None	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.196
.0		action						
		action		Target: Living create	ure touched		Caster Level: 10	
tempor	ary hp. Will negates		1 minute/level	Target: Living create		Yes (harmless, object)	Caster Level: 10	PHB: pg.197
	17 17 18 plus 17 17 18 plus 17 17 17 17 18 pentals 17 17 17 17 17 17 17 17 17 17 17 17 17 1	(harmless, object)  Will negates [harmless]  N/A  splus 1 point per round that's None  None  Will negates (harmless)  entals and outsiders.  Will negates (harmless)  entals and beta consume inanimate object; some inanimat	(harmless, object)	17    Will negates   1 standard 1 minute/level   action   action	17   Will negates   1 standard 1 minute/level   D    Araget Creature to action   Target Neapon to.	17   Will negates	17	Management   Man

				Cleric Spells					
□□□□□ Animalistic Power	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
Effect: Subject is imbued with +2 to Strength, Dexterity and Consti				Instantaneous	Target: Creature to		No	Caster Level: 10	DUD: n= 000
☐☐☐☐☐ Augury  Effect: Learns whether an action will be good or bad.	18	None	1 minute	Instantaneous	Personal Target: You	V,S,M,F	No	Divination  Caster Level: 10	PHB: pg.202
□□□□□ Aura Against Flame	18	N/A	1 standard action	1 round/level	Personal  Target: You	V,S	N/A	Abjuration  Caster Level: 10	SC: Pg.18
Protects against first 10 points of fire damage, it also exting		s flames; see text. None	1	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: Pg.19
iffect:			immediate action		Target: One creatur	e/level in a	20-ft, radius burst	Caster Level: 10	
Gain temporary respite from the natural effects of a specific		e. N/A		1 round/level	centered on you Personal	V,S,M/DF		Transmutation	SC: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage	e.		action		Target: You			Caster Level: 10	
Bear's Endurance	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation  Caster Level: 10	PHB: pg.203
Subject gains +4 to Con for 1 minutes/level.	18	Will negates		Instantaneous	Target: Creature tou Close (50 ft.)	V,S	Yes	Enchantment	PHB II: pg.103
iffect:			action		Target: One creatur	e		(Compulsion) [Mind-Affecting] Caster Level: 10	
If the target fails it's save, it immediately takes damage as i		Will negates (harmless)		1 minute/level or until discharged	Touch	V,S	Yes (harmless)	Abjuration	PHB II: pg.103
Effect: Once during the spell, if a subject attempts a saving throw	, both	,		st favorable result. If both saves fail, bo	Target: Two willing of	creatures		Caster Level: 10	
Jajaabody Blades	18	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: Pg.35
Effect: Sprouts dagger blades across your body able to inflict 1d6		vel [max +5] piercing dan		melee attack; see text. 1 round/level	Target: You Touch	V,S,M	No	Caster Level: 10 Trasmutation	SC: Pg.38
Effect:			action		Target: Wooden we			Caster Level: 10	50. i g.uu
Small magical thorns/spikes protrude from wooden weapor		is a +1 to hit enhancement Will negates (harmless)		ls +1/level [max +10] damage. 1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
iffect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature too			Caster Level: 10	
	18	Will negates	1 standard action	Concentration, up to 1 round/level [D]			Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.207
ffect: Calms creatures, negating emotion effects.	18	Will half [harmless];	1	Instantaneous	Target: Creatures in Close (50 ft.)	n a 20-ftrad	Yes [harmless]	Caster Level: 10 Conjuration	SC: Pg.48
	.0	see text	immediate action				roo (namiooo)	(Healing)	00.1 g.10
ffect: Cure 1d4 +1/level [max +5].  Cure 1d4 +1/level [max +5].	18		1 standard	1 round/level	Target: One creatur Personal	e V,S,M		Caster Level: 10 Conjuration	PHB II: pg.107
Effect:			action		Target: You			Caster Level: 10	13
Each round as a free action you can release a knife at a lamage 1d6 +1/3 level [max +5] Crit 19-20.		None		ttack bonus = Caster level + Key Abilit 2 hours/level	y. Close (50 ft.)	V,S,M, DF	No	Evocation [Good]	PHB: pg.212
Effect:			action		Target: 20-ftradius	emanation		Caster Level: 11	
Fills area with positive energy, making undead weaker.  Cure Moderate Wounds	18			Instantaneous	Touch	V,S uched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 10	PHB: pg.216
		see text	action		Target: Creature tou				
iffect: Cures 2d8 +1/level [max +10] damage.	18	Will negates	1 standard	1 minute/level	Target: Creature too Medium (200 ft.)		Yes	Necromancy	SC: Pg.56
ëffect: Cures 2d8 +1/level [max +10] damage. □□□□□□ Curse of III Fortune		Will negates		1 minute/level	-	V,S,DF	Yes	Necromancy  Caster Level: 10	SC: Pg.56
iffect: Cures 2d8 +1/level [max +10] damage. Cur	cks and	Will negates	1 standard action	1 minute/level 10 minutes/level [D]	Medium (200 ft.)	V,S,DF reature V, M/DF	Yes		SC: Pg.56 PHB: pg.216
iffect: Cures 2d8 +1/level [max +10] damage.  Cures 2d8 +1/level [max +10] damage.  Curse of III Fortune  iffect: Cause -3 penalty on attack rolls, saving throws, ability checuration of the current of	cks and	Will negates	1 standard action  1 standard action  1 standard action		Medium (200 ft.)  Target: One living c	V,S,DF reature V, M/DF		Caster Level: 10  Evocation [Darkness]	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage. Cur	cks and	Will negates d skill checks. None	1 standard action  1 standard action  1 standard action	10 minutes/level [D] 1 round/level	Medium (200 ft.)  Target: One living c  Touch  Target: Object touch  Close (50 ft.)  Target: One bridge up to 20 ft./level lone	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft	No Yes wide, 1 in. thick, and	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10	PHB: pg.216 SC: Pg.58
Effect: Cures 2d8 +1/level [max +10] damage. Curse of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec Cause -3 penalty on attack rolls, saving throws, ability chec	18 18	Will negates d skill checks. None  None  Will half	1 standard action  1 standard action  1 standard action	10 minutes/level [D]	Medium (200 ft.)  Target: One living c  Touch  Target: Object touch  Close (50 ft.)  Target: One bridge	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF	No Yes	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow)	PHB: pg.216
Effect: Cures 2d8 +1/level [max +10] damage. Cures 2d8 +1/level [max +10] damage. Cures of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability chec Cause -4 penalty -4 pen	cks and 18	Will negates d skill checks. None  None  Will half	1 standard action	10 minutes/level [D] 1 round/level	Medium (200 ft.)  Target: One living control  Target: Object touch  Target: One bridge up to 20 ft./level ion. Close (50 ft.)  Target: One creatur  Touch	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF	No Yes wide, 1 in. thick, and	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing)	PHB: pg.216 SC: Pg.58
Effect: Cures 2d8 +1/level [max +10] damage. Cur	cks and 18 18 18	Will negates d skill checks. None  None  Will half ad [max 10d6]. Fortitude negates	1 standard action	10 minutes/level [D]  1 round/level Instantaneous	Medium (200 ft.)  Target: One living of Touch  Target: Object touch  Close (50 ft.)  Target: One bridge up to 20 ft./level lone Close (50 ft.)  Target: One creatur	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF	Yes wide, 1 in. thick, and Yes	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration	PHB: pg.216  SC: Pg.58  SC: Pg.62
Effect: Cures 2d8 +1/level [max +10] damage. Cause -3 penalty on attack rolls, saving throws, ability check cause -3 penalty on attack rolls, saving throws, ability check cause of the cure cause of the cure cure cause of the cure cure cure cure cure cure cure cur	18  18  18  18  18  18  18  18	Will negates  d skill checks.  None  None  Will half  ad [max 10d6].  Fortitude negates (harmless)	1 standard action	10 minutes/level [D] 1 round/level Instantaneous 1 hour/level	Medium (200 ft.)  Target: One living of Touch  Target: Object touch  Close (50 ft.)  Target: One bridge up to 20 ft./level lone Close (50 ft.)  Target: One creature touch  Target: Creature touch	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217
Effect: Cures 2d8 +1/level [max +10] damage. Curse of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on	18 18 18 18 18 18 18 18 neck du	Will negates  d skill checks.  None  None  Will half  ad [max 10d6].  Fortitude negates (harmless)	1 standard action  spell.	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]	Medium (200 ft.)  Target: One living c Touch  Target: Object touch Close (50 ft.)  Target: One bridge up to 20 ft./level lon Close (50 ft.)  Target: One creatur Touch  Target: Creature tou Personal  Target: You  Close (50 ft.)	V,S,DF reature V,M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF v,S,DF	No Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; sertext	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination Caster Level: 10	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217
Effect: Cures 2d8 +1/level [max +10] damage. Cur	18 18 18 18 18 18 18 18	Will negates  d skill checks.  None  None  Will half  ad [max 10d6].  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None	1 standard action	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]	Medium (200 ft.)  Target: One living c Touch  Target: Object touch Close (50 ft.)  Target: One bridge up to 20 ft./level lon Close (50 ft.)  Target: One creatur Touch  Target: Creature tou Personal  Target: You  Close (50 ft.)	V,S,DF reature V,M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF uched V,S,DF	No Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; ser	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination Caster Level: 10  e Abjuration e, Caster Level: 10  Enchantment	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70
Effect: Cures 2d8 +1/level [max +10] damage. Cur	18 18 18 18 18 18 18 18	Will negates d skill checks. None  None  Will half ad [max 10d6]. Fortitude negates (harmless)  N/A  viring the duration of the Will negates or None [object]; see text	1 standard action	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level	Medium (200 ft.)  Target: One living c Touch  Target: Object touch Close (50 ft.)  Target: One bridge up to 20 ft./level lon. Close (50 ft.)  Target: One creatur Touch  Target: Creature tou Personal  Target: You  Close (50 ft.)  Target: 10-ftradius object, or point in sg	V,S,DF reature V,M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF uched V,S,DF	No Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; ser text centered on a creature Yes [harmless]	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination Caster Level: 10  e Abjuration e, Caster Level: 10	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70
Effect: Cures 2d8 +1/level [max +10] damage. Curse 2d8 +1/level [max +10] damage. Curse of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Effect: Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless,	18  18  18  18  18  18  18  18  18  18	Will negates  d skill checks. None  None  Will half  ad [max 10d6]. Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level	Medium (200 ft.)  Target: One living c Touch  Target: Object touch Close (50 ft.)  Target: One bridge up to 20 ft./level lon Close (50 ft.)  Target: One creatur Touch  Target: Creature tou Personal Target: You Close (50 ft.)  Target: 10-ftradius object, or point in sp Medium (200 ft.)	V,S,DF reature V,M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF uched V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A Yes or No [object]; set text centered on a creature Yes [harmless]	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination Caster Level: 10  e Abjuration e, Caster Level: 10  Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70
Effect: Cures 2d8 +1/level [max +10] damage. Cur	18  18  18  18  18  18  18  18  18  18	Will negates  d skill checks.  None  None  Will half  ad [max 10d6].  Fortitude negates (harmless)  N/A  viring the duration of the Will negates or None [object]; see text  Will negates [harmless]	1 standard action	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level	Medium (200 ft.)  Target: One living c Touch  Target: Object touch Close (50 ft.)  Target: One bridge up to 20 ft./level ion. Close (50 ft.)  Target: One creatur Touch  Target: Creature tou Personal  Target: You Close (50 ft.)  Target: 10-ftradius object, or point in sp Medium (200 ft.)  Target: Allies in a 20	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF v eenanation vace V,S,DF v temanation vace V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A Yes or No [object]; set text centered on a creature Yes [harmless]	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination caster Level: 10  e Abjuration e, Caster Level: 10  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  SC: Pg.70
Effect: Cures 2d8 +1/level [max +10] damage. Curse of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause rolls of supernatural shadow. Create a ribbonlike, weightless, unbreakable bridge. Create a ribbonlike, weightless, unbreaka	18  18  18  18  18  18  18  18  18  18	Will negates  d skill checks. None  None  Will half  ad [max 10d6]. Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]	1 standard action  1 standard	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level	Medium (200 ft.)  Target: One living of Touch  Target: Object touch  Close (50 ft.)  Target: One bridge up to 20 ft./level lone Close (50 ft.)  Target: One creatur  Touch  Target: Creature touch  Personal  Target: You  Close (50 ft.)  Target: 10-ftradius object, or point in symedium (200 ft.)  Target: Allies in a 20  Touch  Target: Creature touch  Target: Creature touch	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF v eenanation vace V,S,DF v temanation vace V,S,DF	Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A Yes or No [object]; set text centered on a creature Yes [harmless]	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illiusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination Caster Level: 10  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10  Transmutation Caster Level: 10  Abjuration [See text]	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225
Effect: Cures 2d8 +1/level [max +10] damage. Curse of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Effect: Couse a ribbonlike, weightless, unbreakable bridge. Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6]	18  18  18  18  18  18  18  18  18  18	Will negates  d skill checks.  None  None  Will half  ad [max 10d6].  Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates [harmless]  Will negates (harmless)	1 standard action  2 standard action  1 standard action  2 standard action	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level  1 minute/level	Medium (200 ft.)  Target: One living of Touch  Target: Object touch  Close (50 ft.)  Target: One bridge up to 20 ft./level lone Close (50 ft.)  Target: One creatur  Touch  Target: Creature touch  Personal  Target: You  Close (50 ft.)  Target: 10-ftradius object, or point in sp. Medium (200 ft.)  Target: Allies in a 20 ft.  Target: Creature touch  Target: Creature touch  Target: Creature touch  Target: Creature touch  Target: Touch	V,S,DF reature V, M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF uched V,S,DF  uched V,S,DF V understandard V,S,DF	No Yes wide, 1 in. thick, and Yes Yes (harmless) N/A Yes or No [object]; ser text centered on a creature Yes [harmless] burst Yes	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination  Caster Level: 10  e Abjuration e, Caster Level: 10  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10  Transmutation Caster Level: 10  Abjuration [See text] Caster Level: 10  Enchantment	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225
Effect: Cures 2d8 +1/level [max +10] damage. Cur	18  18  18  18  18  18  18  18  18  18	Will negates  d skill checks. None  None  Will half  ad [max 10d6]. Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates (harmless)  Will negates (harmless)	1 standard action  2 standard action  1 standard action  2 standard action	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level  1 minute/level	Medium (200 ft.)  Target: One living of Touch  Target: Object touch  Close (50 ft.)  Target: One bridge up to 20 ft./level lone Close (50 ft.)  Target: One creatur  Touch  Target: Creature touch  Personal  Target: You  Close (50 ft.)  Target: 10-ftradius object, or point in sp. Medium (200 ft.)  Target: Allies in a 20 ft.  Target: Creature touch  Target: Creature touch  Target: Creature touch  Target: Creature touch  Target: Touch	V,S,DF reature V,M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF uched V,S,DF  v e manation sace V,S,DF v,S,M/DF uched V,S,M/DF uched V,S,DF	No Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A Yes or No [object]; ser text centered on a creature Yes [harmless]  burst Yes No Yes	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination  Caster Level: 10  e Abjuration e, Caster Level: 10  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10  Transmutation  Caster Level: 10  Abjuration [See text] Caster Level: 10	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79
Effect: Cures 2d8 +1/level [max +10] damage. Curse of III Fortune Effect: Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Cause -3 penalty on attack rolls, saving throws, ability check Effect: 20-ft. radius of supernatural shadow. Create a ribbonlike, weightless, unbreakable bridge. Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	18  18  18  18  18  18  18  18  18  18	Will negates  d skill checks. None  None  Will half  ad [max 10d6]. Fortitude negates (harmless)  N/A  uring the duration of the Will negates or None [object]; see text  Will negates (harmless)  Will negates (harmless)	1 standard action	10 minutes/level [D]  1 round/level  Instantaneous  1 hour/level  1 hour/level or until discharged [D]  1 round/level  1 minute/level  1 minute/level	Medium (200 ft.)  Target: One living c Touch  Target: Object touch Close (50 ft.)  Target: One bridge up to 20 ft./level ion Close (50 ft.)  Target: One creatur Touch  Target: Creature tou Personal  Target: You Close (50 ft.)  Target: 10-ftradius object, or point in sp Medium (200 ft.)  Target: Creature tou Touch Target: Creature tou Touch Target: Touch Target: Touch Target: Touch Target: Touch Medium (200 ft.)	V,S,DF reature V,M/DF ned V,S,DF of force 5 ft g V,S,DF e V,S,DF uched V,S,DF  v e manation sace V,S,DF v,S,M/DF uched V,S,M/DF uched V,S,DF	No Yes wide, 1 in. thick, and Yes Yes (harmless)  N/A Yes or No [object]; ser text centered on a creature Yes [harmless]  burst Yes No Yes	Caster Level: 10  Evocation [Darkness] Caster Level: 10  Illusion (Shadow) Caster Level: 10  Conjuration (Summoning) Caster Level: 10  Conjuration (Healing) Caster Level: 10  Divination Caster Level: 10  e Abjuration a, Caster Level: 10  Enchantrent (Compulsion) [Mind-Affecting] Caster Level: 10  Transmutation Caster Level: 10  Abjuration [See text] Caster Level: 10  Enchantment Charm)	PHB: pg.216  SC: Pg.58  SC: Pg.62  PHB: pg.217  SC: Pg.70  SC: Pg.70  PHB: pg.225  SC: Pg.79

			Cleric Spells					
⊒□□□□ Find Traps	18	None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: pg.230
Effect: Notice traps as a rogue does.				Target: You			Caster Level: 10	
□□□□□ Frost Breath	18	Reflex half	1 standard Instantaneous action	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5c	d4] and	d creatures are also daz		Target: Cone-shape	ed burst		Caster Level: 10	
Fuse Arms	18	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.100
Effect: Gain +4 Str for every set of limbs fused to the primary limb				touched		wo arms or tentacles	Caster Level: 10	
□□□□□Gentle Repose	18	Will negates (object)	1 standard 1 day/level action	Touch		Yes (object)	Necromancy	PHB: pg.235
Effect: Preserves one corpse.	40	Mail accepts	A standard A scinute/leval	Target: Corpse touc		Van (harriaga)	Caster Level: 10	CC: D= 400
□□□□□Ghost Touch Armor  Effect:	18	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.102
Armor gains Ghost Touch property.	10	None	1 minute 1 minute/level	Target: Armor of cre			Caster Level: 10	CC: Da 100
□□□□□ Hand of Divinity  Effect:	18	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text] Caster Level: 10	SC: Pg.109
Grant +2 [Profane or Sacred] bonus to all saving throws.	18	N/A	1 standard 10 minutes/level	Target: Creature too Personal	V,S,M	N/A	Divination	SC: Pg.110
LULU Healing Lorecall  Effect:	10	IVA	action	Target: You	v,O,IVI	IVA	Caster Level: 10	30. F g. 110
Allows caster with Heal ranks to remove other ailments wh	nen usi 18		] spells. Can also heal more; see text. 1 standard 1 round/level [D]; see text	-	V,S,F/DF	Vac	Enchantment	PHB: pg.241
Effect:	10	vviii riogatos, see text	action	Target: One human			(Compulsion) [Mind-Affecting] Caster Level: 10	111b. pg.241
Paralyzes one humanoid for 1 round/level.	18	Will half	1 standard Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pq.244
Inflict Moderate Wounds	10	vviii riaii	1 standard instantaneous action	Target: Creature to		100	Caster Level: 10	, πο. μg.244
Touch attack, 2d8 +1/level [max +10] damage.	18	None	1 standard 10 minutes/level	30 ft.	V,S,M	No	Conjuration	SC: Pg.123
Effect:			action	Target: 30-ftradius	spread cer	ntered on you	(Creation) Caster Level: 10	
Inky cloud that works under water.  Inky cloud that works under water.  Inky cloud that works under water.	18	Will negates	1 standard 1 minute/level or until discharged	Close (50 ft.)	V,S,M	Yes (harmless)	Divination	PHB II: pg.115
Effect: Reroll once after making an attack, skill check, saving thro	w or c	(harmless)	action	Target: One creatur	е		Caster Level: 10	
Iron Silence	18	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.125
Effect: Hide and Move Silent check ignore the Armor penalty during	na the		action	Target: One suit of	armor touch	ned/3 levels	Caster Level: 10	
Light of Mercuria	18	None	1 standard 10 minutes/level [D] action	Medium (210 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: Pg.132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. ur	ndead	or outsiders.		Target: You and up	to two rays	; see text	Caster Level: 11	
Living Undeath	18	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Necromancy	SC: Pg.134
Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha	score.			Target: Creature to	uched		Caster Level: 10	
□□□□ Make Whole	18	Will negates (harmless, object)	1 standard Instantaneous action	Close (50 ft.)	V,S	Yes (harmless, object)	Transmutation	PHB: pg.252
Effect: Repairs an object.				Target: One object	•		Caster Level: 10	
Mark of Judgement	18	Will negates	1 standard 1 round/level action	Medium (200 ft.)		Yes	Necromancy	PHB II: pg.119
Effect: Whenever a creature succeeds on a melee or ranged attaction.				Target: One creatur more than 30 ft. apa	art		Caster Level: 10	
Mark of the Outcast	18	Will negates	1 standard Permanent action	Close (50 ft.)	V,S,DF	Yes	Necromancy	SC: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.	10	Will pogetoe	1 Instantaneous	Target: One creatur		Vac (harmlage)	Caster Level: 10	DUD III na 110
□□□□ Master's Touch	18	Will negates (harmless)	1 Instantaneous immediate action	Close (50 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
Effect: Subject gains +4 insight bonus to one skill check.				Target: One creatur	e		Caster Level: 10	
Owl's Wisdom	18	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect: Subject gains +4 to Wis for 1 minutes/level.				Target: Creature to	uched		Caster Level: 10	
Protection from Negative Energy	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
Effect: Subtract 10 hp worth of damage from each negative energ				Target: Creature to			Caster Level: 10	
	18	Will negates [harmless]	1 standard 10 minutes/level action	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.163
Effect: Subtract 10 hp worth of damage from each positive energy			A destroit and the	Target: Creature to		V. B.	Caster Level: 10	00 D. 121
	18	Will negates [harmless]	1 standard 1 round action	Medium (200 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
Quick March	10	[	action		O-ft -roding	huret	Castor I au-1.40	
Quick March  Effect: Subjects base land speed increased by 30 feet.				Target: Allies in a 20			Caster Level: 10	DHR: pa 274
Quick March  Effect: Subjects base land speed increased by 30 feet.      Remove Paralysis	18	Will negates (harmless)	1 standard Instantaneous action	Target: Allies in a 20 Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
### Quick March  ###################################	18	Will negates (harmless)	1 standard Instantaneous action	Target: Allies in a 20 Close (50 ft.)  Target: Up to four comore than 30 ft. apa	V,S reatures, no	Yes (harmless) two of which can be	Conjuration (Healing) Caster Level: 10	
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐		Will negates	1 standard Instantaneous	Target: Allies in a 2th Close (50 ft.)  Target: Up to four comore than 30 ft. apartouch	V,S reatures, no art V,S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 10 Abjuration	PHB: pg.271 PHB: pg.272
Quick March  Effect: Subjects base land speed increased by 30 feet. Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect. Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy	18	Will negates (harmless)  Fortitude negates (harmless)	1 standard Instantaneous action 1 standard 10 minutes/level	Target: Allies in a 20 Close (50 ft.)  Target: Up to four comore than 30 ft. apa	V,S reatures, no art V,S, DF	Yes (harmless) two of which can be	Conjuration (Healing) Caster Level: 10	
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	18 18 ergy ty 18	Will negates (harmless)  Fortitude negates (harmless) pe.	1 standard Instantaneous action 1 standard 10 minutes/level action	Target: Allies in a 20 Close (50 ft.)  Target: Up to four comore than 30 ft. aper Touch  Target: Creature tou	V,S reatures, no art V,S, DF uched V,S	Yes (harmless) to two of which can be Yes (harmless)	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10	PHB: pg.272
Quick March  Effect: Subjects base land speed increased by 30 feet.     Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.     Resist Energy  Effect: Ignores first 20 points of damage/attack from specified ene	18 18 ergy ty 18	Will negates (harmless)  Fortitude negates (harmless)  pe. Will negates (harmless)  Will negates	1 standard Instantaneous action 1 standard 10 minutes/level action	Target: Allies in a 20 Close (50 ft.)  Target: Up to four c more than 30 ft. apa Touch  Target: Creature tou Touch	V,S reatures, no art V,S, DF uched V,S	Yes (harmless) to two of which can be Yes (harmless)	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing)	PHB: pg.272
Quick March  Effect: Subjects base land speed increased by 30 feet.     Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.     Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Restoration, Lesser  Effect: Dispels magical ability penalty or repairs 1d4 ability damaged in the parallel of th	18 18 ergy ty 18 ge. 18	Will negates (harmless)  Fortitude negates (harmless)  pe.  Will negates (harmless)  Will negates (harmless)	1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level	Target: Allies in a 2d Close (50 ft.)  Target: Up to four comore than 30 ft. apa Touch  Target: Creature tout  Touch  Target: Creature tout	V,S reatures, notati V,S, DF uched V,S uched V,S,M	Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10	PHB: pg.272 PHB: pg.272
Guick March  Effect: Subjects base land speed increased by 30 feet. Guidest Paralysis  Effect: Frees one or more creatures from paralysis or slow effect. Guidest Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Effe	18 18 ergy ty 18 ge. 18	Will negates (harmless)  Fortitude negates (harmless)  pe. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object);	1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Target: Allies in a 20 Close (50 ft.)  Target: Up to four comore than 30 ft. aper Touch  Target: Creature tout Touch  Target: Creature tout Touch	V,S reatures, no art V,S, DF uched V,S uched V,S,M creatures to	Yes (harmless) two of which can be Yes (harmless) Yes (harmless) Yes (harmless)	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation	PHB: pg.272 PHB: pg.272 PHB II: pg.124
Guick March  Effect: Subjects base land speed increased by 30 feet. Globerts Brieflect: Frees one or more creatures from paralysis or slow effect. Globerts Green	18 18 ergy tyl 18 ge. 18 s long	Will negates (harmless)  Fortitude negates (harmless)  pe. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object) ro Fortitude half; see	1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Target: Allies in a 20 Close (50 ft.)  Target: Up to four or more than 30 ft. aper Touch  Target: Creature tout  Touch  Target: Creature tout  Touch  Target: Two willing.	V,S reatures, no art V,S, DF uched V,S uched V,S,M creatures to	Yes (harmless) two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10	PHB: pg.272 PHB: pg.272 PHB II: pg.124
Guick March  Effect: Subjects base land speed increased by 30 feet. Geffect: Frees one or more creatures from paralysis or slow effect. General Resist Energy  Effect: Ignores first 20 points of damage/attack from specified energy  Effect: Dispels magical ability penalty or repairs 1d4 ability damage. General Share Talents  Effect: Creatures get a +2 bonus on any skill checks they make a	18 18 ergy tyl 18 ge. 18 s long	Will negates (harmless)  Fortitude negates (harmless)  pe. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object); Will negates (object)	1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Target: Allies in a 2d Close (50 ft.) Target: Up to four c more than 30 ft. apa Touch Target: Creature tou Touch Target: Creature tou Touch Target: Two willing. Close (50 ft.)	V,S reatures, no art V,S, DF uched V,S uched V,S,M creatures to V,S,M/DF	Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched Yes (object)	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10	PHB: pg.272 PHB: pg.272 PHB II: pg.124
	18 18 ergy tyl 18 ge. 18 s long	Will negates (harmless)  Fortitude negates (harmless)  pe. Will negates (harmless)  Will negates (harmless)  as one has at least 1 ra Will negates (object); Will negates (object) ro Fortitude half; see	1 standard Instantaneous action  1 standard 10 minutes/level action  3 rounds Instantaneous  1 round 10 minutes/level  unk in the skill.  1 standard Instantaneous	Target: Allies in a 2th Close (50 ft.)  Target: Up to four one than 30 ft. apa Touch  Target: Creature to the Target: Creature to the Touch  Touch  Target: Two willing Close (50 ft.)	V,S reatures, no art V,S, DF uched V,S uched V,S,M creatures to V,S,M/DF	Yes (harmless) o two of which can be Yes (harmless)  Yes (harmless)  Yes (harmless)  ouched Yes (object)	Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic]	PHB: pg.272 PHB: pg.272 PHB II: pg.124

Description   Person   Perso					Cleric Spells					
State   Continue   C		18	N/A		10 minutes/level [D]		V,S,M	N/A	ŕ	SC: Pg.189
The part of the pa	Shroud yourself in invisbile negative energy so nonint	elligent	undead percieve you	as a fellow o	undead. Cure and inflict spells have the				Caster Level. 10	
Company   Comp	ffect:	18			1 minute/level [D]	Target: 20 ft. radius	emanation	(object)		PHB: pg.279
Promotion of the control of the co	Soften Earth and Stone	18	None		Instantaneous	Close (50 ft.)	V,S, DF		[Earth]	PHB: pg.280
Control   Cont		18	Fortitude partial		Instantaneous	-			Evocation [Sonic]	PHB: pg.281
March   Marc	Deals 1d8 sonic damage to subjects; may stun them.	10	Will pogotoo	1 standard	1 hour/lovel	ū	•	Vac [harmland]		CC: Da 107
	ffect:		[harmless]		i nourrievei			res (narmiess)	·	50: Pg.197
Processor of the content of the co			Will negates		10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SC: Pg.199
Margin control recognition of the state of	Protects one creature from a single 1st- or 2nd-level spe			1 standard	1 round/lovel [D]	-		Voc		DHR: pg 283
Section   Sect	ffect:	10	None		r round/lever [D]			res		rпв. pg.203
Seed designed to traite fields. Need an element of 11 to 12 or 12	<u> </u>	18			Instantaneous	See text	V,S,DF	Yes [harmless]		SC: Pg.204
Parelline   Pare	Spell designed for battle fields, heals all creatures for 1 h					-		•		DHR: pg 284
Part	ffect:	10			· ···Sai/iCvCi					. 11b. pg.204
Target character from attaching you out supplies from the remainder of the current round.   Target from the properties of the properties	□□□□□ Stay the Hand	18	Will negates	immediate	Instantaneous	, ,		Yes	(Charm) [Mind-Affecting]	PHB II: pg.126
Part	Target refrains from attacking you or targetting you with		Will negates	1 standard		-		Yes [harmless]		SC: Pg.208
	ffect:									
Add   Comparation   Comparat	Stretch Weapon	18			One attack			Yes (harmless, object)		PHB II: pg.126
Summor   S	Adds 5 feet of reach for one attack.	18	None	10 minutes	8 hours	- '		No	Conjuration	SC: Pg.214
	fect:	tovt				Target: One summo	oned Elysiar	n thrush	[Good]	
	Summon Monster II		None	1 round	1 round/level [D]	Target: One or mor	e summone	d creatures, no two of	(Summoning)	PHB: pg.286
Concess signment for 24 hours.    Concess signment for 24 hours.	Undetectable Alignment	18	Will negates (object)		24 hours	Close (50 ft.)	V,S		•	PHB: pg.297
Target You or creature touched   Caster Level: 10	Conceals alignment for 24 hours.	18	None	1 standard	10 minutes/level	-	-	No		CoD.P: pg.58
the a partial action each round.    Personal   V.S. NA   Evocation   Durkriness   Caster Level: 10   Caster	ffect:	ld nerso	n or web or by effects		alvsis you are not immobalized but m		ture touche	d	Caster Level: 10	
Grants you a 20% miss chance from concealment.    18	ke a partial action each round.		•	1 standard		Personal	V,S	N/A	[Darkness]	SC: Pg.228
EVEL 3	Grants you a 20% miss chance from concealment.	18	Will negates		1 minute/level		V,S, DF	Yes	Enchantment	PHB: pg.303
Name DC Saving Throw Time Duration Range Comp. Spell Resistance Close (50 ft.) V.S.DF Yes [harmless] Compution (Mind-Affecting) Sc. Pg.8 (Compusion) (Mind-Affecting) Close (50 ft.) V.S.DF Yes [harmless] Compusion (Mind-Affecting) Consider Level: 10 action on that of the plane you are currently on, negating harmful effects.    Name DC Saving Throw Time Duration   Sc. Pg.8 (Close (50 ft.) V.S.DF Yes [harmless]   Compusion (Mind-Affecting)   Close (50 ft.) V.S.DF Yes [harmless]   Compusion (Mind-Affecting)   Close (50 ft.) V.S.DF Yes [harmless]   Caster Level: 10   Caster Level:						Target: 20-ftradius	emanation		[Mind-Affecting]	
Sc. Pg.8   Close (50 ft.)   V.S.DF   Ves [harmless]   Containtent (Compulsion)   Containtent (Compul					LEVEL 3					
Computation				1 standard					Enchantment	
19   Will negates (harmless)   1 standard 2 hours/level; see text action   1 standard 2 hours/level; see text   1 standard 1 minute/level   2 close (50 ft.)   V,S,DF   Yes (harmless, object)   1 fransmutation (See text)   1 standard 1 minute/level   2 close (50 ft.)   V,S,DF   Yes (harmless, object)   1 fransmutation (See text)   1 standard 1 minute/level   2 close (50 ft.)   V,X   No   2 close (50 ft.)   N,X   N,X   N,X   No   2 close (50 ft.)   N,X	ffect:	R ±1/cast	er level (may 15) tempo					no two of which are	[Mind-Affecting]	
Grants creatures the ability to breath air.    Close (50 ft.)   V,S,DF   Yes [harmless, object]   Transmutation   Sc: Pg.9	Air Breathing		Will negates	1 standard	2 hours/level; see text	Touch	S,M/DF			SC: Pg.8
[harmless, object] action    Farget: One weapon/level, no two of which are more control in the align weapon, except it effects multiple weapons or projectiles at a distance.    Functions like align weapon, except it effects multiple weapons or projectiles at a distance.    Instantaneous   Close (50 ft.)   V,X   No   Divination   PHB II: pg.10*	Grants creatures the ability to breath air.	19	Will negates	1 standard	1 minute/level					SC: Pq.9
Alter Fortune  19 None 1 Instantaneous immediate action  Target: One creature  Target: One creature  Close (50 ft.) V,X No Divination PHB II: pg.10:  Target: One creature  Caster Level: 10  Ca	ffect:		[harmless, object]	action		Target: One weapo			[See text]	- 5
Target must reroll any die roll it just made taking the second roll.	Alter Fortune			1 immediate	Instantaneous	Close (50 ft.)		No		PHB II: pg.101
[harmless] action  Target: One creature/2 levels, no two of which are more than 30 ft. apart  Transmutation SC: Pg.17  All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text more than 30 ft. apart  Touch V,S,M/DF N/A Transmutation SC: Pg.17  Target: One creature/3 levels Caster Level: 10  Attunes the affected creatures to the plane you are currently on, negating harmful effects.  Target: One creature/3 levels Caster Level: 10  Attunes the affected creatures to the plane you are currently on, negating harmful effects.  Target: One creature/3 levels Caster Level: 10  Target: One creature/3 levels Caster Level: 10  Target: One evil creature with Intelligence 3+  Caster Level: 10  SC: Pg.21  Target: One evil creature with Intelligence 3+  Caster Level: 11  Target: One evil creature with Intelligence 3+  Caster Level: 11  Sci Pg.21  Target: One evil creature with Intelligence 3+  Caster Level: 11  Sci Pg.21  Target: One evil creature with Intelligence 3+  Caster Level: 11  Sci Pg.21  Target: One evil creature with Intelligence 3+  Caster Level: 11  Sci Pg.22	Target must reroll any die roll it just made taking the sec		Will negates	1 standard	1 minute/level	-		Yes [harmless]		SC: Pa 14
### Attune Form 19 N/A 1 standard 24 hours action Touch V,S,M/DF N/A Transmutation SC: Pg.17 Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the affected creatures to the plane you are currently on, negating harmful effects.  ### Attunes the a	ffect:		[harmless]	action		Target: One creatur	re/2 levels, r		,	50. FY.14
Attunes the affected creatures to the plane you are currently on, negating harmful effects.  1 SC: Pg.21	Attune Form			1 standard		Touch	V,S,M/DF	N/A		SC: Pg.17
### Target: Target: One evil creature with Intelligence 3+ Caster Level. 11  Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked nonconscious it takes 1d6 Wis damage.	Attunes the affected creatures to the plane you are curre			1 standard	Instantaneous	-		Yes	Enchantment (Compulsion) [Fear, Good,	SC: Pg.21
IDDDDAxiomatic Storm 19 None 1 standard 1 round/level N/A V,S,M,DF No Conjuration SC: Pg.22	Subject immediately takes 1d6/caster level [max 10di	6] points	s of nonlethal damage	and is stur	nned for 1 round. If subject is knocke		eature with I	ntelligence 3+		
Water]		19	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	(Creation) [Lawful,	SC: Pg.22
Fifect: Target: Cylinder [20-ft. radius, 20 ft. high] Caster Level: 10 Rain falls around you4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and andom chaotic outsider takes additional 5d6 acid.	Rain falls around you4 to Listen, Spot, Search and	ranged	attacks. Deals 2d6 da	amage to ch	aotic creature [Double to outsiders] an		)-ft. radius, 2	20 ft. high]		

Bestow Curse				Cleric Spells					
	19	Will negates	1 standard action		Touch	V,S	Yes	Necromancy	PHB: pg.203
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks	; or 50	% chance of losing eac			Target: Creature tou	uched		Caster Level: 10	
□□□□□ Blade of Pain and Fear	19	Will partial		1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SC: Pg.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save					Target: Swordlike co	_	-	Caster Level: 10	
Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (200 ft.)		Yes	Necromancy	PHB: pg.206
Effect: Makes subject blinded or deafened.	10	WEIL	A star last	41	Target: One living c		V.	Caster Level: 10	00 D. 45
□□□□□Chain of Eyes 	19	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: Pg.45
Effect: Scrying sensor passed along by touch.					Target: Living create			Caster Level: 10	
□□□□□ Channeled Divine Shield	19		See text	1 round/level	Personal Target: You	V,S		Abjuration Caster Level: 10	PHB II: pg.106
Gain DR based upon casting time; See text.	19	None	1 standard	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	I SC: Pa 46
Checkmate's Light	15	None	action	Troundriever [2]	Target: Melee weap			Caster Level: 10	7 00. 1 g. 40
Imbue weapon with +1/3 levels enhancement bonus [Max adius of red light.	+5 at	15th level] and is Lawfu	l aligned. All	es gain +1 morale bonus vs. fear in 20 f		on todonoc		Oddier Level. 10	
Circle Dance	19	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: Pg.46
Effect: Get direction and general status of a known target.					Target: You			Caster Level: 10	
□□□□□ Cloak of Bravery	19	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
Effect: You and your allies gain a morale bonus on saves agains:					Target: 60-ftradius			Caster Level: 10	
□□□□□ Cloak Pool	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (50 ft.)	V,S	No	[Mind-Affecting]	SC: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cea:					Target: One color po			Caster Level: 10	
Continual Flame	19	None	1 standard action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: pg.213
Effect: Makes a permanent, heatless torch.					Target: Object touch	_		Caster Level: 10	
Conviction, Mass	19	Will negates [harmless]	1 standard action	10 minutes/level	Medium (200 ft.)		Yes [harmless]	Abjuration	SC: Pg.52
Effect: Same as conviction, except it affects multiple allies at a di					Target: Allies in a 20			Caster Level: 10	
Corona of Cold	19	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: Pg.52
Effect: Gain fire resistance 10, and deal 1d12 damage to all in you	ur area	a of effect. Creatures so	affected hav	re -2 to Str & Dex, move at half speed fo	Target: 20-ftradius	spread		Caster Level: 10	
is ong as they remain in the area.	19	None	10 minutes	24 hours; see text	Close (50 ft.)	V,S	No	Conjuration	PHB: pg.214
Effect:							ain 3 humans/level or	(Creation) Caster Level: 10	
Feeds 3 humans or 1 horses/level.	19	Will negates		1 hour/level [D] or until discharged	one horse/level for 2 Touch	V,S,M,F	Yes (harmless)	Necromancy	PHB II: pg.108
Effect:		(harmless)	action		Target: Creature too	ıched		Caster Level: 10	
Wearer can compel undead with a one-word command or Crown of Might	19	Will negates		1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
Effect:		(harmless)	action		Target: Creature to	ıched		Caster Level: 10	
+2 Strength enhancement or discharge for +8 Strength for Crown of Protection	19	Will negates		1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Transmutation	PHB II: pg.108
Effect:		(harmless)	action		Target: Creature tou	ıched		Caster Level: 10	
+1 deflection bonus to AC and +1 resistance bonus on all Crown of Smiting	19	Will negates		1 hour/level [D] or until discharged	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
Effect:		(harmless)	action		Target: Creature tou	ıched		Caster Level: 10	
Choose alignment [chaotic, evil, good or lawful]. Once prine opponent has the designated alignment or Discharge for	a +8 b	onus.  Will half (harmless);		Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	DHR: ng 216
Cure Serious Wounds	19	see text	action	iristaritarieous	Target: Creature tou		text	(Healing) Caster Level: 10	PHB: pg.216
Cures 3d8 +1/level [max +15] damage.	10	Will negates	1 standard	1 round/lovel	Medium (200 ft.)		Yes	Transmutation	DUR III og 100
Curse of Arrow Attraction	19	will negates	action	1 round/level			res		PHB II: pg.109
Subjects AC against any ranged attack is -5, including hreats are automatically confirmed.	project	tile weapons, thrown w	eapons, and	ranged attacks. In addition, any critical	Target: One creatur	-		Caster Level: 10	
DDDDDDarkfire	19	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: Pg.59
Effect: Produce a flame that can be used for touch attack or rang	ed atta	ack [120 ft. no penalty] d		levels [Max 5d6].	Target: Flame in you	ur palm		Caster Level: 10	
Daylight	19	None		10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
Effect: 60-ft. radius of bright light.					Target: Object touch	ned		Caster Level: 10	
Deeper Darkness	19	None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.217
Effect: Object sheds supernatural shadow in 60-ft. radius.					Target: Object touch	ned		Caster Level: 10	
	19	NWill half	1 standard action	1d6 rounds; see text	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.63
J⊔⊔⊒⊡ Demon Dirge		btypes [No Save. If the	creature is T	anar'ri it is also stunned unless it saves.	Target: Living create	ıre		Caster Level: 10	
· ·	Evil su			1d6 rounds	Close (50 ft.)	V,S,DF	Yes	Transmutation	SC: Pg.64
iffect: Deals 2d6 damage to any creature with both Chaotic and	Evil su 19	None or Fortitude partial; see text	action						
iffect: Deals 2d6 damage to any creature with both Chaotic and	19	None or Fortitude partial; see text	action	i	Target: Living create	ıre		Caster Level: 10	
iffect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  iffect: Creatures of Evil and Lawful subtypes take 2d6 damage [	19	None or Fortitude partial; see text	action r be Stunned	J Instantaneous		ure V,S	No	Caster Level: 10 Abjuration	PHB: pg.223
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [	19 no sav	None or Fortitude partial; see text e]. Baatezu must save o	action r be Stunned 1 standard			V,S			PHB: pg.223
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Dispel Magic  Effect: Cancels magical spells and effects.	19 no sav	None or Fortitude partial; see text e]. Baatezu must save o	action r be Stunned 1 standard action		Medium (200 ft.)  Target: One spellca	V,S		Abjuration	
Effect: Deals 2d6 damage to any creature with both Chaotic and DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19 no sav 19	None or Fortitude partial; see text e]. Baatezu must save o None	action r be Stunned 1 standard action  1 swift action	Instantaneous	Medium (200 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap	V,S ster, creatu V,S,DF	re, or object; or	Abjuration  Caster Level: 10	
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Dispel Magic Effect: Cancels magical spells and effects. Divine Retaliation Effect: Create divine weapon that mimics deity's favored weapoame as base weapon +1-1/2 Str or Wis modifier [your choi	19 no sav 19 19	None or Fortitude partial; see text e]. Baatezu must save of None  None  ck modifier is caster lev	action r be Stunner 1 standard action 1 swift action el + Str or We amount ag.	Instantaneous  1 round  (is modifier [your choice]. Damage is the lainst any creature that attacks you.	Medium (200 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap	V,S ster, creatu V,S,DF	re, or object; or	Abjuration  Caster Level: 10  Evocation [Force]	
Devil Blight  Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Dispel Magic  Effect: Cancels magical spells and effects. Divine Retaliation  Effect: Create divine weapon that mimics deity's favored weapon ame as base weapon + 1-1/2 Str or Wis modifier (your choine) Downdraft	19 no savi 19 19 n. Attai	None or Fortitude partial; see text e]. Baatezu must save o None  None  ck modifier is caster lev ne weapon strikes for lik Reflex partial; see text	action r be Stunner 1 standard action  1 swift action el + Str or We e amount ag 1 standard action	Instantaneous  1 round  fis modifier [your choice]. Damage is the ainst any creature that attacks you. Instantaneous	Medium (200 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap e	V,S ster, creatu V,S,DF on of force V,S,M	re, or object; or  No  Yes	Abjuration  Caster Level: 10  Evocation [Force]  Caster Level: 10	PHB II: pg.110
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [ Dispel Magic Effect: Cancels magical spells and effects. Divine Retaliation Effect: Create divine weapon that mimics deity's favored weaponame as base weapon +1-1/2 Str or Wis modifier (your choid Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	19 no savi 19 19 n. Attai	None or Fortitude partial; see text e]. Baatezu must save o None  None  ck modifier is caster lev ne weapon strikes for lik Reflex partial; see text	action  r be Stunned 1 standard action  1 swift action  el + Str or W e amount ag 1 standard action  ith the grour	Instantaneous  1 round  fis modifier [your choice]. Damage is the ainst any creature that attacks you. Instantaneous	Medium (200 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap be Long (800 ft.)	V,S ster, creatu V,S,DF on of force V,S,M	re, or object; or  No  Yes	Abjuration  Caster Level: 10  Evocation [Force]  Caster Level: 10  Evocation [Air]  Caster Level: 10	PHB II: pg.110
Effect: Deals 266 damage to any creature with both Chaotic and DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19 19 19 n. Attacice]. Tr 19 ke fall 19	None or Fortitude partial; see text el. Baatezu must save on None  None  k modifier is caster leviale weapon strikes for lik Reflex partial; see text damage if they collide wone	action  r be Stunned 1 standard action  1 swift action  el + Str or W e amount ag 1 standard action  ith the grour	Instantaneous  If round  Is modifier [your choice]. Damage is the lainst any creature that attacks you. Instantaneous  d [1d6 per 10 ft.].	Medium (200 ft.)  Target: One spellca 20-ftradius burst 0 ft.  Target: Magic weap e Long (800 ft.)  Target: Cylinder [20	V,S ster, creatu V,S,DF on of force V,S,M -ft. radius,	re, or object; or  No  Yes  100 ft. high]	Abjuration  Caster Level: 10  Evocation [Force]  Caster Level: 10  Evocation [Air]  Caster Level: 10	PHB II: pg.110 SC: Pg.72

				Cleric Spells					
□□□□□ Energy Aegis	19	Will negates (harmless)	immediate	1 round	Close (50 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: pg.111
ffect: Gain resistance 20 against one energy type for one attac	∿k		action		Target: One creature	е		Caster Level: 10	
□□□□ Energy Vortex	ж. 19	Reflex half	1 standard action	Instantaneous		V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SC: Pg.81
ffect: Choose a energy type and it causes 1d8 +1/caster level s well.	[max +	·20]. You may double th	e damage if	you forgoe a save and take the damag	Target: All creatures ecentered on you	within a 20	0-ftradius burst	Caster Level: 10	
DDDDDEnergy Vulnerability	19	Will negates	1 standard action	1 round/level	Medium (200 ft.)	V,S,M/DF	Yes	Abjuration	PHB II: pg.112
ffect: You can affect a number of creatures with total hit dice o			You select	which creatures are affected. Choose a		creatures	within a 10-ftradius	Caster Level: 10	
nergy type and that creature takes an additional 50% dam DDDDD Favorable Sacrifice	nage froi 19	m that type. Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: Pg.89
iffect: Gain benefit from deity; see text.					Target: Creature tou	iched		Caster Level: 10	
☐☐☐☐ Fell the Greatest Foe	19	Fortitude negates [harmless]	1 standard action	1 round/level	Touch  Target: Creature tou	V,S,M	Yes [harmless]	Transmutation  Caster Level: 10	SC: Pg.90
Deal 1d6 damage per size category difference.	19	None	1 standard	1 round/level	-	V,S,M	No	Evocation	SC: Pg.95
ffect:			action		Target: Nonmagical			Caster Level: 10	2211 9111
Normal or masterwork weapon becomes temporary +1 fla  Ghost Touch Weapon	aming b 19	Will negates		1 minute/level	Close (50 ft.)	V,S	Yes [harmless,object]	Transmutation	SC: Pg.102
ffect: Hit incorporeal normally.		[harmless,object]	action		Target: One weapor time of casting]	or fifty pro	jectiles [all in contact at	t Caster Level: 10	
☐☐☐☐ Girallon's Blessing	19	Fortitude negates [harmless]	1 standard action	10 minutes/level		V,S,M	Yes [harmless]	Transmutation	SC: Pg.106
ffect: Gain an additional pair of arms; see text					Target: Creature tou			Caster Level: 10	
Glyph of Warding	19	See text	10 minutes	Permanent until discharged [D]		V,S,M	see text	Abjuration	PHB: pg.236
Inscription harms those who pass it.	19	N/A	1 swift	1 round/level	Target: Object touch Personal	ned or up to	5 sq. ft/level N/A	Caster Level: 10 Transmutation	SC: Pg.107
Grace			action	i roditu/level	Target: You	<b>V</b>	IVA	[Good] Caster Level: 11	50. F g. 107
+2 sacred bonus to Dex, Land speed increases by 10 ft.  Hamatula Barbs	-20 pen 19	nalty to Hide checks. Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.109
ffect: Any creature hitting the subject takes 1d8 damage.					Target: Creature tou	iched		Caster Level: 10	
□□□□ Helping Hand	19	None	1 standard action	1 hour/level		V,S, DF	No	Evocation	PHB: pg.239
iffect: Ghostly hand leads subject to you.	19	Will negates; see text	1	1 round/level [D]; see text	Target: Ghostly hand Close (50 ft.)	d V,S	Yes	Caster Level: 10 Enchantment	PHB II: pg.114
☐☐☐☐ Hesitate		-	immediate action	r round/iever [D]; see text	Target: One living cr		res	(Compulsion) [Mind-Affecting] Caster Level: 10	РПВ II: pg.114
Creature can only take move action on it's turn; retry savance Holy Meditation  "Iffect:	e each i	round [swift action].	1 minute	2 hours		V,S,M		Evocation  Caster Level: 10	FH.P: pg.36
Thect:  Upon completion of the ritual the character enjoys the be  Upon Completion of the ritual the character enjoys the be		f a full eight hours rest. None	1 standard action	1 round/level [D]	Target: You 20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good,	SC: Pg.115
ffect:					Target: Cylinder [20-	-ft. radius, 2	20 ft. high]	Water] Caster Level: 11	
-4 penalty to Listen, Spot, and Search checks, -4 ranged		s. Evil creatures take 2d6 None	1 standard	ch round [double if outsiders]. 1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SC: Pg.118
ffect: Axe deals 2d12 of cold damage +1/2 caster level [max +	101		action		Target: Battleaxe-sh	aped weap	on of swirling ice	Caster Level: 10	
Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.244
iffect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature tou			Caster Level: 10	
Interplanar Message	19	Will negates [harmless]	1 standard action	24 hours/level	One creature  Target: One creature	V,S	Yes [harmless]	Evocation [Language-Dependant Caster Level: 10	SC: Pg.124 dent]
Send 25 words or less to the targeted creature; see text.						•		Oddior Edvon 10	
	19	Will half (harmless);		Instantaneous; see text		V,S	Yes (harmless); see	Conjuration	PHB II: pg.115
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [m.	19 ax +6] a	see text and gains DR:1/evil for	action  1 minute, u		Touch  Target: Creature tou		Yes (harmless); see text	Conjuration (Healing) Caster Level: 10	PHB II: pg.115
Invest Moderate Protection  ffect: Living creature healed 3d4 +1 per two caster levels [m: illed save undead take an extra 3 points of damage from a	19 ax +6] a	see text and gains DR:1/evil for	action  1 minute, u  ood.  1 standard		Touch  Target: Creature tou			(Healing)	PHB II: pg.115 PHB: pg.245
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [m. alled save undead take an extra 3 points of damage from a light product of the control of the	19 ax +6] a a weapo	see text and gains DR:1/evil for on that overcomes DR/gr	action 1 minute, u ood.	ndead damaged by likewise amount. O	Touch  Target: Creature tou	iched	text	(Healing) Caster Level: 10	
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [m. isled save undead take an extra 3 points of damage from a light save undead take undead	19 ax +6] a a weapo	see text and gains DR:1/evil for on that overcomes DR/gr	action  1 minute, u  ood.  1 standard  action	ndead damaged by likewise amount. O	Touch  Target: Creature tou in  Personal  Target: You	iched	text	(Healing) Caster Level: 10 Evocation	
Invest Moderate Protection  iffect: Living creature healed 3d4 +1 per two caster levels [m. isled save undead take an extra 3 points of damage from a living protect: Invisibility Purge  iffect: Dispels invisibility within 5 ft./level	19 ax +6] a a weapo 19	see text and gains DR:1/evil for on that overcomes DR/gr None	action  1 minute, u cod.  1 standard action  1 swift action	ndead damaged by likewise amount. O 1 minute/level [D]	Touch Target: Creature toun Personal Target: You 5 ft./2 levels; see text Target: You Close (50 ft.)	v,s v,s,pr s,pr	No	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination	PHB: pg.245
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [m. iiled save undead take an extra 3 points of damage from a linvisibility Purge  Iffect: Dispels invisibility within 5 ft./level Characteristics Move  Iffect: Dispels invisibility within 5 ft./level Characteristics Move  Iffect: Dispels invisibility within 5 ft./level Characteristics Move  Iffect: Characteristics Move opponent  Iffect: Learn strengths or weaknesses of opponent; see text.	19 ax +6] a a weapon 19 19	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates	action  1 minute, u cod.  1 standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous	Touch Target: Creature toun Personal Target: You 5 ft./2 levels; see text Target: You Close (50 ft.) Target: One creature	v,s V,s,DF S,DF	No N/A Yes	(Healing) Caster Level: 10  Evocation Caster Level: 10 Transmutatin (Telepontation) Caster Level: 10  Divination Caster Level: 10	PHB: pg.245 SC: Pg.129 SC: Pg.129
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [m. illed save undead take an extra 3 points of damage from a light of the control	19 ax +6] a a weapo 19	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A	action  1 minute, u cod.  1 standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O 1 minute/level [D] Instantaneous	Touch  Target: Creature toun  Personal  Target: You  5 ft./2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Close (50 ft.)	v,s,DF S,DF e	No N/A	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination  Caster Level: 10  Divination	PHB: pg.245 SC: Pg.129
Invest Moderate Protection  ffect: Living creature healed 3d4 +1 per two caster levels [m: illed save undead take an extra 3 points of damage from a illed save undead take an extra 3 points of damage from a illed save undead take an extra 3 points of damage from a illed save undead take an extra 3 points of damage from a illed save undead take an extra 3 points of damage from a illed save undead from a illed save unde	19 ax +6] a a weapon 19 19	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates	action  1 minute, u pood.  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous	Touch Target: Creature toun  Personal Target: You 5 ft./2 levels; see text Target: You Close (50 ft.) Target: One creature Close (50 ft.) Target: One creature	v,s,DF S,DF e	No N/A Yes	(Healing) Caster Level: 10  Evocation Caster Level: 10 Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 10  Evocation [Good,	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [m. illed save undead take an extra 3 points of damage from a light of the ct: Dispels invisibility Purge  Iffect: Dispels invisibility within 5 ft./level Claim Comment  Iffect: Claim Strength's Move  Iffect: Claim strengths or weaknesses of opponent; see text. Claim Comment  Iffect: Claim strengths or weaknesses of opponent; see text. Claim and only flanking an opponent opponent opponent  Iffect: Claim strengths or weaknesses of opponent; see text. Claim and opponent	19 ax +6] a weapon 19 19 19 19	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Will negates	action  1 minute, u pood.  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous	Touch Target: Creature toun  Personal Target: You 5 ft./2 levels; see text Target: You Close (50 ft.) Target: One creature Close (50 ft.) Target: One creature	V,S V,S,DF S,DF e V,S	No N/A Yes Yes Yes; see text	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 10	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [miled save undead take an extra 3 points of damage from a living protect of the save undead take an extra 3 points of damage from a living protect of the save undead take an extra 3 points of damage from a living protect of the save undead take an extra 3 points of damage from a living protect of the save undead take an extra 3 points of the save undead to the save undead take an extra 3 points of the save undead take an extra 3 points of the save undead take and the save undead take an extra 3 points of damage from a living creation and the save undead take an extra 3 points of damage from a living creation and the save undead take an extra 3 points of damage from a living creation and the save undead take and the save un	19 ax +6] a weapon 19 19 19 19	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Will negates	action  1 minute, u ocupation of the standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous	Target: Creature toun  Personal  Target: You  5 ft./2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Close (50 ft.)  Target: One creature  Medium (210 ft.)  Target: You and up	V,S V,S,DF S,DF e V,S	No N/A Yes Yes Yes; see text ; see text	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 10  Evocation [Good, Light]	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [miled save undead take an extra 3 points of damage from a living process.]  Invisibility Purge  Iffect: Dispels invisibility within 5 ft/level Company of the process of the protect of the process of the	19 ax +6] a weapon 19 19 19 19 19 undead	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Wine  Will negates  Vone  Or outsiders; see text	action  1 minute, u pood.  1 standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  10 minutes/level [D]	Touch  Target: Creature toun  Personal  Target: You  5 ft./2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Close (50 ft.)  Target: One creature  Medium (210 ft.)  Target: You and up	V,S,DF S,DF b V,S v,S,F/DF	No N/A Yes Yes Yes; see text ; see text	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 10  Evocation [Good, Light] Caster Level: 11  Divination	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129  SC: Pg.129
Invest Moderate Protection  iffect: Living creature healed 3d4 +1 per two caster levels [m. illed save undead take an extra 3 points of damage from a living	19 ax +6] a weapon 19 19 19 19 19 undead	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Wine  Will negates  Vone  Or outsiders; see text	action  1 minute, u ood.  1 standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous  Instantaneous  10 minutes/level [D]	Touch  Target: Creature toun  Personal  Target: You  5 ft/2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Close (50 ft.)  Target: One creature  Medium (210 ft.)  Target: You and up:  Long (800 ft.)  Target: Circle, cented  40 ft. per level	V,S,DF S,DF V,S V,S,S V,S,S V,S V,S,F/DF Fored on you	No N/A Yes Yes Yes, see text See text No	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 10  Evocation [Good, Light] Caster Level: 11  Divination	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129  SC: Pg.132  PHB: pg.249
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [miled save undead take an extra 3 points of damage from a living protect of the pr	19 ax +6] a x +6] a y a weapor 19 19 19 19 19 19 19 undead 19 19 mentals	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Will negates  or outsiders; see text None  Will negates (harmless) s and outsiders in 10-ft. r	action  1 minute, u occur  1 standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous  10 minutes/level [D]  1 minute/level  10 minutes/level  0 minutes/level.	Touch  Target: Creature toun  Personal  Target: You  5 ft./2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Close (50 ft.)  Target: One creature  Medium (210 ft.)  Target: You and up:  Long (800 ft.)  Target: Circle, cente 40 ft. per level  Touch  Target: 10-ftradius	v,s,DF S,DF v,s v,s v,s to two rays v,s,F/DF ered on you v,s,M/DF emanation	No N/A Yes Yes Yes; see text see text No , with a radius of 400 + No; see text from touched creature	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 11  Divination [Good, Light] Caster Level: 11  Divination Caster Level: 11  Caster Level: 10  Abjuration [Lawful] Caster Level: 10	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129  SC: Pg.132  PHB: pg.249
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [miled save undead take an extra 3 points of damage from a large from a l	19 19 19 19 19 19 19 19 19 19 19 19 19 1	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Will negates  or outsiders; see text None  Will negates  Will negates  Will negates  Will negates	action  1 minute, u occur  1 standard action  1 swift action  1 standard action	ndead damaged by likewise amount. O  1 minute/level [D]  Instantaneous  Instantaneous  10 minutes/level [D]  1 minute/level  10 minutes/level	Touch  Target: Creature toun  Personal  Target: You  5 ft./2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Close (50 ft.)  Target: One creature  Medium (210 ft.)  Target: You and up:  Long (800 ft.)  Target: Circle, cente 40 ft. per level  Touch  Target: 10-ftradius  Touch	v,s,DF  S,DF  V,S  V,S  V,S  V,S  V,S,F/DF  ored on you V,S,M/DF  emanation V,S,M/DF	No N/A Yes Yes Yes Yes, see text , see text No , with a radius of 400 + No; see text from touched creature No; see text	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 11  Divination Caster Level: 10  Abjuration [Lawful] Caster Level: 10  Abjuration [Good]	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129  SC: Pg.132  PHB: pg.249
Invest Moderate Protection  Iffect: Living creature healed 3d4 +1 per two caster levels [milled save undead take an extra 3 points of damage from a laid save undead take an extra 3 points of damage from a laid save undead take an extra 3 points of damage from a laid save undead take an extra 3 points of damage from a laid save undead take an extra 3 points of damage from a laid save undead take an extra 3 points of damage from a laid save undead take an extra 3 points of damage from a laid save undead take an extra 4 points of the laid save undead take and the laid save	19 19 19 19 19 19 19 19 19 19 19 19 19	see text and gains DR:1/evil for on that overcomes DR/gr None  N/A  Will negates  Will negates  or outsiders; see text None  Will negates (harmless) s and outsiders in 10-ft. r Will negates (harmless)	action  1 minute, u ood.  1 standard action  1 swift action  1 standard action  adius and 1 standard action  adius and 1 standard action  adius and 1 standard action	Instantaneous  Instantaneous  Instantaneous  Instantaneous  Instantaneous  In minutes/level [D]  1 minutes/level  10 minutes/level  10 minutes/level	Touch  Target: Creature toun  Personal  Target: You  5 ft./2 levels; see text  Target: You  Close (50 ft.)  Target: One creature  Medium (210 ft.)  Target: You and up  Long (800 ft.)  Target: Circle, cente 40 ft. per level  Touch  Target: 10-ftradius  Touch	V,S,DF S,DF V,S V,S,F/DF V,S to two rays V,S,F/DF erred on you V,S,M/DF ermanation V,S,M/DF emanation	No N/A Yes Yes Yes; see text see text No , with a radius of 400 + No; see text from touched creature	(Healing) Caster Level: 10  Evocation Caster Level: 10  Transmutatin (Teleportation) Caster Level: 10  Divination Caster Level: 10  Divination Caster Level: 11  Divination Caster Level: 10  Abjuration [Lawful] Caster Level: 10  Abjuration [Good]	PHB: pg.245  SC: Pg.129  SC: Pg.129  SC: Pg.129  SC: Pg.129  PHB: pg.249  PHB: pg.249  PHB: pg.249

			Cleric Spells					
⊒□□□□ Magic Vestment	19	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless, object	Transmutation	PHB: pg.251
Effect: Armor or shield gains +1/4 levels [max +5] enhancement		( ,,,		Target: Armor or sh	ield touche	d	Caster Level: 10	
□□□□ Mantle of Chaos  Effect:	19	N/A	1 standard 10 minutes/level [D] action	Personal  Target: You	V,S,M	N/A	Abjuration [Chaos Caster Level: 10	] SC: Pg.137
Gain SR 12 + your caster level against spells with the law	vful desi 19	criptor. N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
Effect: Gain SR 12 + your caster level against spells with the cha	ane dae	criptor		Target: You			Caster Level: 10	
Gain of 12 + your caster level against spells with the clie □□□□□ Mark of Doom  Effect:	19	None	1 standard 1 round/level action	Medium (200 ft.)  Target: One creature	V,S,DF	No	Necromancy  Caster Level: 10	PHB II: pg.119
Subject marked takes 1d6 damage any time it continues f	fighting; 19	; see text. None	1 standard 10 minutes/level	Personal	V,S, DF	No	Transmutation	PHB: pg.252
Effect:	.0	THO II O	action	Target: You	7,0, 5.		[Earth] Caster Level: 10	7 715. pg.252
You and your gear merge with stone.	19	Fortitude negates	1 standard Instantaneous action	30 ft.	V,S,M	No	Conjuration (Creation)	SC: Pg.146
Creatures in area must save or be nauseated for 1d6 roun	nds. 19	Will negates (object)	1 standard 8 hours [D]	Target: Cone-shape		Yes (object)	Caster Level: 10 Abjuration	PHB: pg.258
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	19	will negates (object)	action	Target: One object			Caster Level: 10	rпв. pg.200
Masks object against scrying. □□□□□ Prayer	19	None	1 standard 1 round/level action	40 ft.		Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies an centered on you	d foes withi	n a 40-ftradius burst	Caster Level: 10	
Protection from Energy	19	Fortitude negates (harmless)	1 standard 10 minutes/level or until discharged action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Absorb 12 points of damage/level [max 120] from one kin			Anto-to-United	Target: Creature to		V. a.	Caster Level: 10	DUD
Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch  Target: Creature to	V,S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 10	PHB: pg.270
Cures normal or magical conditions.	19	Will negates	1 standard Instantaneous	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
Effect:		(harmless)	action	Target: Creature or			Caster Level: 10	-
Frees object or person from curse.  Remove Disease	19	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
Effect: Cures all diseases affecting subject.	40			Target: Creature to		Van Barrelon 3	Caster Level: 10	00. Pr. 171
□□□□□ Resist Energy, Mass	19	Fortitude negates [harmless]	1 standard 10 minutes/level action	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resist energy, except that it affects all targeted creature		Mail	A stee dead leatests	more than 30 ft. apa	art	two of which can be	Caster Level: 10	00. D. 175
□□□□□ Resurgence, Mass	19	Will negates [harmless]	1 standard Instantaneous action			Yes [harmless] two of which can be	Abjuration  Caster Level: 10	SC: Pg.175
Same as resurgence, except it affects multiple targets. upernatural ability.	Allows	s one retry on a failed	save against an ongoing spell, spell-like ability, of	ormore than 30 ft. apa	art			
Ring of Blades	19	N/A	1 standard 1 minute/level action	Personal  Target: You	V,S,M	N/A	Conjuration (Creation) Caster Level: 10	SC: Pg.177
Deals 1d6 +1 per caster level [max +10] points of damage	e to all a		oes apply to damage. 1 standard 10 minutes/level	Touch	V,S	No or Yes [harmless]		SC: Pg.179
□□□□□ Safety <sup>Effect:</sup>		[harmless]	action	Target: Creature to			Caster Level: 10	g
Subject can find the shortest, most direct route to safety;:	see tex 19	t. None	1 standard Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation	PHB: pg.275
Effect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level	í ľmax	10d61 against undead:	action  10 to undead vulnerable to bright light: construct of	Target: Ray			Caster Level: 10	
nanimate object only takes 5d6 damage.	19	Fortitude negates	1 standard 1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.188
Effect:		[harmless]	action	Target: Living creat			Caster Level: 10	g
Subject gains immunity to fatigue, exhaustion, and ability	damag 19	e or drain. Will negates	1 standard 1 minute/level	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
Effect:		[object,harmless]	action	Target: One shield		ouched	Caster Level: 11	•
Grants +1 sacred bonus to Armor Class and Reflex Saves		er rive caster levels [ma	K +5J.				Transmutation	SC: Pg.190
	19	Will negates	1 standard 1 round	Close (50 ft.)	V,S,DF	Yes	Tranomatation	30. Fg. 190
Effect:	19	Will negates	1 standard 1 round action	Target: One creatur		Yes two of which are more	Caster Level: 10	30. Fg. 190
Effect: Affect creatures sink 100 ft./round; see text.	19	Will negates See text						SC: Pg.191
Effect: Affect creatures sink 100 ft./round; see text.		Ü	action  1 standard Permanent	Target: One creature than 30 ft. apart	re/level, no V,S,F	two of which are more	Caster Level: 10	·
Effect: Affect creatures sink 100 ft./round; see text.  Comparison of the comparison		Ü	action  1 standard Permanent	Target: One creature than 30 ft. apart Touch Target: One human Medium (200 ft.)	re/level, no V,S,F	two of which are more	Caster Level: 10 Necromancy Caster Level: 10 Evocation	·
Effect: Affect creatures sink 100 ft./round; see text.  Comparison of the comparison	19 19	See text  None  damage.	action  1 standard Permanent action  1 standard Instantaneous action	Target: One creature than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray	re/level, no V,S,F niod skull V,S	two of which are more No Yes	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10	SC: Pg.191 SC: Pg.191
Effect: Affect creatures sink 100 ft/round; see text.	19	See text	action  1 standard Permanent action  1 standard Instantaneous	Target: One creature than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.)	re/level, no V,S,F iod skull V,S V,S	two of which are more No Yes Yes [harmless]	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation	SC: Pg.191
Effect: Affect creatures sink 100 ft/round; see text.  Comparison of the comparison	19 19 I equal 0 19	See text  None  damage.  Will negates [harmless]	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action	Target: One creature than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.) Target: One creature than 30 ft. apart	re/level, no V,S,F iod skull V,S V,S re/level, no	two of which are more  No  Yes  Yes [harmless]  two of which are more	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10	SC: Pg.191 SC: Pg.191 SC: Pg.194
Effect: Affect creatures sink 100 ft/round; see text.  Company Skull Watch Effect: Alarm affect; see text  Company Slashing Darkness Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Company Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.	19 19	See text  None  damage.  Will negates	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D]	Target: One creature than 30 ft. apart Touch  Target: One human Medium (200 ft.)  Target: Ray  Close (50 ft.)  Target: One creature than 30 ft. apart Personal	re/level, no V,S,F iod skull V,S V,S	two of which are more No Yes Yes [harmless]	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic]	SC: Pg.191 SC: Pg.191 SC: Pg.194
Effect: Affect creatures sink 100 ft/round; see text.	19 19 l equal ( 19	See text  None damage. Will negates [harmless]	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text	Target: One creature than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.) Target: One creature than 30 ft. apart	re/level, no V,S,F iod skull V,S V,S re/level, no	two of which are more  No  Yes  Yes [harmless]  two of which are more	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10	SC: Pg.191 SC: Pg.191 SC: Pg.194
Effect: Affect creatures sink 100 ft/round; see text.  Company Skull Watch Effect: Alarm affect; see text  Company Slashing Darkness Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Company Snowshoes, Mass Effect: Same as Snowshoes, except as noted.  Company Sonorous Hum  Company Sonorous Hum	19 19 19 19 19 19	See text  None  damage.  Will negates [harmless]  N/A  quires concentration to Fortitude half	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you. 1 standard 1 round; see text action	Target: One creatur than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.) Target: One creatur than 30 ft. apart Personal Target: You Medium (200 ft.) Target: One charact	ve/level, no V,S,F siod skull V,S V,S V,S V,S V,S V,S,DF	two of which are more  No  Yes  Yes [harmless]  two of which are more  N/A	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10	SC: Pg.191 SC: Pg.191 SC: Pg.194 SC: Pg.196
Effect: Affect creatures sink 100 ft/round; see text.	19 19 19 19 19 19	See text  None  damage.  Will negates [harmless]  N/A  quires concentration to Fortitude half	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  2 standard 1 round; see text action  2 accept undead or other souless creatures], if an extendard 1 round/level	Target: One creatur than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.) Target: One creatur than 30 ft. apart Personal Target: You Medium (200 ft.) Target: One charact	ve/level, no V,S,F siod skull V,S V,S V,S V,S V,S V,S,DF	two of which are more  No  Yes  Yes [harmless]  two of which are more  N/A	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Evocation	SC: Pg.191 SC: Pg.191 SC: Pg.194 SC: Pg.196
Effect: Affect creatures sink 100 ft/round; see text.	19 19 19 19 19 19 19 19 19 19 19 19 19 1	See text  None  damage. Will negates [harmless]  N/A quires concentration to Fortitude half 6d4] to evil creature [ Will negates	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action  except undead or other souless creatures], if an exit standard 1 round/level action	Target: One creature than 30 ft. apart Touch  Target: One human Medium (200 ft.)  Target: Ray  Close (50 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Medium (200 ft.)  Target: One charactiristics	re/level, no V,S,F iiod skull V,S V,S v,S ve/level, no V,S V,S,DF tter V,S	two of which are more No Yes Yes [harmless] two of which are more N/A No	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Evocation Caster Level: 10 Caster Level: 10	SC: Pg.191 SC: Pg.191 SC: Pg.194 SC: Pg.196 FH.P: pg.37
Effect:  Affect creatures sink 100 ft/round; see text.  Affect creatures sink 100 ft/round; see text.  Sfect:  Beal 1d8/2 caster levels [max 5d8] damage, undead heal levels [max 5d8] damage levels [max 5d8] damag	19 19 19 19 19 19 19 19 19 19 19 19 19 1	See text  None  Jamage. Will negates [harmless]  N/A  quires concentration to Fortitude half  6d4] to evil creature [will negates  Will negates  le as if it weren't undear	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action  except undead or other souless creatures], if an exit standard 1 round/level action	Target: One creature than 30 ft. apart Touch  Target: One human Medium (200 ft.)  Target: Ray  Close (50 ft.)  Target: One creature than 30 ft. apart Personal  Target: You  Medium (200 ft.)  Target: One charactivities	re/level, no V,S,F iiod skull V,S V,S v,S ve/level, no V,S V,S,DF tter V,S	two of which are more No Yes Yes [harmless] two of which are more N/A No	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Evocation Caster Level: 10 Necromancy Caster Level: 10 Necromancy Language-Depen	SC: Pg.191 SC: Pg.191 SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196 PHB: pg.281
Effect: Affect creatures sink 100 ft/round; see text. Affect creatures sink 100 ft/round; see text.  Seffect: Alarm affect; see text  Salam affect; see text  Seffect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Snowshoes, Mass  Seffect: Same as Snowshoes, except as noted.  Some as Snowshoes, except as noted.  Some as Snowshoes, except as noted.  Seffect: Same as Snowshoes, except as noted.  Seffect: Undead doubled temporarily acts as if it were alive and volumed to speak with Dead  Seffect: Corpse answers one question/2 levels.	19 19 19 19 19 19 19 19 19 19 19 19 19 1	See text  None  damage. Will negates [harmless]  N/A  quires concentration to Fortitude half  6d4] to evil creature [ Will negates le as if it weren't undear Will negates; see text	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  maintain is maintained for you.  1 standard 1 round; see text action  except undead or other souless creatures], if an exit action  1 standard 1 round/level action  3. 10 minutes 1 minute/level	Target: One creatur than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.) Target: One creatur than 30 ft. apart Personal Target: You Medium (200 ft.) Target: One charactivil Touch Target: Undead creature to the than the the than the the than the than the than the than the the than the than the	ve/level, no V,S,F iiod skull V,S V,S V,S V,S,DF ter V,S ature touch V,S,DF reature	two of which are more  No  Yes  Yes [harmless]  two of which are more  N/A  No  Yes  ded  No	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Evocation Caster Level: 10 Necromancy Caster Level: 10 Necromancy [Language-Depen Caster Level: 10	SC: Pg.191 SC: Pg.191 SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196 PHB: pg.281 dent]
Girling Skull Watch  Effect: Alarm affect; see text  Girling Slashing Darkness  Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal  Girling Snowshoes, Mass  Effect: Same as Snowshoes, except as noted.  Girling Sonorous Hum  Effect: The next spell you cast during the effect of sonorous hum  Girling Soul Burn  Effect:  The next spell you cast during the effect of sonorous hum  Girling Soul Burn  Effect:  The next spell you cast during the effect of sonorous hum  Girling Soul Burn  Effect:  Undead touched temporarily acts as if it were alive and volumed to the speak with Dead  Effect:	19 19 19 19 19 19 19 19 19 19 19 19 19	See text  None  damage.  Will negates [harmless]  N/A  quires concentration to Fortitude half  6 dd4] to evil creature [will negates le as if it weren't undear Will negates; see text	action  1 standard Permanent action  1 standard Instantaneous action  1 standard 1 hour/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 minute/level [D] action  1 standard 1 round; see text action  2 except undead or other souless creatures], if an except undea	Target: One creatur than 30 ft. apart Touch Target: One human Medium (200 ft.) Target: Ray Close (50 ft.) Target: One creatur than 30 ft. apart Personal Target: You Medium (200 ft.) Target: One charactivil Touch Target: Undead creature to ft.	ve/level, no V,S,F iod skull V,S V,S V,S V,S,DF ter V,S ature touch V,S,DF reature V,S,M	two of which are more  No  Yes  Yes [harmless]  two of which are more  N/A  No  Yes  ued  No	Caster Level: 10 Necromancy Caster Level: 10 Evocation Caster Level: 10 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Evocation Caster Level: 10 Necromancy Caster Level: 10 Necromancy Language-Depen	SC: Pg.191 SC: Pg.191 SC: Pg.194 SC: Pg.196 FH.P: pg.37 SC: Pg.196

				Cleric Spells					
□□□□□**Stone Shape	19	None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.			action		Target: Stone or sto	ne object to	ouched, up to 10 cu. ft.	Caster Level: 10	
□□□□□ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.284
Effect: Sculpts stone into any shape.					Target: Stone or sto +1 cu. ft./level	ne object to	ouched, up to 10 cu. ft.	Caster Level: 10	
□□□□□ Summon Monster III  Effect:	19	None	1 round	1 round/level [D]			d creatures, no two of	Conjuration (Summoning) Caster Level: 10	PHB: pg.286
Calls extraplanar creature to fight for you.  Suppress Glyph	19	Will negates [object]	1 standard action	1 minute/level	which can be more 100 ft.	V,S	Yes [object]	Abjuration	SC: Pg.216
Effect: Gain enhanced awareness of magical writing such as a gl	lyph of	warding; see text. See text	1 atondord	1 round/3 levels	Target: 100-ftradiu		n centered on you	Caster Level: 10 Evocation [Earth]	SC: Da 222
□□□□□ Tremor Effect:	13	OCC TOXE	action	1 Touridge Tevels	Target: 40-ftradius		110	Caster Level: 10	00. T g.220
Disrupts concentration; see text.	19	Will negates	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration	SC: Pg.229
Effect:	L:114 . £-	[harmless]	action		Target: Living create	ure touched		(Healing) Caster Level: 10	,
Same as lesser vigor except it grants target fast healing a	19	Will negates [harmless]		10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as lesser vigor except it grants all targets fast healii	ng abilit 19	ty for the duration of the N/A	1 standard	p automatically healed per round. 1 round/level	more than 30 ft. apa Personal		no two of which can be	Caster Level: 10 Transmutation	SC: Pg.231
Effect: Your form becomes more like your deity's; see text			action		Target: You			Caster Level: 10	
Wall of Light	19	None	1 standard action	1 minute/level [D]	Close (50 ft.)	V,S,M	Yes; see text	Evocation [Light]	SC: Pg.234
Effect: Any creature passing through the wall becomes dazzled.  """ Water Breathing	You car	n see through the wall; : Will negates		2 hours/level; see text	Target: A straight was square/level or hem Touch	i/sphere 5 f	rea is up to one 10-ft. t./2 levels Yes (harmless)	Caster Level: 10 Transmutation	PHB: pg.300
Effect:		(harmless)	action		Target: Living create		,	Caster Level: 10	
Subjects can breathe underwater.  QQQQQ	19	Will negates		10 minutes/level [D]	Touch		Yes (harmless)	Transmutation	PHB: pg.300
Effect: Subject treads on water as if solid.		(harmless)	action		Target: One toucher	d creature/le	evel	[Water] Caster Level: 10	
□□□□□ Weapon of Energy	19	Fortitude negates [harmless,object]	1 standard	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: Pg.236
Effect: Adds additional damage; see text.		(			Target: One weapon	n		Caster Level: 10	
□□□□□Weapon of Impact	19	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]		SC: Pg.237
Effect: Double threat range of weapon.	19	Fortitude negates	1 standard	1 round/level	Target: One bludger projectiles [all of wh Touch	oning weap ich must be V,DF	on or fifty blunt touching] Yes [harmless,object]	Caster Level: 10	SC: Pg.237
□□□□□ Weapon of the Deity  Effect:	19	[harmless,object]	action	i Tourid/level	Target: Weapon tou		res [narmiess,object]	Caster Level: 10	30. Fg.237
Imbue a weapon favored by your deity with special enhan	cement	ts and abilities. See text None; see text		1 round/level	Medium (200 ft.)		Yes	Evocation [Air]	PHB: pg.302
Effect:			action		Target: Wall up to 1			Caster Level: 10	
			action	I EV/EL 1				Caster Level: 10	
Effect:	DC	Saving Throw	action	LEVEL 4	Target: Wall up to 1			School	Source
Effect: Deflects arrows, smaller creatures, and gases.  Name  Air Walk	<b>DC</b> 20	Saving Throw None	Time		Target: Wall up to 1 [S]  Range Touch	O ft./level lo  Comp. V,S, DF	ng and 5 ft./level high  Spell Resistance  Yes (harmless)	School Transmutation [Air	
Effect: Deflects arrows, smaller creatures, and gases.  Name DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20	None	Time 1 standard action	<b>Duration</b> 10 minutes/level	Target: Wall up to 1 [S]  Range Touch  Target: Creature [G.	Comp. V,S, DF argantuan c	Spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 10	·]PHB: pg.196
Effect: Deflects arrows, smaller creatures, and gases.  Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance	20	None N/A	Time 1 standard action 1 swift action	Duration	Target: Wall up to 1 [S]  Range Touch	O ft./level lo  Comp. V,S, DF	ng and 5 ft./level high  Spell Resistance  Yes (harmless)	School Transmutation [Air	
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Air Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis	20 20 stance o	None N/A	Time 1 standard action 1 swift action	<b>Duration</b> 10 minutes/level	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.)	Comp. V,S, DF argantuan c	Spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation)	·]PHB: pg.196
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis	20 20 stance o	N/A  of one specific creature.  N/A  re natural healing can o  Will negates	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard 1 st	Duration 10 minutes/level 1 round/level	Target: Wall up to 1 [S]  Range Touch Target: Creature [G: Personal Target: You	Comp. V,S, DF argantuan c	spell Resistance Yes (harmless) or smaller] touched	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration	PHB: pg.196  SC: Pg.17  SC: Pg.17
Name Array Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resistance  Effect: On the Astral Plane this spell opens a portal to a demiplar	20 stance of 20 ne when 20	N/A of one specific creature. N/A re natural healing can o Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a	Comp. V,S, DF argantuan o V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10	PHB: pg.196  SC: Pg.17  SC: Pg.17
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice  Effect: On the Astral Plane this spell opens a portal to a demiplar  Blessing of the Righteous	20 stance of 20 ne when 20	None  N/A  of one specific creature. N/A  re natural healing can o will negates (harmless)  holy damage, weapons Will negates	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard action are conside 1 standard 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level	Target: Wall up to 1 [S]  Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft.	Comp. V,S, DF argantuan o V,S,M	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good]	PHB: pg.196  SC: Pg.17  SC: Pg.17
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice  Effect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous  Effect: You and your allies melee and ranged attacks deal an ext	20 stance of 20 ne when 20 ara 1d6	None  N/A  of one specific creature.  N/A  re natural healing can o  Will negates (harmless)  holy damage, weapons	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard action are conside	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR.	Range Touch Target: Vall up to 1 [S]  Range Touch Target: Creature [G Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you	Comp. V,S, DF argantuan o V,S,M V,S,M V,S,DF a 40-ftradio	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Assay Spell Resistance  Effect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice  Effect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous  Effect: You and your allies melee and ranged attacks deal an ext Blindsight, Greater  Effect: Grant blindsight to 30 ft.	20 stance of 20 ne when 20 ara 1d6	None  N/A  of one specific creature. N/A  re natural healing can o will negates (harmless)  holy damage, weapons Will negates	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard action are conside 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR.	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V,S, DF argantuan o V,S,M V,S,DF 40-ft,-radiu V,S	Spell Resistance Yes (harmless) or smaller] touched N/A  Ves (harmless) us burst centered on Yes [harmless]	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic]	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 20 20 20 20 20 20 20	None  N/A  of one specific creature.  N/A  re natural healing can o  Will negates (harmless)  holy damage, weapons  Will negates [harmless]  Fortitude half	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G Personal Target: You Close (50 ft.) Target: All allies in a you Touch Target: Creature tou	Comp. V.S. DF argantuan of V,S,M V.S.DF a 40-ftradia V.S uched V	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44
Name Air Walk  Effect: Subject treads on air as if solid [climb at 45-degree angle] Air Walk  Effect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice  Effect: On the Astral Plane this spell opens a portal to a demiplar Blessing of the Righteous  Effect: You and your allies melee and ranged attacks deal an ext Astral blindsight, Greater  Effect: Grant blindsight to 30 ft. Castigate  Effect: Deafen or damage foes, depending on their alignment. Deafen or damage foes, depending on their alignment.	20 stance of 20 ne when 20 tra 1d6 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard action 1 standard action	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: Creature tou	Comp. V,S, DF argantuan of V,S,M V,S,DF a 40-ftradiu V,S uched V burst cente	Spell Resistance Yes (harmless) or smaller] touched N/A  Ves (harmless) us burst centered on Yes [harmless]	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic]	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32
Name	20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates	Time 1 standard action  1 swift action  1 standard action  1 standard action  ccur. 1 standard action  are conside 1 standard action  1 standard action  See text	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Creature [G Personal Target: You Close (50 ft.) Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text	Comp. V,S, DF argantuan of V,S,M V,S,DF a 40-ftradiu V,S uched V burst cente	Spell Resistance Yes (harmless) or smaller] touched N/A N/A Yes (harmless) us burst centered on Yes [harmless] Yes	School Transmutation [Air Caster Level: 10 Divination Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing)	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44
Name	20 20 stance of 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action ccur. 1 standard action are conside 1 standard action 1 standard action  See text 1 minute	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous	Range Touch Target: Vall up to 1 [S]  Range Touch Target: Creature [G Personal Target: You Close (50 ft.) Target: All allies in a you Touch Target: Creature tou 10 ft. Target: 10-ft. radius See text Target: One creatur Personal	Comp. V,S,DF argantuan o V,S,M V,S,DF a 40-ftradio V,S uched V burst cente V,S e	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Abjuration	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106
Name	20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 reconside 1 standard action 2 standard action 1 standard action 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (800 ft.) Target: Water in a v level [S]	Comp. V,S,DF argantuan of V,S,DF a 40-ftradia V,S burst cente V,S V,S,M V,S,M V,S,M DF Olume of 10	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Transmutation [Water] Caster Level: 10 Transmutation [Water]	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214
Name	20 l. 20 c.	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 reconside 1 standard action 2 standard action 1 standard action 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous Instantaneous 1 hour/level [D]	Range Touch Target: Creature [G Personal Target: You Close (50 ft.) Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (800 ft.) Target: Water in a you	Comp. V.S. DF argantuan of V,S V,S,M V,S,DF a 40-ftradiu V,S uched V burst cente V,S e V,S,M V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Transmutation Caster Level: 10 Transmutation	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52
Name	20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 standard action 3 reconside 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 standard	Duration 10 minutes/level 1 round/level 24 hours/level 1 round/level ered good-aligned for overcoming DR. 1 minute/level Instantaneous 1 hour/level [D] 10 minutes/level [D]	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (800 ft.) Target: Water in a v level [S] Touch	Comp. V.S. DF argantuan of V,S V,S,M V,S,DF a 40-ftradiu V,S uched V burst cente V,S e V,S,M V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10 Abjuration Caster Level: 10 Transmutation [Water] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Conjuration (Hoeling)	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214
Name	20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless) holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time 1 standard action 1 swift action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 5 see text 1 minute 1 standard action 1 standard action 1 standard action 1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 round/level 10 minutes/level 10 minutes/level 10 minutes/level 10 minutes/level	Range Touch Target: Creature [G Personal Target: You Close (50 ft.) Target: All allies in a you Touch Target: One creature Personal Target: One creature Target: You Long (800 ft.) Target: Water in a v level [S] Touch	Comp. V,S, DF argantuan o V,S,M V,S,DF a 40-ftradio V,S uched V V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Transmutation [Water] Caster Level: 10 Conjuration (Healing) Caster Level: 10	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215
Name	20 20 20 20 20 20 20 20	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text	Time 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 2 ccur. 1 standard action 3 re conside 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 round/level 10 minutes/level 10 minutes/level 10 minutes/level 10 minutes/level	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: One creature Personal Target: You Long (800 ft.) Target: Water in a vievel [S] Touch Target: Creature tou	Comp. V,S, DF argantuan o V,S,M V,S,DF a 40-ftradio V,S uched V V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Abjuration Caster Level: 10 Transmutation Water] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Necromancy	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215
Name	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  are conside  1 standard action  1 standard action  2 standard action  1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 24 hours/level 11 round/level 25 gred good-aligned for overcoming DR. 26 Instantaneous 27 Instantaneous 28 Instantaneous 29 Instantaneous 20 Instantaneous 20 Instantaneous 21 hour/level [D] 21 Instantaneous 22 Instantaneous 23 Instantaneous 24 Instantaneous 25 Instantaneous 26 Instantaneous 27 Instantaneous 28 Instantaneous 28 Instantaneous 29 Instantaneous 20 Instantaneous 20 Instantaneous 21 Instantaneous 21 Instantaneous 22 Instantaneous 23 Instantaneous 24 Instantaneous 25 Instantaneous 26 Instantaneous 27 Instantaneous 28 Instantaneous 28 Instantaneous 29 Instantaneous 20 Instantaneous 20 Instantaneous 21 Instantaneous 21 Instantaneous 21 Instantaneous 22 Instantaneous 23 Instantaneous 24 Instantaneous 25 Instantaneous 26 Instantaneous 27 Instantaneous 28 Instantaneous 28 Instantaneous 28 Instantaneous 29 Instantaneous 20 Instantaneous 20 Instantaneous 20 Instantaneous 21 Instantaneous 21 Instantaneous 21 Instantaneous 22 Instantaneous 23 Instantaneous 24 Instantaneous 25 Instantaneous 26 Instantaneous 26 Instantaneous 27 Instantaneous 28 Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (800 ft.) Target: Water in a v lievel [S] Touch Target: Creature tou Touch Target: Creature tou Medium (200 ft.) Target: Ray	Comp. V,S, DF argantuan of V,S V,S,M  V,S,DF a 40-ftradia V,S uched V V,S,M  V,S,M/DF olume of 10 V,S uched V,S,DF ure touched V,S	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Water) Conjuration (Healing) Caster Level: 10 Conjuration Caster Level: 10 Conjuration Conjuration Conjuration Caster Level: 10 Necromancy Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217  PHB: pg.221
Name	20 20 20 20 20 20 cts.	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time  1 standard action  1 swift action  1 standard action  1 standard action  1 standard action  are conside  1 standard action  1 standard action  2 standard action  1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 12 round/level 12 round/level 13 round/level 14 round/level 15 round/level 16 round/level 17 round/level 18 round/level 18 round/level 19 round/level 19 round/level 10 round/level 10 round/level 10 round/level 10 round/level 10 round/level 10 round/level 11 round/level	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (800 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Medium (200 ft.) Target: Ray Close (50 ft.)	Comp. V.S. DF argantuan of V,S. V.S.M  V.S.DF a 40-ftradiu V.S  uched V.S.M  V.S.M/DF  V.S.M/DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per text Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation [Water] Conjuration (Healing) Caster Level: 10 Conjuration Caster Level: 10 Necromancy Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Divination	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217
Name	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None  N/A  of one specific creature. N/A  re natural healing can o Will negates (harmless)  holy damage, weapons Will negates [harmless]  Fortitude half  Will negates (harmless)  N/A  None; see text  Will half (harmless); see text  Will negates (harmless)	Time 1 standard action 1 swift action 1 standard action 1 standard action 2 ccur. 1 standard action 2 standard action 3 standard action 1 standard action 2 standard action 1 standard action	Duration 10 minutes/level 11 round/level 24 hours/level 11 round/level 24 hours/level 11 round/level 25 gred good-aligned for overcoming DR. 26 Instantaneous 27 Instantaneous 28 Instantaneous 29 Instantaneous 20 Instantaneous 20 Instantaneous 21 hour/level [D] 21 Instantaneous 22 Instantaneous 23 Instantaneous 24 Instantaneous 25 Instantaneous 26 Instantaneous 27 Instantaneous 28 Instantaneous 28 Instantaneous 29 Instantaneous 20 Instantaneous 20 Instantaneous 21 Instantaneous 21 Instantaneous 22 Instantaneous 23 Instantaneous 24 Instantaneous 25 Instantaneous 26 Instantaneous 27 Instantaneous 28 Instantaneous 28 Instantaneous 28 Instantaneous 29 Instantaneous 30 Instantaneous 31 Instantaneous 41 Instantaneous 42 Instantaneous 43 Instantaneous 44 Instantaneous 45 Instantaneous 46 Instantaneous 47 Instantaneous 47 Instantaneous 48 Instantaneous	Range Touch Target: Creature [G: Personal Target: You Close (50 ft.) Target: See text 40 ft. Target: All allies in a you Touch Target: 10-ft. radius See text Target: 10-ft. radius See text Target: One creatur Personal Target: You Long (800 ft.) Target: Water in a v level [S] Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou Touch Target: Living creatur Medium (200 ft.) Target: Ray Close (50 ft.)	Comp. V.S. DF argantuan of V,S. V.S.M  V.S.DF a 40-ftradiu V.S  uched V.S.M  V.S.M/DF  V.S.M/DF	Spell Resistance Yes (harmless) or smaller] touched N/A  N/A  Yes (harmless) us burst centered on Yes [harmless]  Yes ered on you Yes (harmless)  N/A  No O-ft. by 10-ft. by 2-ft. per Yes (harmless); see text  Yes (harmless)	School Transmutation [Air Caster Level: 10 Divination Caster Level: 10 Conjuration (Teleportation) Caster Level: 10 Evocation [Good] Caster Level: 11 Transmutation Caster Level: 10 Evocation [Sonic] Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Healing) Caster Level: 10 Transmutation [Water] Conjuration (Healing) Caster Level: 10 Conjuration Caster Level: 10 Necromancy Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Abjuration Caster Level: 10 Divination	PHB: pg.196  SC: Pg.17  SC: Pg.17  PHB II: pg.104  SC: Pg.32  SC: Pg.32  SC: Pg.44  PHB II: pg.106  SC: Pg.52  PHB: pg.214  PHB: pg.215  PHB: pg.217  PHB: pg.221

				Cleric Spells					
□□□□ Dismissal	20	Will negates; see text	1 standard Ir		Close (50 ft.)	V,S, DF	Yes	Abjuration	PHB: pg.222
Effect: Forces a creature to return to native plane.			dollori		Target: One extrapl	anar creatu	re	Caster Level: 10	
Divination  Effect:  Provides useful advice for specific proposed actions.	20	None	10 minutes Ir	nstantaneous	Personal Target: You	V,S,M	No	Divination Caster Level: 10	PHB: pg.224
Divine Power	20	None	1 standard 1 action	round/level	Personal  Target: You	V,S, DF	No	Evocation  Caster Level: 10	PHB: pg.224
You gain attack bonus, +6 to Str, and 1 hp/level.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20	None		Intil used [max 1 hour/level]	Personal  Target: You	V,S	No	Abjuration  Caster Level: 10	FH.P: pg.36
Damage dealt by evil sources deal 50% less, total damage and. Any damage that would end the spell by exceeding the property of		still affected fully. Will negates	1 standard 1	el, after the limit is reached the spell w 0 minutes/level	Personal or touch	V,S,M, DF	Yes (harmless)	Abjuration	PHB: pg.233
Effect:		(harmless)	action		Target: You or crea	ture touche	d	Caster Level: 10	
Subject moves normally despite impediments.	20	None	1 standard 1 action	minute/level	Close (50 ft.)	V,S, DF	Yes	Transmutation	PHB: pg.235
Effect: Turns centipedes, scorpions, or spiders into giant vermin.					Target: Up to three more than 30 ft. apa		wo of which can be	Caster Level: 10	
□□□□ Glowing Orb	20	None	1 standard P action	ermanent	Touch	V,S,F	No	Evocation [Light]	SC: Pg.106
Effect: Makes a light source in a globe; see text	00	Forth Income		La affa al	Target: Magical, co	_		Caster Level: 10	00 D: 400
□□□□□□ Hand of the Faithful  Effect: Immobile zone of warding that is permeable to those of yo	20	Fortitude negates		hour/level		V,S,DF s emanation	Yes centered on a point in	Abjuration [See text] Caster Level: 10	SC: Pg.109
enter or exit.	20	-		round/2 levels	Close (50 ft.)	V,S	Yes (harmless)	Conjuration	PHB II: pg.114
UDDD Healing Spirit  Effect:  Create a spirit that heals with positive energy 1dR (undeed			action		Target: One conjure			(Healing) Caster Level: 10	Pg. 17
Create a spirit that heals with positive energy 1d8 [undead*Holy Smite	are de			nstantaneous [1 round]; see text	Medium (210 ft.)	V,S	Yes	Evocation [Good]	PHB: pg.241
Effect: Damages and blinds evil creatures.			action		Target: 20-ftradius	burst		Caster Level: 11	
Holy Transformation, Lesser	20	N/A	1 standard 1 action	round/level [D]	Personal  Target: You	V,S,DF	N/A	Transmutation [Good] Caster Level: 11	SC: Pg.116
Change to good outsider, gain abilities of protectar [minatu	ires po 20	j.66]. Fortitude partial	1 standard Ir	nstantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold]	SC: Pg.118
Effect:		·	action		Target: One creatur	re		Caster Level: 10	-
Deals 1d6 per caster level [max 10d6] and becomes fatigu	ed. Sa 20	Will negates		ue. ermanent until discharged [D]	Touch	V,S, DF	Yes (harmless)	Evocation	PHB: pg.243
Effect:		(harmless)			Target: Creature to	uched; see	ext	Caster Level: 10	
Transfer spells to subject.	20	Will half	1 standard Ir action	nstantaneous	Touch  Target: Creature to	V,S	Yes	Necromancy  Caster Level: 10	PHB: pg.244
Touch attack, 4d8 +1/level [max +20] damage	20	Will negates	1 standard 1	minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SC: Pg.125
□□□□□Iron Bones  Effect:	20	[harmless]	action	THIRITION OF THE PARTY OF THE P	Target: Corporeal u			Caster Level: 10	00.1 g.120
Skeleton changes to Iron; grants +5 to natural armor AC.	20	Will negates	1 standard 1	minute/level	Touch	V,S,DF	Yes	Abjuration	SC: Pg.131
Effect:			action		Target: Creature to	uched		Caster Level: 10	
Subject becomes immune to the effects of positive energy:	20	ext. Will negates (harmless, object)	1 standard 1 action	hour/level	Close (50 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1/4 levels [max +5] bonus.		(narmiess, object)	action		Target: One weapo must be in contact v casting!	n or fifty pro with each of	jectiles [all of which her at the time of	Caster Level: 10	
□□□□ Make Manifest	20	Will negates	1 standard 1 action	round/level	Close (50 ft.)	V,S,M	Yes	Transmutation	SC: Pg.137
Effect: Cause one creature on a coexistant plane to appear on yo	ur plar	ne; see text.			Target: One creatur	re		Caster Level: 10	
□□□□ Moon Bolt  Effect:	20	Fortitude half[living] Will negates[undead]	action		Long (800 ft.)  Target: One living of	V,S or undead cr	Yes eature, or two living or	Evocation  Caster Level: 10	SC: Pg.143
Bolt unerringly strikes dealing 1d4 Str damage per three ca	aster le 20	evels [max 5d4]. Undead	1 Ir immediate	nelpless for 1d4 rounds; see text.	undead creatures, t Personal	hat are <15 V,DF	ft. apart	Abjuration	PHB II: pg.120
Effect:			action		Target: You			Caster Level: 10	
You cast mystic aegis immediately when you are targeted DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	by a h 20	ostile spell. You gain Sp N/A	1 standard 1		Personal	V,S	N/A	Necromancy	SC: Pg.146
Effect: Living creatures within 10 ft. lose 1 hp/3 caster level [max 8]	5] 000	n round	action		Target: 10-ftradius	emanation		Caster Level: 10	
Living creatures within 10 ft. lose 1 np/3 caster level [max : 	20	Will negates (harmless, object)	1 standard 1 action	0 minutes/level	Touch  Target: Creature or		Yes (harmless, object)	Conjuration (Healing) Caster Level: 10	PHB: pg.257
	on sub		1 standard Ir	nstantaneous	touched Touch	V,S	Yes [harmless]	Conjuration Conjuration	SC: Pg.152
Immunizes subject against poison, detoxifies venom in or o	20					.,_		(Healing) Caster Level: 10	
□□□□□ Panacea  Effect:	20	see text	action		Target: Creature to	uched		Oddier Ecver. 10	
□□□□□ Panacea  Effect:  Removes most conditions; see text.	20			nstantaneous	Target: Creature to Close (50 ft.)	v,S, DF, XP	No	Conjuration (Calling) [See	PHB: pg.261
□□□□□ Panacea  Effect: Removes most conditions; see text. □□□□□ Planar Ally, Lesser  Effect:	20	None		nstantaneous	Close (50 ft.)	V,S, DF, XP	No r outsider of 6 HD or	Conjuration	PHB: pg.261
□□□□□ Panacea  Effect: Removes most conditions; see text. □□□□□ Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the deity: □□□□□ Planar Exchange, Lesser	20	None	10 minutes Ir	nstantaneous round/level [D]	Close (50 ft.)  Target: One called	V,S, DF, XP elemental o		Conjuration (Calling) [See Text]	PHB: pg.261 SC: Pg.159
☐☐☐☐☐ Panacea  Effect: Removes most conditions; see text. ☐☐☐☐☐ Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the deity: ☐☐☐☐☐ Planar Exchange, Lesser  Effect: Call a celestial creature see list; see text	20 s choic	None ce of 6 HD or less.	10 minutes Ir 1 round 1		Close (50 ft.)  Target: One called less 0 ft.	V,S, DF, XP elemental o	r outsider of 6 HD or	Conjuration (Calling) [See Text] Caster Level: 10 Conjuration (Calling)	
Panacea  Effect: Removes most conditions; see text. Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the deity: Planar Exchange, Lesser  Effect: Call a celestial creature see list; see text	20 s choic 20	None De of 6 HD or less. None	10 minutes Ir 1 round 1	round/level [D]	Close (50 ft.)  Target: One called eless 0 ft.  Target: One called eless 1 ft.	V,S, DF, XP elemental o V,S,DF creature V	r outsider of 6 HD or No Yes [harmless]	Conjuration (Calling) [See Text] Caster Level: 10 Conjuration (Calling) Caster Level: 10	SC: Pg.159
Panacea  Effect: Removes most conditions; see text. Planar Ally, Lesser  Effect: Your deity sends you an elemental or outsider of the deity: Planar Exchange, Lesser  Effect: Call a celestial creature see list; see text Planar Tolerance  Effect: Cain temporary respite from the natural effects of a specific	20 s choic 20 20	None ce of 6 HD or less. None	10 minutes Ir 1 round 1 1 immediate action	round/level [D] hour/level	Close (50 ft.)  Target: One called less 0 ft.  Target: One called 120 ft.	V,S, DF, XP elemental o V,S,DF creature V	r outsider of 6 HD or No Yes [harmless]	Conjuration (Calling) [See Text] Caster Level: 10 Conjuration (Calling) Caster Level: 10 Abjuration	SC: Pg.159
### Panacea  Effect: Removes most conditions; see text.	20 s choic 20 20	None  ce of 6 HD or less.  None  None	10 minutes Ir 1 round 1 1 immediate action	round/level [D] hour/level	Close (50 ft.)  Target: One called less 0 ft.  Target: One called to 20 ft.  Target: One creature centered on you	V,S, DF, XP elemental o V,S,DF creature V re/level in a V,S, DF	r outsider of 6 HD or No Yes [harmless] 20-ft. radius burst	Conjuration (Calling) [See Text] Caster Level: 10 Conjuration (Calling) Caster Level: 10 Abjuration	SC: Pg.159 SC: Pg.159
### Panacea  ##################################	20 s choice 20 20	see text  None  De of 6 HD or less.  None  None  E.  Fortitude negates; see	10 minutes Ir 1 round 1 1 immediate action 1 standard Ir	round/level [D] hour/level sstantaneous; see text	Close (50 ft.)  Target: One called less 0 ft.  Target: One called to the called the call	V,S, DF, XP elemental o V,S,DF creature V re/level in a V,S, DF	r outsider of 6 HD or No Yes [harmless] 20-ft. radius burst	Conjuration (Calling) [See Text] Caster Level: 10 Conjuration (Calling) Caster Level: 10 Abjuration Caster Level: 10 Necromancy	SC: Pg.159 SC: Pg.159

				Cleric Spells					
⊒□□□□ Recitation	20	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SC: Pg.170
ffect: Allies gain +2 [or +3 for worshipers] on attacks and save	es, and e	nemies suffer -2.	action		Target: All allies and centered on you.	d foes withi	in a 60 ftradius burst	Caster Level: 10	
Renewed Vigor	20	Fortitude negates (harmless)	1 standard action	Instantaneous; see text	30 ft.	V,S	Yes (harmless)	Transmutation	PHB II: pg.123
ffect: Remove the fatigued condition from all creatures in areaster level.	a, and ex		ome fatigued	I. +2 bonus to Constitution for 1 round po	Target: 30-ftradius er	- burst cen	tered on you	Caster Level: 10	
Repel Vermin	20	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V,S, DF	Yes	Abjuration	PHB: pg.271
ffect: Insects, spiders, and other vermin stay 10 ft. away.	00	MCII	4 -1 - 1 - 1	041	Target: 10 ft. radius		•	Caster Level: 10	00 0 474
I⊔⊔⊔⊔Resistance, Greater	20	Will negates [harmless]	1 standard action	24 nours	Touch  Target: Creature to		Yes [harmless]	Abjuration  Caster Level: 10	SC: Pg.174
As resistance, except you grant the subject +3 resistance Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
ffect: Restores level and ability score drains.  DDDDDRRevenance	20	None; see text		1 minute/level	Target: Creature to	V,S,DF	Yes [harmless]	Caster Level: 10 Conjuration	SC: Pg.175
ffect: Brings an ally back to life for duration of spell; see text.			action		Target: Dead ally to			(Healing) Caster Level: 10	D. 10
IDDDD Sending  Iffect: Delivers short message anywhere, instantly.	20	None	10 minutes	1 round/level; see text	See text  Target: One creature	V,S,M/DF e	No	Evocation  Caster Level: 10	PHB: pg.275
□□□□□ Shadowblast	20	Fort negates	1 standard action	Insta	Long (800 ft.)  Target: 20-ftradius	V,S,M spread	Yes	Evocation [Light]  Caster Level: 10	SC: Pg.186
Creatures stunned for 1d6 rounds; natives of shadow vi	ulnerable 20	take damage; see text Will negates		1 minute/level	Close (50 ft.)	V,S,M	Yes [harmless]	Abjuration	SC: Pg.188
□□□□□Shield of Faith, Mass  ##################################	20	[harmless]	action	Timide/icvol			two of which are more	Caster Level: 10	00.1 g.100
As shield of faith, except it affects multiple creatures.	20	Fortitude half	1 standard	Instantaneous	than 30 ft. apart	V,S	Yes	Evocation [Sonic]	SC: Pg.196
Effect:			action		Target: One creatur			Caster Level: 10	- g
Deals 1d8 per caster level [max 10d8].	20	Will negates	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 2 spells, up to 4th-level spells.	_0	(harmless)	action	<del>-</del>	Target: Creature to			Caster Level: 10	rg32
Spell Vulnerability  Spell Vilnerability  Spell vilnerability  Spell vilnerability  Spell vilnerability	20	Fortitude negates		1 minute/level	Close (50 ft.)  Target: One creature	V,S e	No	Transmutation Caster Level: 10	SC: Pg.200
Reduces subjects spell resistance by 1 per caster level	20	Reflex partial		1 hour/level [D]	Medium (200 ft.)  Target: 20-ft. square	V,S, DF	Yes	Transmutation [Earth] Caster Level: 10	PHB: pg.283
Creatures in area take 1d8 damage, may be slowed.	20	See text	1 immediate	Instantaneous	Close (50 ft.)	V	Yes	Abjuration	PHB II: pg.126
iffect: You cast this spell to distract another creature. Target n	nust mak	e a concentration chec	action	our key ability + the level of the spell bein	Target: One creatur	e casting a	spell	Caster Level: 10	
ast.	20	None	1 round	Concentration, up to 1 round/level + 1	Close (50 ft.)	V,S,DF	No	Conjuration	SC: Pg.214
Effect:				round	Target: One summo	oned archo	n hound	(Summoning) [Good, Lawful] Caster Level: 11	J
Summons a hound archon [MM 16]; see text	20	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.286
Effect: Calls extraplanar creature to fight for you.	00	NACH	A star land	40	which can be more	than 30 ft.		Caster Level: 10	DUD COA
□□□□□ Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch  Target: Creature to	V, M/DF uched	No	Divination  Caster Level: 10	PHB: pg.294
Speak any language.	20	See text	1 standard action	10 minutes/level	Close (50 ft.)	V,S,M/DF		Abjuration [Good]	SC: Pg.233
<pre>#ffect: +2 to AC and saves, counter mind control, hedge out ostile side.</pre>	t element	tals and outsiders in 10	O-ft. radius a	and 10 minutes/level from the designate			area is up to one 10-ft. ft./2 levels	Caster Level: 11	
□□□□ Wall of Law	20	See text	1 standard action	10 minutes/level	Close (50 ft.)	V,S,M/DF		Abjuration [Law]	SC: Pg.234
<pre>#ffect: +2 to AC and saves, counter mind control, hedge out ostile side.</pre>	t element	tals and outsiders in 10	O-ft. radius a	and 10 minutes/level from the designate			area is up to one 10-ft. ft./2 levels	Caster Level: 10	
Sound Stade.  Grant Stade.  Gr	20	None	1 standard action	Concentration +1 round/level	Medium (200 ft.)			Conjuration (Creation) [Earth] Caster Level: 10	SC: Pg.235
Creates a churning wall of sand.					square/level [S]	all whose a	area is up to one 10-ft.	Caster Lever: 10	
Name	DC	Saving Throw	Time	LEVEL 5	Range	Comp.	Spell Resistance	School	Source
Atonement	21	None	1 hour	Instantaneous	Touch	V,S,M,F, DF, XP	Yes	Abjuration	PHB: pg.201
ffect: Removes burden of misdeeds from subject. □□□□□ Aura of Evasion	21	No		1 minute/level	Target: Living creat	v,S,M,DF		Caster Level: 10 Abjuration	SC: Pg.18
Effect: You and all creatures within the area gain evasion but on Reflex saves against breath weapons.	only agai	inst breath weapons, th	action ose who hav	ve evasion or improved evasion gain a +	Target: 10-ft. radius	emanation	centered on you	Caster Level: 10	
DDDDD Blistering Radiance	21	None and Fortitude partial; see text	1 standard action	1 round/level	Long (800 ft.)  Target: 50-ftradius	V,S,M	Yes	Evocation [Fire, Light]	SC: Pg.33
						aprea0		Caster Level: 10	
All sighted creatures in area are dazzled [no save], and	take 2d6 21	Fire damage each rour See text		Instantaneous	Close (50 ft.)	V,S	No	Abjuration	PHB: pg.207
All sighted creatures in area are dazzled [no save], and Break Enchantment   iffect: Frees subjects from enchantments, alterations, curses,	21	See text	1 minute	Instantaneous Instantaneous	Close (50 ft.)  Target: Up to 1 creatother	V,S ature/level,	all within 30 ft. of each	Caster Level: 10	
All sighted creatures in area are dazzled [no save], and [additional street]. Break Enchantment street:  Frees subjects from enchantments, alterations, curses, [additional street]. Call Zelekhut	21 and petri 21	See text  ification.  None	1 minute 10 minutes		Close (50 ft.)  Target: Up to 1 crea	V,S ature/level, V,S,DF,XI	all within 30 ft. of each	-	PHB: pg.207 SC: Pg.42
All sighted creatures in area are dazzled [no save], and Dela Break Enchantment Effect: Frees subjects from enchantments, alterations, curses, Dela Call Zelekhut Effect: You recieve the aid of a Zelekhut inevitable in performing the content of th	21 and petri 21	See text  ification.  None	1 minute 10 minutes I hour.		Close (50 ft.)  Target: Up to 1 creations other  Close (50 ft.)	V,S ature/level, V,S,DF,XI	all within 30 ft. of each	Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Enchantment (Compulsion) [Language-Deper	SC: Pg.42 PHB: pg.211
All sighted creatures in area are dazzled [no save], and all colors are broad and all colors are subjects from enchantments, alterations, curses, all colors are called a Zelekhut and colors are colors and of a Zelekhut inevitable in performing a Zelekhut and Command, Greater	21 and petri 21 ng one ta	See text ification. None	1 minute 10 minutes I hour. 1 standard	Instantaneous	Close (50 ft.)  Target: Up to 1 creating Close (50 ft.)  Target: One called a Close (50 ft.)	V,S ature/level, V,S,DF,Xf zelekhut V	all within 30 ft. of each	Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Enchantment (Compulsion) [Language-Deper Mind-Affecting]	SC: Pg.42 PHB: pg.211
□□□□□Break Enchantment  Effect:  You recieve the aid of a Zelekhut inevitable in performing the command, Greater	21 and petri 21 ng one ta	See text ification. None	1 minute 10 minutes I hour. 1 standard action	Instantaneous	Close (50 ft.)  Target: Up to 1 creather Close (50 ft.)  Target: One called: Close (50 ft.)	V,S ature/level, V,S,DF,Xf zelekhut V	all within 30 ft. of each P No  Yes  o of which can be more	Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Enchantment (Compulsion) [Language-Deper Mind-Affecting]	SC: Pg.42 PHB: pg.211

				Cleric Spells					
Condemnation	21	Will negates	1 standard		Close (50 ft.)	V	Yes	Abjuration	PHB II: pg.107
iffect: Stun target outsider for one round and reduce spell resist	tance by	y 10.	action		Target: One outside	er		Caster Level: 10	
□□□□□ Crawling Darkness	21	N/A	1 round	1 minute/level [D]	Personal  Target: You	V,S,DF	N/A	Conjuration (Creation) Caster Level: 10	SC: Pg.55
Tentacles surround you but don't interfere with movem ompetence bonus to Grapple, Climb and Escape Artist of lamage.	nent or checks.	casting. They provide of the second s	concealment entacles stril	t and completely hide your features. + ke back [Your BAB + Wis] dealing 1d1	-4			Suotor Level. 10	
Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless) or Yes see text	(Healing)	PHB: pg.216
Effect: Cures 1d8 +1/level [max +25] damage for many creature		MGIIt	4	4 minute/level	than 30 ft. apart		of which can be more		CC: D- 50
Curse of III Fortune, Mass	21	Will negates	action	1 minute/level	Medium (200 ft.)  Target: Enemies in	V,S,DF a 20-ftrad	Yes ius burst	Necromancy  Caster Level: 10	SC: Pg.56
Cause -3 penalty on attack rolls, saving throws, ability ch	ecks an 21	nd skill checks to all effer None		es. 1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SC: Pg.60
Effect: If you are killed, your body is destroyed by an explosion t DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	hat dea 21	ils 1d8/level to everyone See text		1 round/level or until discharged,	Target: You Touch	V,S, DF	See text	Caster Level: 10 Abjuration [Lawful	PHB: pg.222
Effect: +4 bonus against attacks.			action	whichever comes first	Target: You and a tanother plane; or you	ou and an e	nchantment or chaotic	Caster Level: 10	
⊒⊒⊒⊒**Dispel Evil	21	See text		1 round/level or until discharged,	spell on a touched Touch		object See text	Abjuration [Good]	PHB: pg.222
Effect: +4 bonus against attacks.			action	whichever comes first	plane; or you and a	n enchantm	creature from another ent or evil spell on a	Caster Level: 11	
Dispel Evil	21	See text		1 round/level or until discharged,	touched creature of Touch	v,S, DF	See text	Abjuration [Good]	PHB: pg.222
Effect: +4 bonus against attacks.			action	whichever comes first	plane; or you and a	n enchantm	creature from another ent or evil spell on a	Caster Level: 11	
Disrupting Weapon	21	Will negates (harmless, object); see text		1 round/level	touched creature of Touch	V,S	Yes (harmless, object)	) Transmutation	PHB: pg.223
Effect: Melee weapon destroys undead.		.ont			Target: One melee	weapon		Caster Level: 10	
Divine Agility	21	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SC: Pg.69
Effect: Grants +10 enhancement to Dex.					Target: Living creat			Caster Level: 10	
Doomtide	21	Will negates	1 standard action	1 round/level	80 ft.  Target: Eight 10-ft.		Yes anding straight from you	Illusion (Pattern)  Caster Level: 10	SC: Pg.70
Creatures must save or be dazed for 1 round. Mist obscu	ires vision 21	on to 5 ft. See text	1 standard	1 round/level	Personal	V,S,M/DF		Evocation	SC: Pg.72
Effect:			action		Target: You			Caster Level: 10	=
Gain a true dragons breath weapon attack; see text	21	Reflex partial	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes	Transmutation [Fire]	SC: Pg.75
Effect: Deals 4d6 from impact and 3d6 fire [no save], must make	e a save	or be knocked prone.	aoudii		Target: 20-ftradius	spread		Caster Level: 10	
□□□□ Etherealness, Swift	21	Will negates	1 swift action	1 round	Close (50 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
Effect: Subject becomes ethereal until the end of it's next turn.	21	Defley helf	1 otor !	Instantaneous	Target: One willing		Voc	Caster Level: 10	DUD: no 224
□□□□□ Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (200 ft.)  Target: Cylinder 10		Yes	Evocation [Fire]  Caster Level: 10	PHB: pg.231
Smite foes with divine fire for 1d6/level [max 15d6] dama:	ge. 21	See text	24 hours	Instantaneous	Touch	V,S,M, DF	See text	Evocation [Good]	PHB: pg.238
Effect: Designates location as holy.							from the touched point		
Incorporeal Nova	21	Will negates	1 standard action	Instantaneous	Medium (200 ft.)		Yes	Necromancy [Death]	SC: Pg.121
Effect: The spell destroys 1d4/caster level [max 20d4] HD worth		tures. Will half	1 etandari	Instantaneous	Target: 50-ftradius	burst V,S	Yes	Caster Level: 10 Necromancy	DUB: no 244
□□□□□ Inflict Light Wounds, Mass	21	vviii Hail	1 standard action	mistalitalieuus	Close (50 ft.)  Target: 1 creature/l		Yes of which can be more		PHB: pg.244
Deals 1d8 +1/level damage to many creatures.	21	None	1 round	1 minute/level	than 30 ft. apart Long (800 ft.)		No No	Conjuration	PHB: pg.244
Effect:					Target: One swarm	of locust/pe	er 3 levels, each of	(Summoning) Caster Level: 10	
Locust swarms attack creatures.	21	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB II: pg.115
Effect: Living creature healed 5d4 +1 per two caster levels [max	+12] aı			failed save undead take an extra 5 poin	Target: Creature to ts	uched		Caster Level: 10	
of damage from a weapon that overcomes DR/good.	21	Will negates	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.131
Effect: Subjects become immune to all death spells, magical dea	ath effe	[harmless]	action	eneray effects; see text	Target: Living creat	ure touched	I	Caster Level: 10	
□□□□ Magic Convalescence	21	None		1 round/level	20 ft.	V,S,M	No	Conjuration (Healing)	PHB II: pg.118
Effect: Whenever a creature, including you casts a spell cast wit					Target: 20-ftradius		·	Caster Level: 10	DUD II: 440
□□□□□ Mana Flux	21	None	1 standard action	1 round/level	Medium (200 ft.)		No centered on a point in	Abjuration  Caster Level: 10	PHB II: pg.119
20% spell failure for any creature trying to cast a spell, u lo spell completion items such scrolls.		•			asspace				
□□□□□ Mark of Justice  Effect:	21	None	10 minutes	Permanent;see text	Touch  Target: Creature to	V,S, DF uched	Yes	Necromancy  Caster Level: 10	PHB: pg.252
Designates action that will trigger curse on subject.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	21	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
Effect: Your next successful melee attack deal 1d6 + 1d6/4 cas	ster leve			es take half the damage ISR applies ar	Target: Your melee	weapon		Caster Level: 10	
Reflex for half of that].	21	Will negates	1 standard	Instantaneous	Touch	V,S,F	Yes	Conjuration	PHB: pg.262
Effect:			action		Target: Creature to	uched, or up	o to eight willing	(Teleportation) Caster Level: 10	
As many as eight subjects travel to another plane.  Radiance	21	None	1 standard action	1 round/level [D]; see text	creatures joining ha	V,S,DF	No	Evocation [Good, Light]	PHB II: pg.122
Effect: Undead are dazzled by illumination for the duration they:	are in th	ne area and 1d6 rounds	after they le	ave. Illuminate as daylight spell.	Target: 60-ftradius	emanation	centered on you	Caster Level: 11	

				Cleric Spells					
Raise Dead	21	None; see text	1 minute	Instantaneous	Touch \	/,S,M, DF	Yes (harmless)	Conjuration	PHB: pg.268
Effect:  Restores life to subject who died as long as 1 day/level as	70				Target: Dead creature	e touched		(Healing) Caster Level: 10	
Revivify  Effect:	21	None; see text	1 standard action	Instantaneous	Touch V	/,S,M	Yes [harmless]	Conjuration (Healing) Caster Level: 10	SC: Pg.176
If cast within one round of death, this spell restores the su	ıbject to 21	-1 HP. None		1 round/level [D]	· ·		No	Transmutation	PHB: pg.273
Effect: Your size increases, and you gain combat bonuses.			action		Target: You			Caster Level: 10	
Righteous Wrath of the Faithful	21	None	1 standard action	1 round/level	30 ft. \	,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.177
Effect: Allies gain one additional melee attack each round at thei norale bonus to attack and damage.	r highe	st attack bonus [not cur	nulative with	other effects that grant extra attacks]. +		n 30-ftra	dius burst centered on		
□□□□□ Santuary, Mass	21	Will negates [harmless]	1 standard action	1 round/level			Yes [harmless]	Abjuration	SC: Pg.179
Effect: Opponents can't attack you, and you can't attack; see tex	t. 21	Will negates	1 hour	1 minute/level	than 30 ft. apart	level, no t /,S,M/DF,	wo of which are more	Caster Level: 10 Divination	PHB: pg.274
□□□□□ Scrying  Effect:	21	vviii riogates	Tiloui	Timilatore voi	F Target: Magical sense	:	103	(Scrying) Caster Level: 10	111b. pg.274
Spies on subject from a distance.  Slay Living	21	Fortitude partial	1 standard action	Instantaneous	Touch \	/,S	Yes	Necromancy [Death]	PHB: pg.280
Effect: Touch attack kills subject.					Target: Living creatur			Caster Level: 10	
□□□□□Spell Resistance  Effect:	21	Will negates (harmless)	1 standard action	1 minute/level	Touch \\ Target: Creature touc		Yes (harmless)	Abjuration  Caster Level: 10	PHB: pg.282
Subject gains SR 12 +1/level.  Stalwart Pact	21	Will negates		Permanent until triggered, then 10	Touch \	,S,DF,XP	Yes (harmless)	Evocation	Race Sto: Pg.168
Effect: Upon losing half HP, gain 50 hp, DR 5/magic and +4 luck	bonus	(harmless) on saving throws. Cost:		rounds	Target: Willing living of			Caster Level: 10	
Stone Shape, Greater	21	None		Instantaneous		,S,M/DF	No buched, up to 10 cu. ft.	Transmutation [Earth]	SC: Pg.208
Sculpts stone into any shape.  Sulpts stone into any shape.	21	Fortitude negates		1 round/level	+ 10 cu. ft./level	e object to /,S,M/DF		Transmutation	SC: Pg.211
Effect: Outsiders that fail their save have their damage reduction	and sr	nell resistance reduced b	action ov 10		Target: 20-ftradius e	manation	centered on a point in	Caster Level: 10	
□□□□ Summon Monster V	21	None		1 round/level [D]	Close (50 ft.)	/,S,F/DF		Conjuration (Summoning)	PHB: pg.286
Effect: Calls extraplanar creature to fight for you.  Calls extraplanar creature to fight for you.	21	Will negates	10 minutes	See text	which can be more th	an 30 ft. a	d creatures, no two of part Yes	Caster Level: 10 Enchantment	PHB: pg.291
iffect:		······-g			Target: One symbol	,=,		(Compulsion) [Mind-Affecting] Caster Level: 10	
Triggered rune puts nearby creatures into catatonic slumb	oer. 21	Will negates	10 minutes	See text		/,S	No	Universal	SC: Pg.218
Effect: Symbol causes spellcasters within 60 ft. to lose their high	est leve				Target: One symbol			Caster Level: 10	
□□□□□ Triadspell	21	N/A	1 standard action	Instantaneous	Personal \\ Target: You	/,S	N/A	Transmutation  Caster Level: 10	SC: Pg.224
Cast one 3rd or lower spell an additional two times.	21	Will negates		1 minute/level	•	/,S,M	Yes (harmless)	Divination	PHB: pg.296
Effect: Lets you see all things as they really are.		(harmless)	action		Target: Creature touc	hed		Caster Level: 10	
□□□□□ Vigor, Greater	21	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch \\ Target: Living creatur	/,S	Yes [harmless]	Conjuration (Healing) Caster Level: 10	SC: Pg.229
Same as lesser vigor except it grants target fast healing a	bility fo	or the duration of the spe Will negates	1 standard	comatically healed per round. 1 round/level		/,S	Yes	Transmutation	SC: Pg.232
Effect: Lowers subject's damage reduction by 5 [to a minimum 5]	1		action		Target: Creature touc	hed		Caster Level: 10	
□□□□□ Wall of Dispel Magic	21	None	1 standard action	1 minute/level			No	Abjuration	SC: Pg.233
Effect: Anyone crossing is subject to dispel magic; see text.	21	Reflex negates; see	1 round	1 round/level [D]	Target: A straight wal square/level Medium (200 ft.)		rea is up to one 10-ft Yes	Caster Level: 10 Evocation	SC: Pg.234
Effect:  A creature attempting to move through the wall takes 5d6		text			Target: A wall of whirl	ing limbs	up to 20 ft. long/level,	Caster Level: 10	ě .
A creature attempting to move through the wall takes 5d6	and m	See text		in the wall; see text. Instantaneous	or ring with radius up Medium (200 ft.)	,S,M/DF	No	Conjuration (Creation) [Earth]	PHB: pg.299
					Target: Stone wall whas square/level [S]	ose area		Caster Level: 10	PHR: no 200
Effect: Creates a stone wall that can be shaped.	24	Son toxt	1 ctond	netantangous		CMIDE		Conjuration	PHB: pg.299
Effect: Creates a stone wall that can be shaped. Creates a Wall of Stone Effect:	21	See text	1 standard action	Instantaneous	Medium (200 ft.) V Target: Stone wall wh			(Creation) [Earth] Caster Level: 10	
Effect: Creates a stone wall that can be shaped. Creates a stone wall of Stone Effect: Creates a stone wall that can be shaped. Creates a ztone wall that can be shaped.	21	See text	action	Instantaneous 1 minute/level	Medium (200 ft.) V  Target: Stone wall wh square/level [S]  20 ft. V	ose area	is up to one 5-ft. Yes	Caster Level: 10 Abjuration	SC: Pg.244
Effect: Creates a stone wall that can be shaped. Creates a stone wall of Stone Effect: Creates a stone wall that can be shaped. Creates a stone wall that can be shaped. Creates a region that is temporarily protected from interple	21	None	action 2 rounds		Medium (200 ft.) \text{V}  Target: Stone wall wh square/level [S] \text{20 ft.} \text{V}  Target: 20-ftradius e	ose area	is up to one 5-ft.  Yes centered on you	Caster Level: 10	SC: Pg.244 SC: Pg.244
Effect: Creates a stone wall that can be shaped. Creates a stone wall of Stone Effect: Creates a stone wall that can be shaped. Creates a stone wall that can be shaped. Creates a region that is temporarily protected from interplements a region that is temporarily protected from interplements. Creates a region that is temporarily protected from interplements. Creates a region that is temporarily protected from interplements.	21 anar in 21	None trusion; see text. None	action 2 rounds	1 minute/level	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Varget: 20-ftradius e Close (50 ft.)  Target: 5-ftradius/lev	ose area /,S,M manation /,S,M/DF	is up to one 5-ft.  Yes centered on you	Caster Level: 10 Abjuration Caster Level: 10 Divination	-
Effect: Creates a stone wall that can be shaped.  Wall of Stone  Effect: Creates a stone wall that can be shaped.  Zone of Respite  Creates a region that is temporarily protected from interpled.  Zone of Revelation	21 anar in 21	None trusion; see text. None	action 2 rounds 1 standard	1 minute/level	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Varget: 20-ftradius e	ose area /,S,M manation /,S,M/DF	is up to one 5-ft.  Yes centered on you  Yes	Caster Level: 10 Abjuration Caster Level: 10 Divination	-
Effect: Creates a stone wall that can be shaped. Creates a stone wall of Stone Effect: Creates a stone wall that can be shaped. Creates a stone wall that can be shaped. Creates a region that is temporarily protected from interpled of the creates a region that is temporarily protected from interpled of Revelation Effect: All creatures and objects with a zone of relevation are management.	21 anar int 21 de visit	None trusion; see text. None ple; see text. Saving Throw	action 2 rounds 1 standard action	1 minute/level 1 minute/level  LEVEL 6  Duration	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Target: 20-ftradius e Close (50 ft.)  Target: 5-ftradius/levin space	ose area  /,S,M  manation  /,S,M/DF  /el emana	is up to one 5-ft. Yes centered on you Yes tion centered on a poir Spell Resistance	Caster Level: 10 Abjuration Caster Level: 10 Divination at Caster Level: 10 School	SC: Pg.244
Effect: Creates a stone wall that can be shaped.	21 anar in 21 de visil	None trusion; see text. None Die; see text.	action 2 rounds 1 standard action	1 minute/level 1 minute/level  LEVEL 6	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Target: 20-ftradius e Close (50 ft.)  Varget: 5-ftradius/lev in space	/,S,M/DF vel emana	is up to one 5-ft.  Yes centered on you  Yes tion centered on a poin  Spell Resistance No	Caster Level: 10 Abjuration Caster Level: 10 Divination at Caster Level: 10	SC: Pg.244
Effect: Creates a stone wall that can be shaped.  Creates a stone wall of Stone Effect: Creates a stone wall that can be shaped.  Creates a stone wall that can be shaped.  Creates a region that is temporarily protected from interpl.  Creates a region that is temporarily protected from interpl.  Creates a region that is temporarily protected from interpl.  Creates a region that is temporarily protected from interpl.  Creates a region that is temporarily protected from interpl.  Creates a region that is temporarily protected from interpl.  Creates a stone wall that can be shaped.	21 anar int 21 de visit	None trusion; see text. None ple; see text. Saving Throw	action  2 rounds  1 standard action  Time 1 standard action	1 minute/level 1 minute/level  LEVEL 6  Duration	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Target: 20-ftradius et Close (50 ft.)  Target: 5-ftradius/let in space  Range Medium (200 ft.)  Target: One Small ob 10 ft.	/,S,M/DF  comp. /,S, DF	is up to one 5-ft.  Yes centered on you  Yes tition centered on a poin  Spell Resistance No see text Yes	Caster Level: 10 Abjuration Caster Level: 10 Divination at Caster Level: 10  School Transmutation Caster Level: 10 Abjuration	SC: Pg.244
Effect: Creates a stone wall that can be shaped.	21 anar int 21 de visit	None trusion; see text. None  Die; see text.  Saving Throw None	action  2 rounds  1 standard action  Time 1 standard action  1 round	1 minute/level 1 minute/level LEVEL 6 Duration 1 round/level	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Target: 20-ftradius e Close (50 ft.)  Target: 5-ftradius/lev in space  Range Medium (200 ft.)  Target: One Small ob 10 ft.  Target: 10-ftradius e	/,S,M/DF //el emana  comp. /,S, DF manation	is up to one 5-ft.  Yes centered on you  Yes tition centered on a poin  Spell Resistance No see text Yes	Caster Level: 10 Abjuration Caster Level: 10 Divination at Caster Level: 10  School Transmutation Caster Level: 10	SC: Pg.244  Source PHB: pg.199
Effect: Creates a stone wall that can be shaped.  Creates a stone wall that can be shaped. Creates a stone wall that can be shaped. Creates a stone wall that can be shaped. Creates a region that is temporarily protected from interpl. Creates a region that is temporarily protected from interpl. Creates a region that is temporarily protected from interpl. Creates a region that is temporarily protected from interpl. Creates a region that is temporarily protected from interpl. Creates a region that is temporarily protected from interpl. Creates a region that is temporarily protected from interpl.  Name  Name  Animate Objects  Effect: 10-ft. field hedges out living creatures. 10-ft. field hedges out living creatures. 10-ft. field hedges out living creatures.	21 anar int 21 ade visit	None trusion; see text. None  Dle; see text.  Saving Throw None	action  2 rounds  1 standard action  Time 1 standard action  1 round	1 minute/level 1 minute/level LEVEL 6 Duration 1 round/level 10 minutes/level [D]	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Target: 20-ftradius et Close (50 ft.)  Target: 5-ftradius/let in space  Range Medium (200 ft.)  Target: 10-ftradius et Close (50 ft.)  Target: 10-ftradius et Close (50 ft.)  Target: One or more et	cose area in a cose a	is up to one 5-ft.  Yes centered on you  Yes tion centered on a poin  Spell Resistance No see text  Yes , centered on you  Yes ar creatures, no two of	Caster Level: 10 Abjuration Caster Level: 10 Divination st Caster Level: 10  School Transmutation Caster Level: 10 Abjuration Caster Level: 10 Abjuration	SC: Pg.244  Source PHB: pg.199  PHB: pg.199
Effect: Creates a stone wall that can be shaped.	21 anar int 21 ade visit	None trusion; see text. None  Die; see text.  Saving Throw None	action 2 rounds 1 standard action  Time 1 standard action 1 round 1 standard action	1 minute/level 1 minute/level LEVEL 6 Duration 1 round/level 10 minutes/level [D]	Medium (200 ft.)  Target: Stone wall wh square/level [S] 20 ft.  Target: 20-ftradius et Close (50 ft.)  Target: 5-ftradius/lev in space  Range Medium (200 ft.)  Target: One Small ob 10 ft.  Target: 10-ftradius et Close (50 ft.)  Target: One or more et which can be more th	comp. /,S,DF manation /,S,F extraplana an 30 ft. a	is up to one 5-ft.  Yes centered on you  Yes tion centered on a poin  Spell Resistance No see text  Yes , centered on you  Yes ar creatures, no two of	Caster Level: 10 Abjuration Caster Level: 10 Divination st Caster Level: 10  School Transmutation Caster Level: 10 Abjuration Caster Level: 10 Abjuration	SC: Pg.244  Source PHB: pg.199  PHB: pg.199

				Cleric Spells					
□□□□□ Blade Barrier		Reflex half or Reflex			Medium (200 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.205
Effect: Wall of blades deals 1d6/level [max 15d6] damage.		negates; see text	action		a ringed wall of whi	ling blades	up to 20 ft./level long, o with a radius of up to	or Caster Level: 10	
□□□□□ Bolt of Glory	22	None	1 standard action	Instantaneous	25 ft; either form 20 Close (50 ft.)		Yes	Evocation [Good]	SC: Pg.35
Effect: Ranged touch attack with the ray deals positive energy dam	nage.	1d12/caster level to und		5d12], 1d12/2 caster levels [max 7d12].	Target: Ray			Caster Level: 11	
Jajaa Builo Oliongin, Mado			1 standard action	1 minute/level	Close (50 ft.)		Yes (harmless)	Transmutation	PHB: pg.207
Effect: As bull's strength, affects one subject/ level.	22	Will negates	1	4 minute/level	than 30 ft. apart				DUD II 400
בו∟∟∟ Chasing Perfection  Effect:			action	1 minute/level	Touch  Target: Creature to	V,S,M uched	Yes (harmless)	Transmutation  Caster Level: 10	PHB II: pg.106
Subject improves in all ways, +4 enhancement bonus to all			1 minute	2d4 hours	1 mile	V,S	No	Transmutation	SC: Pg.50
Effect:	1				Target: 1-mile-radiu	s circle cen	tered on you	[Cold] Caster Level: 10	
Lowers temperature by 5 degrees per level [Max 50 degree  Cometfall  Cometfall		Reflex half	1 standard action	Instantaneous	Medium (200 ft.)  Target: 400-pound		No	Conjuration (Creation) Caster Level: 10	SC: Pg.50
Comet falls to the ground dealing 1d6/level [max 15d6] to e		ning in the area. Creatur Will half (harmless) or			Close (50 ft.)	V,S	Yes (harmless) or Yes		PHB: pg.216
Effect:			action		Target: 1 creature/le		see text of which can be more	(Healing)	
Cures 2d8 +1/level [max +30] damage for many creatures.  Dispel Magic, Greater		140110	1 standard	Instantaneous	than 30 ft. apart Medium (200 ft.)	V,S	No	Abjuration	PHB: pg.223
Effect: As dispel magic, but +20 on check.			action		Target: One spellca 20-ftradius burst	ster, creatu	re, or object; or	Caster Level: 10	
			1 standard action	1 minute/level	Close (50 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.225
Effect: As eagle's splendor, affects 1 subject/level.	20	None	1 01 1	24 hours	than 30 ft. apart		of which can be more		90: Bc 90
□□□□□ Energy Immunity  Effect:	22	None	1 standard action	24 HOURS	Touch  Target: Creature to	V,S uched	Yes [harmless]	Abjuration  Caster Level: 10	SC: Pg.80
Become immune to one energy type.	22	None or Will negates	3 rounds	10 minutes/level	Personal or touch		No or Yes (harmless)		PHB: pg.230
Effect:		(harmless)			Target: You or crea		, ,	Caster Level: 10	. 5
	22	See text	6 rounds	Permanent	Medium (200 ft.)	V,S,M, DF	Yes	Abjuration	PHB: pg.232
Effect: Blocks planar travel, damages creatures of different alignments					Target: 60-ft. cubes			Caster Level: 10	
	22	None	10 minutes	1 day/level or until discharged [D]	Close (50 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependind-Affecting]	PHB: pg.234 dent,
As lesser geas, plus it affects any creature.	22	None	1 standard	1 minute/level [D]	Target: One living of 5 ft./level	v,S	No	Caster Level: 10 Abjuration	SC: Pg.103
□□□□□Ghost Trap			action	Timilate/level [D]			tion centered on you	Caster Level: 10	00.1 g.100
Field of energy negates incorporealness within a 5 ft./caster			10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes;	Abjuration	PHB: pg.237
Effect: As glyph of warding, but up to 10d8 damage or 6th-level sp	المد				Target: Object touc	ned or up to	see text 5 sq. ft/level	Caster Level: 10	
0,, 0, ,			1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: pg.239
Effect: Deals 10 points damage/level to target.					Target: Creature to	ıched		Caster Level: 10	
			1 standard action	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
Effect: Cures 10 points of damage/level [max 150], all diseases an □□□□□□Heroes' Feast		ntal conditions.	10 minutes	1 hour plus 12 hours; see text	Target: Creature to Close (50 ft.)		No	Caster Level: 10 Conjuration	PHB: pg.240
Effect:					Target: Feast for 1			(Creation) [Creation] Caster Level: 10	
Food for 1 creature/level cures and grants combat bonuses		None	10 minutes	24 hours [D]	Anywhere in the	V,S,F	No	Abjuration	SC: Pg.114
Effect: Protects area against divinations; see text					area to be warded Target: Up to 200 s	q.ft./level [S	]	Caster Level: 10	
loe Flowers	22	Reflex half	1 standard action	Instantaneous	Long (800 ft.)	V,S	No	Transmutation [Cold]	SC: Pg.119
Effect: Creates dense rumble and causes 1d6/caster level [max 15]				Later to the second	Target: 20-ftradius		V	Caster Level: 10	DUD
Inflict Moderate Wounds, Mass	22		1 standard action	Instantaneous	Close (50 ft.)  Target: 1 creature/le	V,S evel. no two	Yes of which can be more	Necromancy  Caster Level: 10	PHB: pg.244
						, ١٧٧٥	oan oo mole		SC: Pg.134
Deals 2d8 +1/level [max +30] damage to many creatures.	22	None		Instantaneous	than 30 ft. apart Close (50 ft.)	V,S,F	Yes; see text	Transmutation	
Lucent Lance	22	None	1 standard action	Instantaneous	than 30 ft. apart	V,S,F	Yes; see text	[Light] Caster Level: 10	
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐		N/A	action  1 standard	Instantaneous  1 round/level	than 30 ft. apart Close (50 ft.)	V,S,F V,S,M	Yes; see text N/A	[Light]	SC: Pg.137
Ciffect:  Ranged touch attack blinds creature for 1 round; see text.  Manual Make Manifest, Mass  Ciffect:  As make manifest, except all creatures and unattended obje	22 ject ap	N/A	action  1 standard action	1 round/level	than 30 ft. apart Close (50 ft.) Target: Ray Close (50 ft.) Target: 25-ftradius space	V,S,M emanation	N/A centered on a point is	[Light] Caster Level: 10 Transmutation Caster Level: 10	-
Cifect: Ranged touch attack blinds creature for 1 round; see text. Cifect: Make Manifest, Mass Cifect: As make manifest, except all creatures and unattended objection. Cifect: As make manifest, except all creatures and unattended objection.	22 ject ap	N/A	action  1 standard action		than 30 ft. apart Close (50 ft.) Target: Ray Close (50 ft.) Target: 25-ftradius space Touch	V,S,M emanation V,S,M	N/A	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold]	SC: Pg.137 SC: Pg.138
Ciffect:  Ranged touch attack blinds creature for 1 round; see text.  Managed touch attack blinds creature for 1 round; see text.  Managed touch attack blinds creature for 1 round; see text.  Managed touch attack blinds creature for 1 round; see text.  As make manifest, except all creatures and unattended objection.  Mantle of the Icy Soul  Ciffect:  Grants Cold Subtype to target.	22 ject ap 22	N/A opear. Will negates	action  1 standard action  1 standard action	1 round/level 1 hour/level	than 30 ft. apart Close (50 ft.) Target: Ray Close (50 ft.) Target: 25-ftradius space Touch	V,S,M emanation V,S,M uched	N/A centered on a point is Yes	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold] Caster Level: 10	SC: Pg.138
Lucent Lance  Effect: Ranged touch attack blinds creature for 1 round; see text.	22 ject ap 22	N/A spear. Will negates Will partial; see text	action  1 standard action  1 standard action  1 standard action	1 round/level 1 hour/level Instantaneous	than 30 ft. apart Close (50 ft.) Target: Ray Close (50 ft.) Target: 25-ftradius space Touch	V,S,M emanation V,S,M	N/A centered on a point is	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold]	-
Ciffect: Ranged touch attack blinds creature for 1 round; see text.  Carped touch attack blinds creature for 1 round; see text.  Carped Make Manifest, Mass  Ciffect: As make manifest, except all creatures and unattended objuing the log Mantle of the Icy Soul  Ciffect: Ciff	22 ject ap 22 22 22 your g	N/A  pear.  Will negates  Will partial; see text  aze it dies [unless it saw Will negates	1 standard action  1 standard action  1 standard action  1 standard action  ves] but is a	1 round/level 1 hour/level Instantaneous	than 30 ft. apart Close (50 ft.) Target: Ray Close (50 ft.) Target: 25-ftradius space Touch Target: Creature to	V,S,M emanation V,S,M uched	N/A centered on a point is Yes	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Death, Good]	SC: Pg.138
Carants Cold Subtype to target.  Grants Cold Subtype to target.	22 ject ap 22 22 22 your g: 22	N/A  pear.  Will negates  Will partial; see text  aze it dies [unless it sav Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  1 standard action  ves] but is a 1 standard action	1 round/level 1 hour/level Instantaneous ffected as if by fear. 1 minute/level	than 30 ft. apart Close (50 ft.)  Target: Ray  Close (50 ft.)  Target: 25-ftradius space Touch  Target: Creature to Personal  Target: You  Close (50 ft.)  Target: 1 creature/Inthan 30 ft. apart	V,S,M emanation V,S,M uched V,S,DF V,S,M/DF	N/A centered on a point is Yes Yes Yes of which can be more	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Death, Good] Caster Level: 11 Transmutation Caster Level: 10	SC: Pg.138 SC: Pg.150 PHB: pg.259
Carants Cold Subtype to target.  Grants Cold Subtype to target.	22 ject ap 22 22 22 your g: 22	N/A  pear.  Will negates  Will partial; see text  aze it dies [unless it saw Will negates	action  1 standard action  1 standard action  1 standard action  1 standard action  ves] but is a 1 standard action	1 round/level 1 hour/level Instantaneous ffected as if by fear.	than 30 ft. apart Close (50 ft.) Target: Ray Close (50 ft.) Target: 25-ftradius space Touch Target: Creature to Personal Target: You Close (50 ft.) Target: 1 creature/It	V,S,M emanation V,S,M uched V,S,DF	N/A centered on a point is Yes Yes Yes of which can be more	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Death, Good] Caster Level: 11 Transmutation Caster Level: 10 Conjuration (Calling) [See	SC: Pg.138 SC: Pg.150
Company Compan	22 ject ap 22 22 22 your g: 22	N/A  pear.  Will negates  Will partial; see text  aze it dies [unless it sav Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  1 standard action  ves] but is a 1 standard action	1 round/level 1 hour/level Instantaneous ffected as if by fear. 1 minute/level	than 30 ft. apart Close (50 ft.)  Target: Ray Close (50 ft.)  Target: 25-ftradius space Touch Target: Creature tot Personal Target: You Close (50 ft.)  Target: 1 creature/It than 30 ft. apart Close (50 ft.)  Target: 1-2 called e	V,S,M emanation V,S,M uched V,S,DF V,S,M/DF evel, no two V,S, DF, XP ementals o	N/A centered on a point is Yes  Yes  Yes  Of which can be more No routsiders totaling no	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Death, Good] Caster Level: 11 Transmutation Caster Level: 10 Conjuration	SC: Pg.138 SC: Pg.150 PHB: pg.259
Effect: Ranged touch attack blinds creature for 1 round; see text.	22 22 22 22 22 22 22	N/A  pear.  Will negates  Will partial; see text  aze it dies [unless it sav Will negates (harmless)	action  1 standard action  1 standard action  1 standard action  1 standard action  res] but is a 1 standard action  10 minutes	1 round/level 1 hour/level Instantaneous ffected as if by fear. 1 minute/level	than 30 ft. apart Close (50 ft.)  Target: Ray Close (50 ft.)  Target: 25-ftradius space Touch Target: Creature tot Personal Target: You Close (50 ft.)  Target: 1 creature/It than 30 ft. apart Close (50 ft.)  Target: 1-2 called e	V,S,M emanation V,S,M uched V,S,DF V,S,M/DF evel, no two V,S, DF, XP ementals of	N/A centered on a point is Yes Yes Yes Of which can be more	[Light] Caster Level: 10 Transmutation Caster Level: 10 Transmutation [Cold] Caster Level: 10 Necromancy [Death, Good] Caster Level: 11 Transmutation Caster Level: 10 Conjuration (Calling) [See Text]	SC: Pg.138 SC: Pg.150 PHB: pg.259

				Cleric Spells					
□□□□ Rejection	22	Fortitude negates	1 standard	Instantaneous	60 ft.	V,S	Yes	Abjuration	SC: Pg.172
Effect: Creatures in the area must save or be pushed away from	vou to	a distance of 5 ft, per ca			Target: Cone-shape	ed burst		Caster Level: 10	
Resistance, Superior	22	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: As resistance, except you grant the subject +6 resistance	honus		action		Target: Creature to	uched		Caster Level: 10	
Revive Outsider	22	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
Effect: As raise dead, except it affects an outsider.					Target: Touch			Caster Level: 10	
□□□□□ Sarcophagus of Stone	22	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SC: Pg.180
Effect: Airtight coffin: see text.			dollori		Target: Creature to	uched?		Caster Level: 10	
Carlotte Plague	22	None	1 round	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Summoning) [See	SC: Pg.201
Effect:					Target: Five summo	ned sniders		text] Caster Level: 10	
Summon five celestial or fiendish Large monstrous spider	s [MM :	289]; see text. N/A	1 standard	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SC: Pg.207
Effect:			action		Target: You	1,0,	1471	Caster Level: 10	00.1 g.201
Body becomes stone with DR 10/adamantine and a +4 er	hancer 22	ment to Strength, but tal None		alty to Dexterity; see text 1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration	PHB: pg.287
Effect:							d creatures, no two of	(Summoning) Caster Level: 10	
Calls extraplanar creature to fight for you.  Symbol of Fear	22	Will negates	10 minutes	See text	which can be more 0 ft.; see text			Necromancy [Fear	r.PHB: pa.290
Effect:		3			Target: One symbol			Mind-Affecting] Caster Level: 10	, 13
Triggered rune panics nearby creatures.  Symbol of Persuasion	22	Will negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Enchantment	PHB: pg.290
		J						(Charm) [Mind-Affecting]	
Effect: Triggered rune charms nearby creatures.					Target: One symbol			Caster Level: 10	
Undeath to Death	22	Will negates	1 standard action	Instantaneous	Medium (200 ft.)			Necromancy [Death]	PHB: pg.297
Effect: Destroys 1d4 [max 20d4] HD of undead.					burst		es within a 40-ftradius		
UUUU Vigorous Circle	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fast					more than 30 ft. apa	art	no two of which can be	Caster Level: 10	
Under the Deity	22	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.230
Effect: Your form becomes more like your deity's, take on celestic					Target: You			Caster Level: 10	
□□□□□ Wind Walk	22	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V,S, DF	No and Yes (harmless)	Transmutation [Air	·JPНВ: pg.302
Effect: You and your allies turn vaporous and travel fast.					Target: You and On			Caster Level: 10	
□□□□□Word of Recall	22	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	PHB: pg.303
Effect: Teleports you back to designated place.					Target: You and tou creatures		-	Caster Level: 10	
□□□□□Zealot Pact  Effect:	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SC: Pg.244
Gain +4 bonus and deal double damage against opposite	alignm	nent once spell is activat	ed by first s	uccessful hit; see text.	Target: Willing living	g creature to	ouched	Caster Level: 10	
Gain +4 bonus and deal double damage against opposite	alignm	nent once spell is activat	ed by first s	LEVEL 7	Target: Willing living	g creature to	buched	Caster Level: 10	
Name	DC 23	nent once spell is activat  Saving Throw  Will negates	Time		Target: Willing living  Range Touch	Comp. V,S,M	Spell Resistance Yes [harmless]	School Transmutation	Source PHB II: pg.101
Name  Animalistic Power, Mass  Effect:	DC 23	Saving Throw Will negates [harmless]	Time	LEVEL 7	Range	Comp. V,S,M	Spell Resistance	School	
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons	DC 23	Saving Throw Will negates [harmless]	Time 1 standard action	LEVEL 7	Range Touch	Comp. V,S,M	Spell Resistance	School Transmutation	
Name  Animalistic Power, Mass  Cifect: Subject is imbued with +2 to Strength, Dexterity and Cons  Bestow Curse, Greater	DC 23	Saving Throw Will negates [harmless]	Time 1 standard action	LEVEL 7  Duration 1 minute/level	Range Touch Target: Creature tou	Comp. V,S,M uched V,S	Spell Resistance Yes [harmless]	School Transmutation Caster Level: 10	PHB II: pg.101
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons	DC 23	Saving Throw Will negates [harmless]	Time 1 standard action 1 standard action 1 standard	LEVEL 7  Duration 1 minute/level	Range Touch Target: Creature tou	Comp. V,S,M uched V,S	Spell Resistance Yes [harmless]	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy	PHB II: pg.101
Name  Iffect: Subject is imbued with +2 to Strength, Dexterity and Consecutive Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water	DC 23 stitution 23	Saving Throw Will negates [harmless] b. Will negates	Time 1 standard action 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five liv	Comp. V,S,M uched V,S uched V,S	Spell Resistance Yes [harmless] Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water]	PHB II: pg.101  Race Sto: Pg.164
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options.	DC 23 stitution 23	Saving Throw Will negates [harmless] b. Will negates	Time 1 standard action 1 standard action 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.)	Comp. V,S,M uched V,S uched V,S	Spell Resistance Yes [harmless] Yes Yes ses, no two of which are	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination	PHB II: pg.101  Race Sto: Pg.164
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider	DC 23 estitution 23	Saving Throw Will negates [harmless] Will negates Fortitude half	Time 1 standard action 1 standard action 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lik more than 30 ft. ape	Comp. V.S,M uched V,S uched V,S ving creaturant V,S,M,DF	Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage.	DC 23 estitution 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. apa Long (800 ft.)	Comp. V.S,M uched V,S uched V,S ving creaturant V,S,M,DF	Spell Resistance Yes [harmless] Yes Yes Yes Yes Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting]	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33
Name	DC 23 stitution 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates	Time 1 standard action 1 standard action 1 standard action 1 standard action 1 round	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous 1 minute/level	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lix more than 30 ft. ape Long (800 ft.) Target: Up to eight it Close (50 ft.) Target: One melee	Comp. V,S,M uched V,S uched V,S ving creaturant V,S,M,DF living creatur	Spell Resistance Yes [harmless] Yes Yes es, no two of which are Yes tres within range. Yes [harmless,object]	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider  Effect: Bestow Curse options. Brain Spider  Effect: Bayesdrop on thoughts of up to eight other creatures. Brilliant Blade	DC 23 stitution 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous 1 minute/level	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lix more than 30 ft. ape Long (800 ft.) Target: Up to eight if Close (50 ft.)	Comp. V,S,M uched V,S uched V,S ving creaturant V,S,M,DF living creatur	Spell Resistance Yes [harmless]  Yes  Yes  s, no two of which are Yes  res within range.  Yes [harmless,object] eapon, or fifty	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider  Effect: Bavesdrop on thoughts of up to eight other creatures. Brilliant Blade  Effect: Transform weapons into brilliant energy. Call Kolyarut	DC 23 stitution 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object]	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five limore than 30 ft. apa Long (800 ft.) Target: Up to eight I Close (50 ft.) Target: One melee projectiles	Comp. V,S,M uched V,S uched V,S uched V,S living creatureat V,S,M,DF living creatureat V,S,S,M,DF living creatureat V,S,S,M,DF	Spell Resistance Yes [harmless]  Yes  Yes  s, no two of which are Yes  res within range.  Yes [harmless,object] eapon, or fifty	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider  Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade  Effect: Transform weapons into brilliant energy. Call Kolyarut	DC 23 stitution 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object]	Time 1 standard action 1 standard action 1 standard action 1 round 1 round 1 standard action 1 minutes	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five limore than 30 ft. aps Long (800 ft.) Target: Up to eight I Close (50 ft.) Target: One melee projectiles Close (50 ft.)	Comp. V,S,M uched V,S uched V,S uched V,S living creatureat V,S,M,DF living creatureat V,S,S,M,DF living creatureat V,S,S,M,DF	Spell Resistance Yes [harmless]  Yes  Yes  s, no two of which are Yes  res within range.  Yes [harmless,object] eapon, or fifty	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Calling) [Lawful]	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider  Effect: Beavesdrop on thoughts of up to eight other creatures. Brilliant Blade  Effect: Transform weapons into brilliant energy. Call Kolyarut  Effect: You recieve the aid of a Kolyarut inevitable in performing.	DC 23 stitution 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None	Time 1 standard action 1 standard action 1 standard action 1 round 1 round 1 standard action 1 ominutes	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level  Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lim more than 30 ft. apa Long (800 ft.) Target: Up to eight li Close (50 ft.) Target: One melee projectiles Close (50 ft.) Target: One called li 2 miles	Comp. V.S.M uched V,S uched V,S uched V,S inig creature art V,S,M,DF living creature V,S or thrown w V,S,DF,XP kolyarut V,S	Spell Resistance Yes [harmless]  Yes  Yes  Yes  es, no two of which are Yes  res within range.  Yes [harmless,object] eapon, or fifty  No	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Transmutation	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider  Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade  Effect: Transform weapons into brilliant energy. Call Kolyarut  Effect: You recieve the aid of a Kolyarut inevitable in performing and Control Weather  Effect: Changes weather in local area.	DC 23 stitution 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes 10 minutes; see text	Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level instantaneous 4d12 hours; see text	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lim more than 30 ft. ape Long (800 ft.) Target: Up to eight i Close (50 ft.) Target: One melee- projectiles Close (50 ft.) Target: One called I 2 miles Target: 2-mile-radiu	Comp. V,S,M uched V,S uched V,S ving creature at V,S,M,DF living creatu V,S,OF,XP kolyarut V,S,SM,SF scircle, cer	Spell Resistance Yes [harmless] Yes Yes Yes Ses, no two of which are Yes Irres within range. Yes [harmless,object] eapon, or fifty No No	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Transmutation Caster Level: 10 Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214
Name  Animalistic Power, Mass  Effect: Subject is imbued with +2 to Strength, Dexterity and Cons Bestow Curse, Greater  Effect: See text for details of curse options. Blood to Water  Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider  Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade  Effect: Transform weapons into brilliant energy. Call Kolyarut  Effect: You recieve the aid of a Kolyarut inevitable in performing. Control Weather	DC 23 stitution 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes 10 minutes; see text	Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level instantaneous 4d12 hours; see text	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. ape Long (800 ft.) Target: Up to eight if Close (50 ft.) Target: One melee- projectiles Close (50 ft.) Target: One called if 2 miles Target: 2-mile-radiu Close (50 ft.)	Comp. V,S,M uched V,S uched V,S ving creatur at V,S,M,DF living creatur V,S,M,DF kolyarut V,S,SF,XP kolyarut V,S us circle, cer V,S	Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Cailing) [Lawful] Caster Level: 10 Transmutation Caster Level: 10 Cransmutation Caster Level: 10 Conjuration (Calling) [Caster Level: 10 Transmutation	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42
Name	DC 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes hour. 10 minutes; see text 1 standard action	Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level instantaneous 4d12 hours; see text	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. ape Long (800 ft.) Target: Up to eight if Close (50 ft.) Target: One melee- projectiles Close (50 ft.) Target: One called if 2 miles Target: 2-mile-radiu Close (50 ft.)	Comp. V,S,M uched V,S uched V,S ving creatur at V,S,M,DF living creatur V,S,M,DF kolyarut V,S,SF,XP kolyarut V,S us circle, cer V,S	Spell Resistance Yes [harmless] Yes Yes Ses, no two of which are Yes Irres within range. Yes [harmless,object] eapon, or fifty No No No Intered on you; see text Yes (harmless) or Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Cailing) [Lawful] Caster Level: 10 Transmutation Caster Level: 10 Cransmutation Caster Level: 10 Conjuration (Calling) [Caster Level: 10 Transmutation	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 ominutes hour. 10 minutes; see text 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous 1 minute/level 1 minute/level Instantaneous 4d12 hours; see text  Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lix more than 30 ft. apa Long (800 ft.) Target: Up to eight if Close (50 ft.) Target: One melee- projectiles Close (50 ft.) Target: One called if 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/lix target: 1 creature/lix than 30 ft. apart	Comp. V.S,M uched V,S uched V,S uched V,S uring creature art V,S,M,DF living creature V,S,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two	Spell Resistance Yes [harmless] Yes Yes Ses, no two of which are Yes Ires within range. Yes [harmless,object] eapon, or fifty No No No Intered on you; see text Yes (harmless) or Yes see text of which can be more	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Transmutation Caster Level: 10 Cronjuration Caster Level: 10 Conjuration Caster Level: 10 Caster Level: 10 Caster Level: 10 Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action 1 standard action 1 standard action	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level s Instantaneous 4d12 hours; see text Instantaneous Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lim more than 30 ft. apa Long (800 ft.) Target: Up to eight It Close (50 ft.) Target: One melee projectiles Close (50 ft.) Target: One called It 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/It than 30 ft. apart Close (50 ft.)	Comp. V.S,M uched V,S uched V,S uched V,S uring creature art V,S,M,DF living creature V,S,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two	Spell Resistance Yes [harmless] Yes Yes Ses, no two of which are Yes Ires within range. Yes [harmless,object] eapon, or fifty No No No Intered on you; see text Yes (harmless) or Yes see text of which can be more	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Recompancy [Death]	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218
Name	DC 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action 1 standard action 1 standard action	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level s Instantaneous 4d12 hours; see text Instantaneous Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lim more than 30 ft. apa Long (800 ft.) Target: Up to eight It Close (50 ft.) Target: One melee projectiles Close (50 ft.) Target: One called It 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/le than 30 ft. apart Close (50 ft.) Target: 1 creature/le than 30 ft. apart Close (50 ft.) Target: One creature 40 ft. Target: Nonlawful c	Comp. V,S,M uched V,S uched V,S uched V,S uched V,S uched V,S or thrown w V,S,M,DF living creatur V,S or thrown w V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F	Spell Resistance Yes [harmless] Yes Yes Yes ses, no two of which are Yes Tres within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text of which can be more	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Death] Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218
Name	DC 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action 1 standard action 1 standard action 1 standard action	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level s Instantaneous 4d12 hours; see text Instantaneous Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lim more than 30 ft. aps Long (800 ft.) Target: One melee- projectiles Close (50 ft.) Target: One called It 2 miles Target: 1 creature/lit than 30 ft. apart Close (50 ft.) Target: 1 creature/lit than 30 ft. apart Close (50 ft.) Target: 1 creature/lit than 30 ft. apart Close (50 ft.) Target: One creature 40 ft.	Comp. V,S,M uched V,S uched V,S uched V,S uched V,S uched V,S or thrown w V,S,M,DF living creatur V,S or thrown w V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F	Spell Resistance Yes [harmless] Yes Yes Yes Ses, no two of which are Yes Ures within range. Yes [harmless,object] eapon, or fifty No No No No Intered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Sconjuration (Healing) Caster Level: 10 Necromancy [Death] Caster Level: 10 Evocation [Lawful, Sonic]	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action 1 standard action 1 standard action 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous  1 minute/level  1 minute/level  Instantaneous  4d12 hours; see text  Instantaneous  Instantaneous  Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. ape Long (800 ft.) Target: Up to eight i Close (50 ft.) Target: One melee- projectiles Close (50 ft.) Target: One called i 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/let than 30 ft. apart Close (50 ft.) Target: One creature/let than 30 ft. apart Close (50 ft.) Target: One creature/let Target: One creature/let than 30 ft. apart Close (50 ft.)	Comp. V,S,M uched V,S uched V,S uched V,S ving creature at V,S,M,DF living creatu V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F re V	Spell Resistance Yes [harmless] Yes Yes Yes Ses, no two of which are Yes Ires within range. Yes [harmless,object] eapon, or fifty No	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Calling) [Lawful] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Caster Level: 10 Necromancy [Death] Caster Level: 10 Evocation [Lawful, Sonic] Caster Level: 10 Evocation [Lawful, Sonic] Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  PHB: pg.220
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action	LEVEL 7  Duration 1 minute/level  Permanent  Instantaneous  1 minute/level  1 minute/level  Instantaneous  4d12 hours; see text  Instantaneous  Instantaneous  Instantaneous	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lik more than 30 ft. apa Long (800 ft.) Target: Up to eight I Close (50 ft.) Target: One melee projectiles Close (50 ft.) Target: One called I 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/let than 30 ft. apan Close (50 ft.) Target: One creature 40 ft. Target: Nonlawful c centered on you Personal	Comp. V,S,M uched V,S uched V,S uched V,S ving creature at V,S,M,DF living creatu V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F re V	Spell Resistance Yes [harmless] Yes Yes Yes Ses, no two of which are Yes Ires within range. Yes [harmless,object] eapon, or fifty No	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Exportation Caster Level: 10 Necromancy [Death] Caster Level: 10 Evocation [Lawful, Sonic] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Conjuration Caster Level: 10 Conjuration	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  PHB: pg.220
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous 1 round/level [D]	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. apa Long (800 ft.) Target: Up to eight I Close (50 ft.) Target: One melee projectiles Close (50 ft.) Target: One called I 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/I than 30 ft. apart Close (50 ft.) Target: One creature 40 ft. Target: Nonlawful c centered on you Personal Target: You	Comp. V.S.M uched V,S or thrown w V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F uched V,S v,S v,S v,S V,S V,S	Spell Resistance Yes [harmless] Yes Yes Yes ses, no two of which are Yes res within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes A 40-ftradius spread No Yes [harmless]	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Evocation [Lawful, Sonic] Caster Level: 10 Transmutation Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  PHB: pg.220  PHB: pg.227
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless,object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous 1 round/level [D]	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lim more than 30 ft. apa Long (800 ft.) Target: Up to eight li Close (50 ft.) Target: One melee projectiles Close (50 ft.) Target: One called li 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/let than 30 ft. apart Close (50 ft.) Target: One creature 40 ft. Target: Nonlawful c centered on you Personal Target: You Touch	Comp. V.S.M uched V,S or thrown w V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F uched V,S v,S v,S v,S V,S V,S	Spell Resistance Yes [harmless] Yes Yes Yes ses, no two of which are Yes res within range. Yes [harmless,object] eapon, or fifty No No No natered on you; see text Yes (harmless) or Yes see text of which can be more Yes Yes A 40-ftradius spread No Yes [harmless]	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Healing)	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  PHB: pg.220  PHB: pg.227
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action 1 minute	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous 1 round/level [D] 10 minutes/level or until discharged	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. aps Long (800 ft.) Target: One melee projectiles Close (50 ft.) Target: One called to 2 miles Target: 1 creature/lit than 30 ft. apart Close (50 ft.) Target: 1 creature/lit than 30 ft. apart Close (50 ft.) Target: Nonlawful coentered on you Personal Target: You Touch Target: Living creat	Comp. V,S,M uched V,S uched V,S uched V,S uched V,S uched V,S uched V,S or thrown w V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F re V V,S ure touched V,S	Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Death] Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Conjuration Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Healing) Caster Level: 10 Conjuration (Healing) Caster Level: 10	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  PHB: pg.220  PHB: pg.227  SC: Pg.99
Name	DC 23 stitution 23 23 23 23 23 23 23 23 23 23 23 23 23	Saving Throw Will negates [harmless] Will negates Fortitude half Will negates Will negates [harmless, object] None sk that cannot exceed 1 None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	Time 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action 10 minutes hour. 10 minutes; see text 1 standard action	Duration 1 minute/level Permanent Instantaneous 1 minute/level 1 minute/level 3 Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous 1 round/level [D] 10 minutes/level or until discharged	Range Touch Target: Creature tou Touch Target: Creature tou Close (50 ft.) Target: Up to five lin more than 30 ft. apa Long (800 ft.) Target: One melee projectiles Close (50 ft.) Target: One called I 2 miles Target: 2-mile-radiu Close (50 ft.) Target: 1 creature/le than 30 ft. apart Close (50 ft.) Target: One creature/le than 30 ft. apart Close (50 ft.) Target: Nonlawful c centered on you Personal Target: You Touch Target: Living create 0 t.	Comp. V,S,M uched V,S uched V,S uched V,S uched V,S uched V,S uched V,S or thrown w V,S,DF,XP kolyarut V,S us circle, cer V,S evel, no two V,S,F re V V,S ure touched V,S	Spell Resistance Yes [harmless]  Yes  Yes  Yes  Yes  Yes  Yes  Yes	School Transmutation Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Water] Caster Level: 10 Divination [Mind-Affecting] Caster Level: 10 Transmutation Caster Level: 10 Necromancy [Death] Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Caster Level: 10 Transmutation Caster Level: 10 Transmutation Caster Level: 10 Conjuration (Healing) Caster Level: 10 Conjuration (Healing) Caster Level: 10 Abjuration	PHB II: pg.101  Race Sto: Pg.164  SC: Pg.33  SC: Pg.38  SC: Pg.40  SC: Pg.42  PHB: pg.214  PHB: pg.216  PHB: pg.218  PHB: pg.220  PHB: pg.227  SC: Pg.99

				Cleric Spells					
□□□□□ Holy Transformation	23	N/A		1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: Pg.116
iffect: Change to good lawful outsider, size medium, gain abilitie	s and	annoarance of a hound	action	ng 16] ±4 Str & Con Darkvision 60' ±	Target: You			[Good] Caster Level: 11	
acred Bonus to Saves, DR:5/evil; see text	23	None or Will negates;	-			V	Yes	Evocation [Good,	PHR: pg 242
□□□□□Holy Word  :ffect:	20	see text	action	instantaneous			40-ftradius spread	Sonic] Caster Level: 11	1110. pg.242
Kills, paralyzes, blinds, or deafens nongood subjects.  Implict Serious Wounds, Mass	23	Will half	1 standard	Instantaneous	centered on you	V,S	Yes	Necromancy	PHB: pg.244
iffect:			action				of which can be more	•	13
Deals 3d8 +1/level [max +35] damage to many creatures.	23	Will negates	1 standard	10 minutes/level	than 30 ft. apart		No; see text	Abjuration	SC: Pg.158
Effect:		[harmless]	action		Target: 10-ftradius	emanation	from touched creature	•	· ·
Area around creature emulates it's native plane [gravity, te	empera 23	ture, magic, etc]. Will partial	1 standard	Instantaneous	_	V,S,F	Yes	Evocation [Light]	SC: Pg.164
Effect:			action		Target: 20-ftradius			Caster Level: 10	3
Deals 1d6 damage per caster level [max 15d6] and dazes	creatu 23	ires. None	1 standard	Permanent until discharged		V,S,M	No	Conjuration	PHB: pg.269
ffect:			action	v	Target: Object touch			(Teleportation) Caster Level: 10	
Alters item to transport its possessor to you.  DDDDRegenerate	23	Fortitude negates	3 full	Instantaneous	Touch	V,S, DF	Yes (harmless)	Conjuration	PHB: pg.270
iffect:		(harmless)	rounds		Target: Living creatu			(Healing) Caster Level: 10	
Subject's severed limbs grow back, cures 4d8+ +1/level [m	nax +3: 23	5]. Will negates	10 minutes	Permanent until triggered			Yes [harmless]	Conjuration	SC: Pg.173
Effect:		[harmless]		33	Target: Willing living			(Healing) Caster Level: 10	3
Reverses certain effects when contracted.	23	Will negates	1 standard	1 round/level [D]	Up to 10 ft./level			Abjuration	PHB: pg.271
ffect:			action				ation centered on you	Caster Level: 10	. 0
Creatures can't approach you.	23	Will negates	10 minutes	Instantaneous	-	V,S, XP	Yes (harmless)	Conjuration	PHB: pg.272
iffect:		(harmless)			Target: Creature tou		,	(Healing) Caster Level: 10	. •
As restoration, plus restores all levels and ability scores.  Restoration, Mass	23	Will negates	1 round	Instantaneous	-	V,S,M	Yes [harmless]	Conjuration	SC: Pg.174
effect:		[harmless]			Target: One creature	e/level, no t		(Healing) Caster Level: 10	
Restores level and ability score drains to each creature.  Resurrection	23	None; see text	10 minutes	Instantaneous	more than 30 ft. apa	rt	Yes (harmless)	Conjuration	PHB: pg.272
ffect:					Target: Dead creatu			(Healing) Caster Level: 10	
Fully restore dead subject.  DDDD Righteous Burst	23	None or Will half; see	1 standard	Instantaneous	30 ft.	V,S,M,DF	Yes	Evocation [Good]	PHB II: pg.123
ffect:		text	action		Target: 30-ftradius-	- burst cent	ered on you	Caster Level: 11	
Heals all allies 1d8 +1/caster level [max +35], each enemy Scrying, Greater	take a	a likewise same damage Will negates	1 standard		See text	V,S	Yes	Divination	PHB: pg.275
ffect:			action		Target: Magical sens	sor		(Scrying) Caster Level: 10	
As scrying, but faster and longer.  Slime Wave	23	Reflex negates		1 round/level	Close (50 ft.)	V,S,M	No	Conjuration	SC: Pg.192
Effect:			action		Target: 15 ftradius	spread		(Summoning) Caster Level: 10	
Green slime covers everything in area, dealing damage to Spell Resistance, Mass	everyt 23	Will negates		1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.199
iffect:		[harmless]	action				el, no two of which can	Caster Level: 10	
Each target gains Spell Resistance 12 + caster level.  Graph Summon Monster VII	23	None	1 round	1 round/level [D]	be more than 30 ft. a Close (50 ft.)	V,S,F/DF	No	Conjuration (Company)	PHB: pg.287
iffect:								(Summoning) Caster Level: 10	
Calls extraplanar creature to fight for you.	23	Will negates	10 minutes	See text	which can be more t 0 ft.; see text	V,S,M	Yes	Enchantment	PHB: pg.291
					Tarret Oan arrahal			(Compulsion) [Mind-Affecting]	
ffect: Triggered rune stuns nearby creatures.	22	Fortifical assesses	40	O 44	Target: One symbol	VCM	V	Caster Level: 10	DI ID: 204
Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text  Target: One symbol	V,S,M	Yes	Necromancy [Death]	PHB: pg.291
Triggered rune weakens nearby creatures.	22	Mail annual	4	OA bassas (Inc. of CD)	,	V C F	V	Caster Level: 10	CC: D= 040
☑□□□□ Symphonic Nightmare	23	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.218
Effect: Causes creature not to be able to rest; see text.					Target: Living creatu	ire touched	; see text	Caster Level: 10	
Causes creature not to be able to rest; see text.	23	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SC: Pg.241
ffect: Your touch deals 1 pt of damage to both Strength & Const	titution	per two caster levels	doudi		Target: Living creatu	ire touched		Caster Level: 10	
				LEVEL 8					
Name				Duration		Comp.	Spell Resistance	School	Source
□□□□ Antimagic Field	24	None	1 standard action	10 minutes/level [D]		V,S,M/DF		Abjuration	PHB: pg.200
ffoot:					Target: 10-ftradius	emanation	, centered on you	Caster Level: 10	
Negates magic within 10 ft.									SC: Pg.39
Negates magic within 10 ft.	24	Will negates [harmless]	1 standard action	1 round/level		V,S	Yes [harmless]	Transmutation	30. Fg.39
Negates magic within 10 ft.	eapons	[harmless] s gain brilliant energy sp	action ecial ability.		Target: Weapons ca two of which are mo	rried by on re than 30 t	e creature/2 levels, no ft. apart	Caster Level: 10	-
Negates magic within 10 ft.		[harmless] s gain brilliant energy sp	action ecial ability.	1 round/level Instantaneous	Target: Weapons ca two of which are mo Close (50 ft.)	rried by on re than 30 t V,S,M/DF	e creature/2 levels, no ft. apart No	Caster Level: 10 Abjuration	PHB II: pg.105
Negates magic within 10 ft.	eapons 24 (max ca	[harmless] s gain brilliant energy sp None aster level added to che	action pecial ability. 1 standard action ack +25].	Instantaneous	Target: Weapons ca two of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apa	rried by on re than 30 t V,S,M/DF creatures, rt	e creature/2 levels, no ft. apart No no two of which can be	Caster Level: 10 Abjuration Caster Level: 10	PHB II: pg.105
Negates magic within 10 ft.	eapons 24	[harmless] s gain brilliant energy sp None	action pecial ability. 1 standard action ack +25].	Instantaneous	Target: Weapons ca two of which are mo Close (50 ft.) Target: One or more more than 30 ft. apa Close (50 ft.)	rried by on re than 30 t V,S,M/DF creatures, rt V,S	e creature/2 levels, no ft. apart No no two of which can be Yes (harmless) or Yes see text	Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing)	-
Negates magic within 10 ft.	eapons 24 (max ca 24	[harmless] s gain brilliant energy sp None aster level added to che Will half (harmless) or Will half; see text	action  pecial ability.  1 standard action  act +25].  1 standard action	Instantaneous	Target: Weapons ca two of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apa Close (50 ft.)  Target: 1 creature/le than 30 ft. apart	vecl, no two	e creature/2 levels, no tt. apart No no two of which can be Yes (harmless) or Yes see text of which can be more	Caster Level: 10 Abjuration e Caster Level: 10 ;Conjuration (Healing) Caster Level: 10	PHB II: pg.105 PHB: pg.215
Negates magic within 10 ft.	eapons 24 (max ca 24	[harmless] s gain brilliant energy sp None aster level added to che Will half (harmless) or	action  pecial ability.  1 standard action  act +25].  1 standard action	Instantaneous	Target: Weapons ca two of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apa Close (50 ft.)  Target: 1 creature/le than 30 ft. apart Touch	rried by on re than 30 t V,S,M/DF e creatures, rt V,S evel, no two V,S,M/DF	e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more	Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Necromancy	PHB II: pg.105
Negates magic within 10 ft.	eapons 24 (max ca 24	[harmless] s gain brilliant energy sp None aster level added to che Will half (harmless) or Will half; see text  None	action  pecial ability.  1 standard action  ack +25].  1 standard action  10 minutes	Instantaneous Instantaneous Permanent until triggered	Target: Weapons ca two of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apac Close (50 ft.)  Target: 1 creature/le than 30 ft. apart Touch  Target: Willing living	rried by on re than 30 t V,S,M/DF e creatures, rt V,S evel, no two V,S,M/DF creature to	e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No ouched	Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Necromancy Caster Level: 10	PHB II: pg.105  PHB: pg.215  SC: Pg.60
Negates magic within 10 ft.	eapons 24 (max ca 24	[harmless] s gain brilliant energy sp None aster level added to che Will half (harmless) or Will half; see text	action  pecial ability.  1 standard action  ack +25].  1 standard action  10 minutes	Instantaneous	Target: Weapons cat two of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apa Close (50 ft.)  Target: 1 creature/le than 30 ft. apart Target: Willing living Close (50 ft.)	rried by on re than 30 to V,S,M/DF or creatures, rt V,S wvel, no two V,S,M/DF creature to V,S,DF	e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No uuched Yes [harmless]	Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Necromancy Caster Level: 10 Necromancy	PHB II: pg.105 PHB: pg.215
Negates magic within 10 ft.	eapons 24 [max ca 24 24 24	[harmless] s gain brilliant energy sp None aster level added to che Will half (harmless) or Will half; see text  None  Will negates [harmless] argeted creatures.	action  pecial ability.  1 standard action  ck +25].  1 standard action  10 minutes  1 standard action	Instantaneous Instantaneous Permanent until triggered 1 minute/level	Target: Weapons cat two of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apar Close (50 ft.)  Target: 1 creature/le than 30 ft. apart Touch  Target: Willing living  Close (50 ft.)  Target: One creatur	rried by on re than 30 iv V,S,M/DF or creatures, rt V,S wel, no two V,S,M/DF creature to V,S,DF e/level, no trt	e creature/2 levels, no ft. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No puched Yes [harmless] wo of which can be wo of which can be	Caster Level: 10 Abjuration Caster Level: 10 Caster Level: 10 Caster Level: 10 Necromancy Caster Level: 10 Necromancy Caster Level: 10	PHB II: pg.105  PHB: pg.215  SC: Pg.60  SC: Pg.61
☐☐☐☐ Brilliant Aura  iffect: Functions as brilliant blade, except all subject creatures we ☐☐☐☐☐ Chain Dispel  iffect: Each creature is affected as if by a targeted dispel magic [ ☐☐☐☐☐ Cure Critical Wounds, Mass  iffect: Cures 4d8 +1/level [max +40] damage for many creatures. ☐☐☐☐☐☐☐☐☐Death Pact  iffect:	eapons 24 [max ca 24 24 24	[harmless] s gain brilliant energy sp None aster level added to che Will half (harmless) or Will half; see text None Will negates [harmless]	action Decial ability. 1 standard action Deck +25]. 1 standard action 10 minutes 1 standard	Instantaneous Instantaneous Permanent until triggered 1 minute/level	Target: Weapons catwo of which are mo Close (50 ft.)  Target: One or more more than 30 ft. apar Close (50 ft.)  Target: 1 creature/lethan 30 ft. apart Touch  Target: Willing living  Close (50 ft.)  Target: One creatur more than 30 ft. apart Medium (200 ft.)	rried by on re than 30 iv V,S,M/DF creature to V,S,M/DF creature to V,S,DF explored to the true to V,S,DF explored to V,S,DF ex	e creature/2 levels, no t. apart No no two of which can be Yes (harmless) or Yes see text of which can be more No uuched Yes [harmless]	Caster Level: 10 Abjuration Caster Level: 10 Conjuration (Healing) Caster Level: 10 Necromancy Caster Level: 10 Necromancy Caster Level: 10 Abjuration	PHB II: pg.105  PHB: pg.215  SC: Pg.60

				Cleric Spells					
Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
Effect: Reveals exact location of creature or object.					Target: One creatur			Caster Level: 10	
⊒□□□□ Earthquake	24	See text	1 standard action	1 round	Long (800 ft.)		No	Evocation [Earth]	PHB: pg.225
Effect: Intense tremor shakes 80-ftradius.					Target: 80-ftradius			Caster Level: 10	
⊒□□□□ Fire Storm Effect:	24	Reflex half	1 round	Instantaneous	Medium (200 ft.)  Target: 2 10-ft. cube		Yes	Evocation [Fire] Caster Level: 10	PHB: pg.231
Deals 1d6/level [max 20d6] fire damage.	24	Fortitude negates		Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold	]SC: Pg.112
Effect:			action		Target: 20-ftradius	s burst cent	ered on you	Caster Level: 10	
Deals 1d6/caster level [max 20d6] cold damage, for every Holy Aura	living 24	creature affected you ga See text	1 standard	rary HP. 1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Good]	PHB: pg.241
Effect:			action		Target: 1 creature/le	evel in a 20	-ftradius burst	Caster Level: 11	
+4 to AC, +4 resistance, and SR 25 against evil spells.	24	Will half		Instantaneous	centered on you Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.244
Effect:			action			evel, no two	of which can be more	Caster Level: 10	
Deals 4d8 +1/level [max +40] damage to many creatures.	24			Instantaneous or 1 minute/level	than 30 ft. apart 120 ft.	V,S,DF	Yes or Yes [harmless]	; Evocation [Sonic]	SC: Pg.133
Effect:	:!!	negates [harmless]	action		Target: 120-ftradiu	us burst cer	see text tered on you	Caster Level: 10	
Deals 1d8/caster level [max 10d8] sonic damage to enem	24	None		Instantaneous	Close (50 ft.)	V,S, DF, XP	No	Conjuration	PHB: pg.261
Effect:					Tanada I la da da sa			(Calling) [See Text]	
As lesser planar ally, but up to 18 HD.					Target: Up to three totaling no more tha more than 30 ft. apa	an 18 HD, n	o two of which can be	Caster Level: 10	
⊒□□□□ Planar Exchange, Greater	24	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No No	Conjuration (Calling)	SC: Pg.159
Effect: Call a celestial creature see list; see text					Target: One called	creature		Caster Level: 10	
□□□□□ Plane Shift, Greater	24	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SC: Pg.159
Effect: As many as eight subjects travel to another plane.					Target: Creature to creatures joining ha		to eight willing	Caster Level: 10	
□□□□ Shield of Law	24	See text	1 standard action	1 round/level [D]	20 ft.	V,S,F	Yes (harmless)	Abjuration [Lawful	PHB: pg.278
Effect: +4 to AC, +4 resistance, and SR 25 against chaotic spells	i.				Target: 1 creature/le centered on you			Caster Level: 10	
□□□□□ Spell Immunity, Greater	24	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.282
Effect: Subject is immune to 2 spells, up to 8th-level spells.					Target: Creature to	uched		Caster Level: 10	
□□□□□ Stormrage	24	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SC: Pg.210
Effect: Launch lightning bolts 1d6 per level; see text.					Target: You			Caster Level: 10	
□□□□□ Summon Monster VIII	24	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF		Conjuration (Summoning)	PHB: pg.287
Effect: Calls extraplanar creature to fight for you.					which can be more	than 30 ft.		Caster Level: 10	
□□□□□ Symbol of Death	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V,S,M	Yes	Necromancy [Death]	PHB: pg.289
Effect: Triggered rune slays nearby creatures.					Target: One symbo			Caster Level: 10	
□□□□□ Symbol of Insanity	24	Will negates	10 minutes	s See text	0 ft.; see text	V,S,M	Yes	Enchantment (Compulsion)	PHB: pg.290
Effect: Triggered rune renders nearby creatures insane.					Target: One symbo	ıl		[Mind-Affecting] Caster Level: 10	
DDDDVisions of the Future	24		10 minutes	1 hour/level or until discharged	Personal	V,S		Divination	PHB II: pg.128
Effect: Gain +2 sacred bonus on all saving throws and +2 dodge	bonus				Target: You			Caster Level: 10	
□□□□□ Wall of Greater Dispel Magic	24	None	1 standard action	1 minute/level	Close (50 ft.)	V,S,DF	No	Abjuration	SC: Pg.234
Effect: As wall of dispel magic, but is like great dispel magic.					Target: A straight w square/level	all whose a	rea is up to one 10-ft.	Caster Level: 10	
				LEVEL 9					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Astral Projection     Fifect:   Compare   Compare	25	None	30 minutes	See lexi	Touch  Target: You plus on	V,S,M ne additiona	Yes I willing creature/2	Necromancy Caster Level: 10	PHB: pg.201
Projects you and companions onto Astral Plane.	25	Will negates	8 hours	Instantaneous	levels touched Touch		Yes [harmless]	Transmutation	SC: Pg.21
Effect:		[harmless]			Target: One constru			Caster Level: 10	
You awaken a humaniod-shaped construct to humanlike :	sentier 25	ice. [3d6 for Int, Wis & C None		Instantaneous	Close (50 ft.)	V,S,DF,XF	<sup>o</sup> No	Conjuration	SC: Pg.42
Effect:		that are set to the set of the se			Target: One called	marut		(Calling) [Lawful] Caster Level: 10	
You recieve the aid of a Marut inevitable in performing on DDDDDEnergy Drain	e task 25	Fortitude partial; see	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy	PHB: pg.226
Effect:		text for enervation	action		Target: Ray of nega	ative energy		Caster Level: 10	
Subject gains 2d4 negative levels.  Capacitation Subject gains 2d4 negative levels.	25	None	1 standard	1 minute/level [D]	Touch; see text	V,S	Yes	Transmutation	PHB: pg.228
Effect: Travel to Ethereal Plane with companions.			acuUII		Target: You and on	e other toud	ched creature/3 levels	Caster Level: 10	
Traver to Ethereal Plane with companions.	25	None	1 standard	Instantaneous or concentration 0; see text	Medium (200 ft.)	V,S, XP; see text	No	Conjuration (Calling, Creation)	PHB: pg.234
Effect: Connects two planes for travel or summoning.			aouon	····	Target: See text	SCC ICXI		Caster Level: 10	
	25	Will negates (harmless)	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
JJJJ Heal, Iviass		,			Target: One or more more than 30 ft. apa		, no two of which can be		
Effect:							NI=	Conjuration	SC: Pg.113
Effect: As heal, but with several subjects.	25	None	10 minutes	10 minutes/level	Medium (210 ft.)	V,S	No		
Effect: As heal, but with several subjects.  Graph Heavenly Host	25	None	10 minutes	10 minutes/level	Medium (210 ft.)			(Summoning) [Good, Lawful]	
Effect: As heal, but with several subjects.  Heavenly Host  Effect: Summons multiple creatures; see text					Medium (210 ft.)  Target: Two or more which are more than	e summone n 30 ft. apa	d creatures, no two of	(Summoning) [Good, Lawful] Caster Level: 11	PHB; pa.243
Effect: As heal, but with several subjects.  Heavenly Host  Effect: Summons multiple creatures; see text	25 25	None Fortitude negates		: 10 minutes/level  Concentration [up to 4 rounds]	Medium (210 ft.)  Target: Two or more which are more than Close (50 ft.)	e summone n 30 ft. apa V,S	d creatures, no two of rt Yes	(Summoning) [Good, Lawful] Caster Level: 11 Evocation	PHB: pg.243
######################################			1 standard	Concentration [up to 4 rounds]	Medium (210 ft.)  Target: Two or more which are more than	e summone n 30 ft. apa V,S	od creatures, no two of rt Yes	(Summoning) [Good, Lawful] Caster Level: 11	
Effect: As heal, but with several subjects.	25	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Medium (210 ft.)  Target: Two or more which are more than Close (50 ft.)  Target: One corpore	e summone n 30 ft. apa V,S eal creature	od creatures, no two of rt Yes	(Summoning) [Good, Lawful] Caster Level: 11  Evocation Caster Level: 10	PHB: pg.243 PHB: pg.254

				01 : 0 !!					
				Cleric Spells					
□□□□□ Soul Bind	25	Will negates	1 standard	d Permanent	Close (50 ft.)	V,S,F	No	Necromancy	PHB: pg.281
Effect: Traps newly dead soul to prevent resurrection.					Target: Corpse			Caster Level: 10	
Storm of Vengeance	25	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (800 ft.)	V,S	Yes	Conjuration (Summoning)	PHB: pg.285
Effect: Storm rains acid, lightning, and hail.					Target: 360-ftradi	us storm clo	ud	Caster Level: 10	
□□□□□Summon Elemental Monolith	25	None	1 round	Concentration, up to 1 round/level	Medium (200 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SC: Pg.214
Effect: Summon monolith to do your bidding.					Target: One summ	oned eleme	ntal monolith	Caster Level: 10	
□□□□□ Summon Golem	25	None	1 round	1 minute/level	Close (50 ft.)	V,S,F	No	Conjuration (Summoning)	PHB II: pg.126
Effect: Summon a flesh, clay, stone or iron golem. Golem acts or	n your	next turn.			Target: One summ	oned golem		Caster Level: 10	
□□□□□ Summon Monster IX	25	None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: pg.288
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		ed creatures, no two of apart	Caster Level: 10	
True Resurrection	25	None; see text	10 minute	s Instantaneous	Touch	V,S,M, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.296
Effect: As resurrection, plus remains aren't needed.					Target: Dead creat	ure touched		Caster Level: 10	
Undeath's Eternal Foe	25	None	1 standard action	d 1 round/level	Close (50 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.226
Effect: Grant subjects special abilities against undead; see text					Target: One creatu	re/5 levels		Caster Level: 11	
UUUUVisage of the Deity, Greater	25	N/A	1 standard	d 1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
Effect: Your form becomes more like your deity's - become half-	celesti	al or half-fiend; see text			Target: You			Caster Level: 10	
				* =Domain/Speciality Spell					

# Notes:

# **Character Sheet Notes:**

FAITH: \_\_\_\_\_

@8th d10 = 10

@7th d10 =10

@6th 2d4 =6

@5th 2d4 =8

@4th d6=4

@3rd d6=6

@2nd d4=4 (

@1st: 15

Bonus +5 x7 =35