

EQUIPM	ENT			
ITEM	LOCATION	QTY	WT	COST
Backpack	Equipped	1	1.0	2.0
5,01 kg, 2 Scroll (Cure Light Wounds), 10 Torch				
Bolts, Crossbow (10)	Crossbow, Light	1	NaN	1.0
Crossbow, Light 0,5 kg, 1 Bolts, Crossbow (10)	Carried	1	2.0	35.0
Full Plate +1	Equipped	1	25.0	2650.0
Holy Symbol (Wooden)	Equipped	1	0.0	1.0
Masterwork Morningstar	Equipped	1	3.0	308.0
Outfit (Explorer's)	Equipped	1	4.0	0.0
Scroll (Cure Light Wounds) □□	Backpack	2	NaN (NaN)	25.0 (50.0)
Shield +1 (Heavy/Metal)	Equipped	1	NaN	1170.0
Torch	Backpack	10	NaN (NaN)	0.01 (0.1)
TOTAL WEIGHT CARRIED/\	/ALUE		44,01 kg	4217.1 gp

	1	<b>NEIGHT ALLO</b>	WANCE		
Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375

#### SPECIAL ATTACKS

#### Turn Undead

4/day (turn level 5) (turn damage 2d6+6)

## **SPECIAL QUALITIES**

Spontaneous casting - Sanctified spells (Su)

Can spontaneously cast Sanctified spells.

Aura of Chaos (Ex)

Strong

Aura of Good (Ex)

Strong

Spontaneous casting - Cure spells

#### **FEATS**

#### **Augment Healing**

See Text, Healing spells do +2 per spell level

## Lightning Reflexes

You get a +2 bonus on all Reflex saving throws.

#### Spellcasting Prodigy ()

See Text, Treat primary spellcasting ability score as 2 higher for spells and save DC.

#### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

## Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Shield Proficiency
You can use a shield and take only the standard penalties.

## Simple Weapon Proficiency

You make attack rolls with simple weapons normally.

	DOMAINS	
Chaos	You cast chaos spells at +1 caster level.	
Healing	You cast healing spells at +1 caster level.	

## **PROFICIENCIES**

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Grapple, Halfspear, Halfspear (Salamander), Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Muspelrule, Pincerstaff, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Shortspear (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Tail Club, Unarmed Strike

### **LANGUAGES**

Common

## **TEMPLATES**

# 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	5	4+1	3+1	2+1	0	0	0	0	0	0

The control of the co				LEVEL	0					
The part of the p		DC	•			•		•		
	Effect:		NOTE					INOTIE		J311. J311
Part			None	1 standard Instantaneous		Close (10,5 m)	V, S	No	Conjuration	RSRD: SpellsC.rtf
	Effect:								(Creation) [Water]	
The proof of any p	,	14	Will half (harmless);	1 standard Instantaneous		Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
	Effect:		see text	action		Target: Creature to	uched	text		
Process   Proc			None	1 standard Concentration, up to 5 m	ninutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Content of Political Content   Con	•			action		Target: Cone-shape	ed emanatio	n	Caster Level: 5	
The process point in some contains or and algorithm or a			None	1 standard Instantaneous		Close (10,5 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Micrograms   Mic				action			e, one obie	ct. or a 5-ft. cube	Caster Level: 5	·
Control Cont		14	Will negates	1 standard 1 minute or until dischar	ned	-				RSRD: SpellsF-G rtf
In contract cannot be control cannot be contro	<del></del>	•••			gou					TOTAL OPOROT OTAL
Control and State of distings	+1 on one attack roll, saving throw, or skill check.	1/	Will pagatos	1 standard Instantaneous		-		Vos		PSPD: SpollsH-I rff
Total   Tota		14	will riegates					res	-	NOND. Spellsn-L.Iti
Description of the control   Description of	Touch attack, 1 point of damage.		Nana	4 standard 50 seizutes IDI		-		N-		DCDD, CII-III -#
Adjustment   Adj	<u> </u>		None					NO		KSKD: Spellsn-L.ftl
Content   Cont	Object shines like a torch.	,.	AAPH	A star bottle is in		,		V 0		0000 0 0000
Make refer opers on an object   Make   State	<u>-</u>	14	vvill negates (harmless, object)							RSRD: SpellsM-O.rt
Prevents come light from filterinating   1	Makes minor repairs on an object.									
Prevent comment light from lituranisms			None					No		BoVD: BoVD
Case						-				
Protects on electarbated organ from decay for 34 forum.   Section   Sectio	· ·	14		10 minutes 24 hours			V, S, DF	Yes	•	BoVD: BoVD
Marie   Seal And folio for available   Seal And folio f										
Second   S	□□□□ Purify Food and Drink	14	Will negates (object)			10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
September   Sept						Target: 5 cu. ft. of c	ontaminated	food and water	Caster Level: 5	
Target   T			None			Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Will negate   14   Will negate   1   Section   1   Secti				•		Target: You			Caster Level: 5	
Staget gains at 1 on saving throws.    Farget Creature touched   Caster Levels   Septimary   Staget gains at 1 on saving throws.   Farget Creature touched   V. S., M.D.F. Yes (harmless)   Transmutation   RSRD: Spells-T-Z (part Levels   Septimary   Septimary		14				Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Transmittation   Tran			,			Target: Creature to	uched		Caster Level: 5	
Stabled gains 1 temporary hp.    Caster Lever 5   Subject gains 1 temporary hp.   Caster Lever 5   Subject gains 1 temporary hp.   Caster Lever 5   Subject gains 1 temporary hp.   Caster Lever 5   Subject gains 1 temporary hp.   Caster Lever 5   Caster Lever 5		14				Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Filter:   Filt			(namicss)	aonort		Target: Creature to	uched		Caster Level: 5	
Effect: Subject takes 2 penalty on attack rolls and saves against fear: See text, Wespon deals -1 did damage, or 3did if you take 5 points of damage.  Filed: See text, Wespon deals -1 did saves against fear: See text, Wespon deals -1 did saves ag		14	Reflex negates			Touch	V, S, M/DF	Yes		Nep: Nep
Name    C   Saving Throw   Time   Duration						Target: One creatur	е			
Name   DC   Saving Throw   Time   Duration   Pange   Comp.   Spell Resistance   School   No.   PH. PH.	rumo nerastro avvoige il volto della vittima, concedendo a	agii avv	versari occultamento to		1					
Fifect: Target: Flack of water touched Chaosing (Chaosing)  Angry Ache 15 Fortiude negates action (Chaosing)  Bane 15 Will negates (Superal National Nationa	News	20	0			P	0	O II D i d	0-11	0
Effect: Makes chaotic-aligned anarchic water.   Claser   Level: 5									Transmutation	
Service   15	Effect:					Target: Flask of wa	ter touched			
Effect: Subject takes -2 penalty on attack rolls.    Target: one living creature   Caster Level: 5		15	Fortitude negates			Close (10,5 m)	V, S	Yes	Necromancy	BoVD: BoVD
Subject takes 2- penalty on attack rolls.    Soft	Effect:			action		Target: one living c	reature		Caster Level: 5	
action    Compulsion   Fear   Mind-Affecting   Fear   Fear   Mind-Affecting   Fear   Mind-Affecting   Fear   Mind-Affecting   Fear   Fear   Mind-Affecting   Fear   F	· · · · · · · · · · · · · · · · · · ·	15	Will negates					Yes		RSRD: SpellsA-B.rtf
Effect: Tenemies take -1 on attack rolls and saves against fear.    Caster Level: 5				action					(Compulsion) [Fear,	
See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   So ft.   V, S, DF   Yes (harmless)   Enchantment (Compulsion)   Mind-Affecting    Target: The caster and all allies within a 50-ft. burst, or caster Level: 5   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   So ft.   V, S, DF   Yes (harmless)   Enchantment (Compulsion)   Mind-Affecting    Target: The caster and all allies within a 50-ft. burst, or caster Level: 5						Target: All enemies	within 50 ft.			
See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.    See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   Compulsion   Mind-Affecting  Congulation   Mind-Affecting  Codd    See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.   Target: The caster and all allies within a 50-ft. burst, centered on the caster   Compulsion   Mind-Affecting  Codd    Caster Level: 5   Caster Level: 5   Codd    Compulsion   Mind-Affecting  Caster Level: 5   Caster Lev			None		charged				Necromancy	PHB2: PHB2
See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.  None  1 standard 5 minutes action  So ft.  V, S, DF Yes (harmless)  Caster Level: 5  Caster Level: 5	Effect:						ıched			
action   Compulsion   (Compulsion   (Compulsion   (Compulsion   (Compulsion   (Compulsion   (Mind-Affecting)   (Compulsion   (Co	See text, Weapon deals +1d6 damage, or 3d6 if you take	5 point		1 standard 5 minutes				Yes (harmless)		RSRD: SpellsA-B.rtf
Target: The caster and all allies within a 50-ft. burst, Caster Level: 5	<u></u> _Di000						, -, -,		(Compulsion)	
Touch   V, S, M   Yes (object)   Transmutation   RSRD: SpellsA-B		r.						within a 50-ft. burst,		
Effect: Makes holy water.    Caster Level: 5     Caster Level: 5			Will negates (object)	1 minute Instantaneous				Yes (object)		RSRD: SpellsA-B.rtf
Cause Fear   15   Will partial   1 standard 1/4 rounds or 1 round; see text action   Target: One living creature with 5 or fewer HD   Caster Level: 5						Target: Flask of wa	ter touched			
Effect: Target: One living creature with 5 or fewer HD  Caster Level: 5  Close (10,5 m) V  Yes  Enchantment (Compulsion) (Language-Dependent, Mind-Affecting)  Target: One living creature  Target: One living creature  Close (10,5 m) V  Yes  Enchantment (Compulsion) (Language-Dependent, Mind-Affecting)  Target: One living creature  Caster Level: 5  Target: You  Caster Level: 5		15	Will partial		see text	Close (10,5 m)	V, S	Yes		r,RSRD: SpellsC.rtf
Command  15 Will negates  1 standard 1 round action  1 standard 50 minutes action  2 standard 50 minutes action  3 standard 50 minutes action  4 standard 50 minutes action  5 standard 50 minutes action  6 standard 50 minutes action  8 standard 50 minutes action  1 standard 50 minutes action  2 standard 50 minutes action  3 standard 50 minutes action  4 standard 50 minutes action  5 standard 50 minutes action  6 standard 50 minutes action  8 standard 50 minutes action  8 standard 50 minutes action  9 standard 50 minutes action  1 standard 50 minutes action  2 standard 50 minutes action  3 standard 50 minutes action  4 standard 50 minutes action  5 standard 50 minutes action  6 standard 50 minutes action  8 standard 50 minutes action  1				aouOH		Target: One living of	reature with	5 or fewer HD		
action (Compulsion) [Language-Dependent, Mind-Affecting]  Caster Level: 5  Fffect: One subject obeys selected command for 1 round.  Comprehend Languages None 1 standard 50 minutes action  Fffect: You understand all spoken and written languages.		15	Will negates			Close (10,5 m)	V	Yes		RSRD: SpellsC.rtf
Effect: Target: One living creature Caster Level: 5  One subject obeys selected command for 1 round.  Divination RSRD: SpellsC.rt  Effect: Target: You Caster Level: 5  Target: You Caster Level: 5				action					[Language-Depen	dent,
Comprehend Languages None 1 standard 50 minutes Personal V, S, M/DF No Divination RSRD: SpellsC.rt action  Target: You Caster Level: 5  You understand all spoken and written languages.						Target: One living of	reature			
Effect: Target: You Caster Level: 5 You understand all spoken and written languages.			None					No	Divination	RSRD: SpellsC.rtf
You understand all spoken and written languages.	Effect:			action		Target: You			Caster Level: 5	
				* =Domain/Special	lity Spell					

				Cleric Spells					
Cure Light Wounds	15	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+5 damage.		SCC TOXI	dollori		Target: Creature to	uched	toxt	Caster Level: 6	
□□□□ **Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+5 damage.					Target: Creature to			Caster Level: 6	
Detect Chaos		None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignmen	nt.	None	1 standard	Concentration, up to 50 minutes [D]	Target: Cone-shap 60 ft.	ed emanation		Caster Level: 5 Divination	RSRD: SpellsD-E.rtf
Effect:		None	action	Concentration, up to 30 minutes [D]	Target: Cone-shap			Caster Level: 5	NOND. SpellsD-L.Iti
Reveals creatures, spells, or objects of selected alignment Detect Good	nt.	None	1 standard	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF		Divination	RSRD: SpellsD-E.rtf
Effect:			action		Target: Cone-shap			Caster Level: 5	
Reveals creatures, spells, or objects of selected alignments Detect Law	nt.	None		Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignmen	nt.		action		Target: Cone-shap	ed emanatio	on	Caster Level: 5	
Detect Undead	т.	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, M/DI	F No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.					Target: Cone-shap	ed emanation	on	Caster Level: 5	
Divine Favor		None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +1 on attack and damage rolls.					Target: You			Caster Level: 5	
Divine Inspiration	15	None (harmless)	1 standard action	1d4 rounds	Touch	Sacrifice	No	Divination	EXD: EXD
Effect: Target gains #3 sacred bonus on attack toll against evil c	reature 15	. Sacrifice: 1d2 points of Will negates	of STR dama		Target: one creatur Medium (45 m)	v, S, DF	Yes	Caster Level: 5	r,RSRD: SpellsD-E.rtf
LILLI Doom  Effect:	13	· viii riogates	action	Siutos	Target: One living of		.00	Mind-Affecting]  Caster Level: 5	.,on.b. openou-E.III
One subject takes -2 on attack rolls, damage rolls, saves,	and ch	necks. Fortitude negates	1 standard	1 hour/level	Touch	V, M	Yes	Enchantment	BoVD: BoVD
Effect:		(harmless)	action		Target: one living of			Caster Level: 5	
Subject is immune to addiction.  Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire,	RSRD: SpellsD-E.rtf
								WuJenMetal, WuJenWater,	
Effect:					Target: Creature to	uched		WuJenWood] Caster Level: 5	
Exist comfortably in hot or cold environments.		None		5 minutes [D]	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect:			action		Target: You			Caster Level: 5	
Ranged attacks against you have 20% miss chance. Extract Drug		None	1 minute	Permanent	Touch	V, S, F	No	Conjuration (Creation)	BoVD: BoVD
Effect: Creates drug from inanimate object.					Target: one dose o	f drug		Caster Level: 5	
Eyes of the Avoral	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch	S	Yes	Transmutation	EXD: EXD
Effect: Subject gets +8 on Spot checks.					Target: one creatur			Caster Level: 5	
Faith Healing	15	Will half (harmless)	1 standard action	Instantaneous	Touch  Target: Creature to	V, S uched	Yes	Conjuration (Healing) Caster Level: 6	MoF: MoF
See text Grave Strike		None	1 swift	1 round	Personal	V, FD	No	Divination [Good]	CAd: CAd
Effect:			action		Target: You			Caster Level: 5	
See text  I I I I I I I I I I I I I I I I I I I	15	Will negates (harmless); see text	1 standard action	50 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Undead can't perceive 5 subjects.		(namiess), see text	action		Target: 5 touched of	creatures		Caster Level: 5	
Individuazione degli Esterni		None	1 standard action	Concentration, up to 1 minute/level	30 ft.	V, S	No	Divination	Nep: Nep
Effect: Permette di percepire l'aura delle creature provenienti da					of the range		ng from you to the exten		
Inflict Light Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch deals 1d8+5 damage.	45	Will holf /harry	1 0/ 1	Instantaneous Con tout	Target: Creature to		Voc	Caster Level: 5	DUDA: DUDA
Invest Light Protection	15	Will half (harmless); See text	1 standard action	Instantaneous; See text	Touch  Target: Creature to	V, S uched	Yes	Conjuration (Healing) Caster Level: 6	PHB2: PHB2
See text, Heal 1d4 damage + 1/2 levels. Grant DR 1/evil.		None	1 standard	1 round/level	Close (10,5 m)	S,	Yes	Evocation [Good,	EXD: EXD
Effect:			action		Target: ray	Abstinence		Light] Caster Level: 5	- <del>-</del>
Ranged touch attacks deal 1d6 points of damage. Absting	ence: a	bstain from sexual inter None	1 standard	4 hours. 10 minutes/level or until used up	Medium (45 m)	V, S	Yes	Evocation [Good,	PH: PH
Effect:	th-t	nol 1d6 d	action		Target: You and cr	eature[s] too	uched with ray [up to 2]	Light] Caster Level: 5	
You radiate silvery light, which you can expend as 2 bolts  Magic Stone	that de	eal 1d6 damage. Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	) Transmutation	RSRD: SpellsM-O.rtf
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage		(a	404011		Target: Up to three	pebbles tou	uched	Caster Level: 5	
□□□□ Magic Weapon  Effect:	15	Will negates (harmless, object)	1 standard action	5 minutes	Touch  Target: Weapon to		Yes (harmless, object)	Transmutation [WuJenMetal] Caster Level: 5	RSRD: SpellsM-O.rtf
Weapon gains +1 bonus.		None		1 round/level	Medium (45 m)	V, S, M	No	Transmutation	SoB: SoB
Effect:			action		Target: 10-ft/level r	adius spher	е	Caster Level: 5	
See text.		None	1 standard action	1 minute/level or until discharged	Personal	V, S, DF	No	Evocation [Light]	CD: CD
Effect: Sunlight illuminates you until released as an attack for 1d	8+1/lev	vel damage	acton		Target: You			Caster Level: 5	
Obscuring Mist		None	1 standard action	5 minutes	20 ft.	V, S	No	Conjuration (Creation) [WuJenWater]	RSRD: SpellsM-O.rtf
Effect: Fog surrounds you.					Target: Cloud sprea	ads in 20-ft.	radius from you, 20 ft.		
-9				* =Domain/Speciality Spell					

				Cleric Spells					
Omen of Peril		None	1 full round ins		Personal	V, F	No	Divination	CD: CD
Effect: You know how dangerous the future will be					Target: You			Caster Level: 5	
□□□□ Predict Weather		None	1 minute Ins	tantaneous		V, S	No	Divination	SoB: SoB
Effect: See text.					Target: 1 mile/level			Caster Level: 5	
Protection from Evil	15	Will negates (harmless)	1 standard 5 n action	ninutes [D]			No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
### ### ##############################	nentals		4	alautaa (D)	Target: Creature tou		No. and took	Caster Level: 5	DCDD, Carallan D at
Protection from Law	15	Will negates (harmless)	1 standard 6 n action	ninutes (D)	Touch  Target: Creature tou		No; see text	Abjuration [Chaotic] Caster Level: 6	RSRD: SpellsP-R.rtf
+2 to AC and saves, counter mind control, hedge out elen	nentals 15	and outsiders. Will negates	1 standard 6 n	ninutes (D)	-		No; see text	Abjuration	RSRD: SpellsP-R.rtf
Effect:	.0	(harmless)	action		Target: Creature tou		110, 000 toxt	[Chaotic] Caster Level: 6	TOTAL OPONOT TAIL
+2 to AC and saves, counter mind control, hedge out elen	nentals 15	and outsiders. Will negates	1 standard 1 r	ound/level	-	V, S	Yes	Enchantment	EXD: EXD
adda Nay of Hope		(harmless)	action		, , ,			(Compulsion) [Good,	
Effect:					Target: one living cre	eature		Mind-Affecting] Caster Level: 5	
Subject gains +2 bonus on attacks, saves, and checks.  Remove Fear	15	Will negates		minutes; see text	Close (10,5 m)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Suppresses fear or gives +4 on saves against fear for 2 si	ubiocto	(harmless)	action		Target: 2 creatures, 30 ft. apart	no two of w	hich can be more than	Caster Level: 5	
Repel Water	15	Will negates (harmless)	1 standard 2 h			V, S	Yes	Abjuration	SoB: SoB
Effect: See text.		(narmoss)	dodon		Target: Living creatu	re touched		Caster Level: 5	
Resist Planat Alignment	15	Fortitude negates (harmless)	1 standard 10 action	minutes/level	Touch	V, S, DF	Yes	Abjuration	PH: PH
Effect: Subject can resist penalties for being on an opposed align	ned Ou				Target: creature touc			Caster Level: 5	
Resurgence	15	Will negates (harmless)	1 standard Ins	tantaneous		V, S, DF	Yes	Abjuration	CD: CD
Effect: You grant subject a second chance at a saving throw					Target: Creature tou			Caster Level: 5	
Sanctuary	15	Will negates	1 standard 5 reaction	ounds		V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
Opponents can't attack you, and you can't attack.	15	Will negates	1 standard 5 n	ajautaa	Target: Creature tou Touch	ched V, S, M	Yes (harmless)	Caster Level: 5	RSRD: SpellsS.rtf
Shield of Faith	15	(harmless)	action	ninutes	Target: Creature tou		res (narmiess)	Abjuration  Caster Level: 5	RSRD: SpellsS.ftl
Aura grants +2 deflection bonus.	15	None (harmless)	1 standard Se	e text		V, S	No	Conjuration	Nep: Nep
Sonno Rinfrancante	10	None (namicss)	action	CLOX	Target: Creature tou		140	(Healing) Caster Level: 6	пер. пер
Cura 1 punto ferita e 1 punto di caratteristica extra per live	ello a u	na creatura addormenta None	ita 1 standard 1 r	ound/level	-	V, S	No	Transmutation	SS: SS
Effect:			action		Target: You			Caster Level: 5	
Hold the charge on one touch spell per forelimb.		None	1 standard Co	ncentration, up to 1 minute/level	Personal	V, S	No	Transmutation	BoVD: BoVD
						٧, ٥			
Effect:			action		Target: caster's land	ν, σ		Caster Level: 5	
·	15	See text	action  1 standard Ins		Target: caster's land	V, S,	Yes	Caster Level: 5 Evocation [Good]	EXD: EXD
Effect: Caster's hand becomes a small monstrous spider.  Storm of Shards  Effect:			action  1 standard Insaction	tantaneous	Target: caster's land	V, S, Sacrifice	Yes		EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider.	undead		action  1 standard Insaction	tantaneous 1d3 points of STR drain.	Target: caster's land 0-ft Target: 80-ft radius s	V, S, Sacrifice	Yes	Evocation [Good]  Caster Level: 5  Enchantment	EXD: EXD  BoVD: BoVD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Storm of Shards Effect: Evil creatures are blinded for 1 round; evil outsiders and u	undead 15	also take 1d6 damage/ Fortitude negates	1 standard Insaction evel. Sacrifice: 1 minute 1 h	tantaneous 1d3 points of STR drain.	Target: caster's land 0-ft Target: 80-ft radius s	V, S, Sacrifice pread S, M		Evocation [Good]  Caster Level: 5	
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Storm of Shards Effect: Evil creatures are blinded for 1 round; evil outsiders and u	undead 15	also take 1d6 damage/ Fortitude negates	1 standard Insaction evel. Sacrifice: 1 minute 1 h	tantaneous 1d3 points of STR drain. our/level	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless	V, S, Sacrifice pread S, M	Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting]	
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes	undead 15	also take 1d6 damage/ Fortitude negates d but take no other action	1 standard Insaction evel. Sacrifice: 1 minute 1 h	tantaneous 1d3 points of STR drain. our/level	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless	V, S, Sacrifice pread S, M creature V, S, F/DF	Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting]  Caster Level: 5  Conjuration	BoVD: BoVD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the control of the control of the control of the caster of the cast	undead 15	also take 1d6 damage/ Fortitude negates d but take no other action	1 standard Insaction evel. Sacrifice: 1 minute 1 h	tantaneous  1d3 points of STR drain. our/level ounds [D]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur	Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration	BoVD: BoVD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the control of the control of the control of the caste state that allows him to be caster that allows him to be caster that call of the caster that caster that call of the cas	undead 15 e move	also take 1d6 damage/ Fortitude negates d but take no other actic None Fortitude negates (harmless)	action  1 standard Insaction evel. Sacrifice: 1 minute 1 h on. 1 round 5 n 1 standard 24 action	tantaneous  1d3 points of STR drain. our/level ounds [D]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M	Yes No e Yes	Evocation [Good]  Caster Level: 5  Enchantmen [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration  Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.nf  BoVD: BoVD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the control of the control of the caster of the caste	undead 15 e move	also take 1d6 damage/ Fortitude negates d but take no other action None	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 r  1 standard 24	tantaneous  1d3 points of STR drain. our/level ounds [D]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M	Yes No e Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration [Good]	BoVD: BoVD  RSRD: SpellsS.nf  BoVD: BoVD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Calic creatures are blinded for 1 round; evil outsiders and use the control of	undead 15 e move 15 15	also take 1d6 damage/ Fortitude negates d but take no other action None Fortitude negates (harmless)	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24  action  1 standard 1 n  action  nol for 3 days.	tantaneous  1d3 points of STR drain. our/level  ounds [D]  hours	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M s	Yes No e Yes Yes suched	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Calls caster as a blinded for 1 round; evil outsiders and use of the control of the control of the caster and use of the caster and us	undead 15 e move 15	also take 1d6 damage/ Fortitude negates d but take no other action None Fortitude negates (harmless)	action  1 standard Insaction evel. Sacrifice: 1 minute 1 h on. 1 round 5 n 1 standard 24 action  1 standard 1 n action not for 3 days. 1 standard 10	tantaneous  1d3 points of STR drain. our/level ounds [D]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M S V, Abstinence creature to V, S	Yes No e Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing)	BoVD: BoVD  RSRD: SpellsS.nf  BoVD: BoVD
Effect: Caster's hand becomes a small monstrous spider.  Storm of Shards  Effect: Vil creatures are blinded for 1 round; evil outsiders and use the company of the company	undead 15 e move 15 15	also take 1d6 damage/ Fortitude negates d but take no other actic None Fortitude negates (harmless) None (harmless) stain from imbibing alco Will negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n action  1 standard 1 n action  1 standard 1 n on on of for 3 days. 1 standard 10 action round	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  ninute/level  rounds + 1 round/level [max 15 ands]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creature	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M S V, Abstinence creature to V, S	Yes No e Yes Yes suched	Caster Level: 5 Enchantmen [Good] Caster Level: 5 Enchantmen [Mind-Affecting] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration Caster Level: 5 Abjuration [Good] Caster Level: 5 Conjuration	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Callect: One helpless subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject in a state that allows him to be caster a subject in a state that allows him to be caster a state a stat	undead 15 e move 15 15	also take 1d6 damage/ Fortitude negates d but take no other action None Fortitude negates (harmless) None (harmless)	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n action  1 standard 1 n action  1 standard 1 n on on of for 3 days. 1 standard 10 action round	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  ninute/level  rounds + 1 round/level [max 15 ands]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creature	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M S V, Abstinence creature to V, S re touched V, S, DF	Yes  No e Yes  Yes  Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing) Caster Level: 6	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Calfect: Call sextraplanar creature to fight for you. Calls extraplanar creature for 24 hours. Calls extraplanar creature for 25 hours. Calls extraplanar creature for 26 hours. Calls extraplanar creature for 27 hours. Calls extraplanar creature for 28 hours. Calls extraplanar creature for 50 hours.	undead 15 e move 15 15	also take 1d6 damage/ Fortitude negates d but take no other action None Fortitude negates (harmless) None (harmless)	action  1 standard Insaction  evel. Sacrifice: 1 minute	tantaneous  1d3 points of STR drain. our/level  bounds [D]  hours  rounds + 1 round/level [max 15 inds]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creatur Touch Target: Creature tou	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M S V, Abstinence creature to V, S re touched V, S, DF	Yes  No e Yes  Yes  Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing) Caster Level: 6  Divination Caster Level: 5  Enchantment	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the state that allows him to be caster that allows him to be c	15 a move 15 15 15 15 15	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None	action  1 standard Insaction evel. Sacrifice: 1 minute 1 h on. 1 round 5 m  1 standard 24 action  1 standard 1 m action 1 standard 1 m action 1 standard 1 m action 1 standard 1 m action 1 standard 1 m action 1 standard 1 m action	tantaneous  1d3 points of STR drain. our/level  bounds [D]  hours  rounds + 1 round/level [max 15 inds]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creatur Touch Target: Creature tou	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M S V, Abstinence creature to V, S ret touched V, S, DF ched V	Yes  No e Yes  Yes suched Yes	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration Caster Level: 5 Abjuration [Good] Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Califect: One helpless subject is put in a state that allows him to be Califect: One helpless subject is put in a state that allows him to be Califect: Calls extraplanar creature to fight for you. Califect: Calls extraplanar creature to fight for you. Califect: Keeps disease from harming creature for 24 hours. Califect: Target gains +1 luck bonus on all saving throws. Abstinent Califect: Creature heals 1 hp/round [max 15 rounds]	15 a move 15 15 15 15 15	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None	action  1 standard Insaction  evel. Sacrifice: 1 minute	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  iniute/level  rounds + 1 round/level [max 15 inds]	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creature Touch Target: Creature tou Close (10,5 m)	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M S V, Abstinence creature to V, S ret touched V, S, DF ched V	Yes  No e Yes  Yes suched Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration [Good] Caster Level: 5  Divination Caster Level: 5  Enchantment [Mind-Affecting]	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Calfect: One helpless subject is put in a state that allows him to be called the strappanar creature to fight for you. Calle sxtraplanar creature to fight for you. Calle sxtraplanar creature to fight for you. Calle sxtraplanar creature for 24 hours. Calle sxtraplanar creature for 24 hours. Calle sxtraplanar creature for 24 hours. Called the strappanar creature for 25 hours. Called the strappanar creature for 26 hours. Called the strappanar creature for 27 hours. Called the strappanar creature for 28 hours. Called the strappanar creature for 29 hours. Called the strappanar creature for 10 hours. Called the strappanar creature f	15 about 15	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None  Will negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n  action	tantaneous  1d3 points of STR drain. our/level  bounds [D]  hours  ininute/level  rounds + 1 round/level [max 15 inds]  ininute or until discharged  bound  LEVEL 2	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creature Touch Target: Creature tou Close (10,5 m) Target: one evil crea	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M S V, Abstinence reature to V, S ere touched V, S, DF ched V ture	Yes No e Yes Yes stated Yes Yes Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing) Caster Level: 6  Divination  Caster Level: 5  Enchantment Enchantment Caster Level: 5  Enchantment Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the state that allows him to be caster that allows him to be c	15 a move 15 15 15 15 15	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n  action	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  hinute/level  rounds + 1 round/level [max 15    ninute or until discharged  ound  LEVEL 2  ration	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creatu Touch Target: Creature tou Close (10,5 m) Target: one evil creature Range	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M S V, Abstinence creature to V, S ret touched V, S, DF ched V	Yes  No e Yes  Yes  Liched Yes  Yes  Yes  Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration [Good] Caster Level: 5  Divination Caster Level: 5  Enchantment [Mind-Affecting]	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Calfect: One helpless subject is put in a state that allows him to be Caster of the straight of the state of the straight of the strai	15 15 15 DC 16	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  Satain from imbibing alco Will negates (harmless)  None  Will negates  Saving Throw  Fortitude negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n  action	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  hinute/level  rounds + 1 round/level [max 15    ninute or until discharged  ound  LEVEL 2  ration	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creatu Touch Target: Creature tou Close (10,5 m) Target: one evil creature Range	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M S V, Abstinence creature to V, S, DF ched V, S, DF ched V ture	Yes  No e Yes  Yes  Liched Yes  Yes  Yes  Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing) Caster Level: 6  Divination  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  School	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider.  Storm of Shards  Effect: One helpless subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject is put in a state that allows him to be subject it for you.  Suspend Disease  Effect: Keeps disease from harming creature for 24 hours.  Target gains +1 luck bonus on all saving throws. Abstinen subject is put in a state that allows him to be subject it for you.  Suspend Disease  Effect: Target gains +1 luck bonus on all saving throws. Abstinen subject is put in a state that allows him to be subject it for you.  Suspend Disease  Effect: Target gains +1 luck bonus on all saving throws. Abstinen subject is put in a state that allows him to be subject it for you.	15 15 15 DC 16	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  Satain from imbibing alco Will negates (harmless)  None  Will negates  Saving Throw  Fortitude negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n  action	tantaneous  1d3 points of STR drain. our/level  ounds [D]  hours  ninute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  ound  LEVEL 2  ration tantaneous	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: Living creatu Touch Target: Creature tou Close (10,5 m) Target: one evil creature Touch Target: one living creature Touch Target: one living creature Touch Target: one living creature Touch	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature V, S, M S V, Abstinence creature to V, S DF ched V, S, S, DF ched v, S, S, DF ched v, S,	Yes  No e Yes  Yes  Liched Yes  Yes  Yes  Yes	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing) Caster Level: 6  Divination  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Enchantment Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Calfect: One helpless subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a subject is put in a state that allows him to be caster a state that allows him to be caster a subject is put in a state that allows him to be caster a state a stat	15 15 15 DC 16	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None  Will negates Tortitude negates  Saving Throw Fortitude negates  ne addiction.	action  1 standard Insaction  evel. Sacrifice: 1 minute	tantaneous  1d3 points of STR drain. our/level  ounds [D]  hours  ninute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  ound  LEVEL 2  ration tantaneous	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: Living creatu Touch Target: Creature tou Close (10,5 m) Target: one evil creature Touch Target: one living creature Touch Target: one living creature Touch Target: one living creature Touch	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M V, Abstinence creature to V, S, M re touched V, S, DF ched V Comp. V, S, Drug eature V, S, DF	Yes  No e Yes  Yes  Second of the second of	Evocation [Good]  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  Conjuration (Summoning) Caster Level: 5  Abjuration Caster Level: 5  Abjuration [Good] Caster Level: 5  Conjuration (Healing) Caster Level: 6  Divination  Caster Level: 5  Enchantment [Mind-Affecting] Caster Level: 5  School Enchantment Caster Level: 5  Enchantment Caster Level: 5  Enchantment	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Calfect: Call creatures are blinded for 1 round; evil outsiders and use that allows him to be call call call call call call call cal	15 15 15 DC 16	also take 1d6 damage/ Fortitude negates d but take no other actic None  Fortitude negates (harmless)  None (harmless)  statin from imbibing alco Will negates (harmless)  Will negates  Saving Throw Fortitude negates ne addiction. None  Will negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 m  1 standard 24  action  1 standard 1 m  action  1 standard 1 n  action  1 standard 1 n  action  1 standard 1 m  action  1 standard 5 m  action	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  ininute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  ound  LEVEL 2  ration  tantaneous	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: Living creature Touch Target: Creature tou Close (10,5 m) Target: one evil creature Range Touch Target: one living creature Touch Target: one living creature Touch Target: one living creature Touch Target: Living creature	V, S, Sacrifice pread S, M creature V, S, F/DF med creature V, S, M S V, Abstinence reature to V, S pre touched V, S, DF ched V ture  Comp. V, S, DF grature V, S, DF re touched	Yes  No e Yes  Yes  Second of the second of	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration Caster Level: 5 Abjuration (God) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Enchantment [Mind-Affecting] Caster Level: 5 Enchantment Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the content of t	undead 15 15 15 15 15 15 15	also take 1d6 damage/ Fortitude negates d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None  Will negates  Saving Throw  Fortitude negates ne addiction. None	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 m  1 standard 24 action  1 standard 1 m  action  1 standard 5 m  action	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  ininute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  ound  LEVEL 2  ration  tantaneous	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creatu Touch Target: Creature tou Close (10,5 m) Target: one evil creat Range Touch Target: one living creatu Touch Target: one living creatu Touch Target: Living creatu Touch Target: Living creatu	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M  V, Abstinence rereature to: V, S, F ched V, S, DF ched V ture  Comp. V, S, DF ched or iffty ched or iffty ched or iffty	Yes  No e Yes  Yes  Yes  Yes  Yes  Yes  Yes  Y	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration (Good) Caster Level: 5 Abjuration (Good) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Enchantment Compulsion) [Mind-Affecting] Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD  Source BoVD: BoVD  RSRD: SpellsA-B.rtf
Effect: Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Calfect: Call creatures are blinded for 1 round; evil outsiders and use that allows him to be call that the call that allows him to be call that the call that allows him to be call that	undead 15 15 15 15 15 15 15	also take 1d6 damage/ Fortitude negates d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibing alco Will negates (harmless)  None  Will negates actic damage	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 n  1 standard 24 action  1 standard 1 n  action  1 standard 5 n  action	tantaneous  1d3 points of STR drain.  tour/level  tounds [D]  hours  hinute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  tound  LEVEL 2  ration  tantaneous  hinutes	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: one nonevil of Touch Target: Living creatur Touch Target: Creature tou Close (10,5 m) Target: one evil creatur Touch Target: one living creatur Touch Target: one living creatur Touch Target: be in contact we casting!	V, S, Sacrifice pread S, M creature V, S, F/DF ned creatur V, S, M V, Abstinence creature to V, S, M V, Comp. V, S, DF ched V Comp. V, S, DF ched or fifty the ach of the check of the chec	Yes  No e Yes  Yes  Yes  Yes  Yes  Yes  Yes  Y	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration (Good) Caster Level: 5 Abjuration (Good) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5 Enchantment (Mind-Affecting) Caster Level: 5 Enchantment Caster Level: 5 Transmutation	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD  Source BoVD: BoVD  RSRD: SpellsA-B.rtf
Effect: Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Caster's hand becomes a small monstrous spider. Call creatures are blinded for 1 round; evil outsiders and use the content of t	undead 15 15 15 15 15 15 15	also take 1d6 damage/ Fortitude negates d but take no other actic None  Fortitude negates (harmless)  None (harmless)  statin from imbibing alco Will negates (harmless)  Will negates  Saving Throw Fortitude negates ne addiction. None  Will negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 m  1 standard 24  action  1 standard 1 m  action  1 standard 1 n  action  1 standard 1 n  action  1 standard 1 m  action  1 standard 5 m  action	tantaneous  1d3 points of STR drain.  tour/level  tounds [D]  hours  hinute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  tound  LEVEL 2  ration  tantaneous  hinutes	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One summon Touch Target: One creature Touch Target: Living creatu Touch Target: Creature tou Close (10,5 m) Target: one evil creature Touch Target: one living creatu Touch Target: one living creatu Touch Target: Une living creatu Touch Target: Une living creatu Touch Target: Living creatu Touch Target: Living creatu Touch	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature to V, S, M S V, Abstinence creature to V, S, DF ched or fifty ith each of V, S, M	Yes  No e Yes  Yes  Yes  Yes  Yes  Yes  Yes  Y	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (God) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Enchantment Caster Level: 5 Transmutation	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD  Source BoVD: BoVD  RSRD: SpellsA-B.rtf
Effect: Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Call creatures are blinded for 1 round; evil outsiders and use the state of the stat	15 15 15 DC 16 16 16 16 16 16	also take 1d6 damage/ Fortitude negates d but take no other actic None Fortitude negates (harmless) None (harmless) stain from imbibing alco Will negates (harmless) Will negates Saving Throw Fortitude negates ne addiction. None Will negates (harmless, object) Will negates	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 m  1 standard 24 action  1 standard 1 n action  1 standard 1 n action  1 standard 1 m action  1 standard 5 m action  1 standard 5 m action  1 standard 1 m action	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  ninute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  ound  LEVEL 2  ration  tantaneous  ninutes  ninutes	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One creature Touch Target: one nonevil of Touch Target: Living creature Touch Target: creature tou Close (10,5 m) Target: one evil creature Touch Target: Living creature Touch Target: one living creature Touch Target: Unique creature Touch Target: Unique creature Touch Target: Living creature Touch Target: Living creature Touch Target: Unique creature Touch Target: Unique creature Touch Target: Creature tou	V, S, Sacrifice pread S, M creature V, S, F/DF hed creature V, S, M S V, Abstinence creature to V, S, DF ched or fifty tith each of tV, S, M ched v, S, M ched	Yes No e Yes Yes Section of the sect	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (God) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5 Enchantment Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD  Source BoVD: BoVD  RSRD: SpellsA-B.rtf  PHB2: PHB2
Effect: Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Caster's hand becomes a small monstrous spider.  Call creatures are blinded for 1 round; evil outsiders and use the state that allows him to be called that allow	15 15 15 DC 16 16 16 16 16 16	also take 1d6 damage/ Fortitude negates  d but take no other actic None  Fortitude negates (harmless)  None (harmless)  stain from imbibling alco Will negates (harmless)  None  Will negates  Saving Throw Fortitude negates ne addiction. None  Will negates (harmless, object)  Will negates (harmless, object)	action  1 standard Insaction  evel. Sacrifice: 1 minute 1 h  on. 1 round 5 m  1 standard 24 action  1 standard 1 n action  1 standard 1 n action  1 standard 1 m action  1 standard 5 m action  1 standard 5 m action  1 standard 1 m action	tantaneous  1d3 points of STR drain.  our/level  ounds [D]  hours  ninute/level  rounds + 1 round/level [max 15 inds]  ninute or until discharged  ound  LEVEL 2  ration  tantaneous  ninutes  ninutes	Target: caster's land 0-ft Target: 80-ft radius s Touch Target: one helpless Close (10,5 m) Target: One creature Touch Target: one nonevil of Touch Target: Living creature Touch Target: creature tou Close (10,5 m) Target: one evil creature Touch Target: Living creature Touch Target: one living creature Touch Target: Unique creature Touch Target: Unique creature Touch Target: Living creature Touch Target: Living creature Touch Target: Unique creature Touch Target: Unique creature Touch Target: Creature tou	V, S, Sacrifice pread S, M creature V, S, F/DF ned creature to V, S, M S V, Abstinence creature to V, S, DF ched or fifty ith each of V, S, M	Yes No e Yes Yes Section of the sect	Caster Level: 5 Enchantment (Summoning) Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (God) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Enchantment Caster Level: 5 Transmutation	BoVD: BoVD  RSRD: SpellsS.rtf  BoVD: BoVD  EXD: EXD  CD: CD  MoF: MoF  EXD: EXD  Source BoVD: BoVD  RSRD: SpellsA-B.rtf

				Cleric Spells					
□□□□□ Aura against Flame		None	1 standard 1 action		Personal	V, S	No	Abjuration	MoF: MoF
Effect: See text			action		Target: You			Caster Level: 5	
□□□□□Avoid Planar Effect	16	None (harmless)	1 standard 1 action	minute/level	20-ft.	V	Yes	Abjuration	PH: PH
Effect: Provides temporary protection against overtly damaging pla	anar tı	raits.			Target: One creature on you.	e in a 20-ft	radius burst centered	Caster Level: 5	
Ayalla's Radiant Burst	16	See text	1 standard li action	nstantaneous	60-ft	V, S, Sacrifice	Yes	Evocation [Good]	EXD: EXD
Effect: Evil creatures are blinded for 1 round and take 1d6 damage					Target: Cone-shaped	d burst		Caster Level: 5	
⊒□□□ Babele Oscura	16	Will Negates	1 standard F action		, , ,	V, S	Yes	Necromancy	Nep: Nep
Effect: La vittima non e' piu' in grado di parlare la propria lingua					Target: One creature			Caster Level: 5	
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard 5 action	minutes	Touch	V, S, DF	Yes	Transmutation [WuJenEarth]	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 5 minutes.					Target: Creature tou			Caster Level: 5	
⊒□□□□ Black Karma Curse	16	Will negates	1 standard li action	nstantaneous	Close (10,5 m)	V, S	Yes	Enchantment (Compulsion)	PHB2: PHB2
Effect:					Target: One creature	•		[Mind-Affecting] Caster Level: 5	
See text, Subject damages self with melee attack.	16	Will negates (harmless)	1 standard 1 action	minute/level or until discharged	Touch	V, S	Yes	Abjuration	PHB2: PHB2
Effect: See text, Use higher saving throw result between two creat	turos			ı	Target: Two willing o	reatures		Caster Level: 5	
Downwest two creat	16	Will partial		minute/level	0 ft.	V, S, DF	Yes	Evocation	LM: LM
Effect: Creates blade of gnashing teeth.			audill		Target: Swordlike co	lumn of gn	ashing teeth	Caster Level: 5	
DDDD Blood Wind	16	Will Negates (harmless)	1 standard 1 action	round/level	Close (10,5 m)	V, S	Yes	Evocation	SS: SS
Effect: Subject uses natural weapon as thrown weapon.		,			Target: A single crea	ature with in	ntelligence of 4 or	Caster Level: 5	
DDDDD Brambles		None	1 standard 1 action	round/level		V, S, M	No	Transmutation	CD: CD
Effect: Wooden weapon grows spikes that deal +1 damage/caster	r level	10			Target: Wooden wea	apon touch	ed	Caster Level: 5	
DDDD Bridge of Sound	,	None	1 standard C	Concentration plus 1 round/level	Close (10,5 m)	V, S, DF	Yes	Conjuration (Summoning)	SS: SS
Effect:					Target: One bridge of	of sound 5-	ft wide, 1-in thick and	[Sonic] Caster Level: 5	
Invisible bridge spans gap of 10 ft/level.	16	Will negates	1 standard 5	minutes	up to 10-ft/level long		Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect:	-	(harmless)	action		Target: Creature tou			[WuJenEarth] Caster Level: 5	
Subject gains +4 to Str for 5 minutes.	16	Will negates	1 standard (	Concentration, up to 5 rounds [D]	-	V, S, DF	Yes	Enchantment	RSRD: SpellsC.rtf
Jasas Cann Emotions		J	action	(-)				(Compulsion) [Mind-Affecting]	,
Effect: Calms creatures, negating emotion effects.					Target: Creatures in	a 20-ftrad	dius spread	Caster Level: 5	
Cloud of Knives		None	1 standard 1 action	round/level		V, S, M	No	Conjuration	PHB2: PHB2
Effect: See text, Release one knife/round, takes best result.					Target: You			Caster Level: 5	
Consecrate		None	1 standard 1 action	0 hours	, , ,	V, S, M, DF	No		RSRD: SpellsC.rtf
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ftradius			Caster Level: 5	
37, 11 9 1 1 1 1 1				notantanagua			Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Cure Moderate Wounds	16	Will half (harmless); see text	1 standard li action	istantaneous		V, S	text	(Healing)	
□□□□□ Cure Moderate Wounds Effect: Cures 2d8+6 damage.		see text	action		Target: Creature tou	ched	text	(Healing) Caster Level: 6	
Cure Moderate Wounds  Great: Cures 2d8+6 damage.  Cure Moderate Wounds	16		action	nstantaneous	Target: Creature tou	ched V, S		(Healing) Caster Level: 6 Conjuration (Healing)	RSRD: SpellsC.rtf
Cure Moderate Wounds  Cures 2d8+6 damage.  Cures 2d8+6 ture Moderate Wounds  Cures 2d8+6 damage.	16	will half (harmless); see text	action  1 standard la action	nstantaneous	Target: Creature tou Touch Target: Creature tou	ched V, S ched	Yes (harmless); see text	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6	RSRD: SpellsC.rtf
Cure Moderate Wounds  Cures 2d8+6 damage.		will half (harmless);	action  1 standard la action		Target: Creature tou Touch Target: Creature tou Medium (45 m)	ched V, S ched V, S, DF	Yes (harmless); see text	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation	
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.  Target suffer -3 penalty on attacks, checks and saves	16	will half (harmless); see text  Will negates	1 standard la action  1 standard 1 action	nstantaneous minute/level	Target: Creature tou  Touch  Target: Creature tou  Medium (45 m)  Target: One living cr	ched V, S ched V, S, DF eature	Yes (harmless); see text Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5	RSRD: SpellsC.rtf CD: CD
Cure Moderate Wounds  Cures 2d8+6 damage.  Cures 2d8+6 damage.  Cures 2d8+6 damage.  Cures 2d8+6 damage.  Damage.  Cures 2d8+6 damage.  Daraget suffer -3 penalty on attacks, checks and saves	16	will half (harmless); see text	1 standard la action  1 standard 1 action	nstantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living cr	ched V, S ched V, S, DF eature V, M/DF	Yes (harmless); see text	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness]	RSRD: SpellsC.rtf
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.  """ **Cure Moderate Wounds  Effect: Cures 2d8+6 damage.  """ Cures 2d8+6 damage.  """ Cures 2d8+6 damage.  """ Dures of III Fortune  Effect: Target suffer -3 penalty on attacks, checks and saves  """ Durkness  Effect: 20-ft. radius of supernatural shadow.	16	will half (harmless); see text Will negates None	1 standard la action  1 standard 1 action  1 standard 1 action	minute/level  i0 minutes [D]	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living cr Touch Target: Object touch	ched V, S ched V, S, DF eature V, M/DF	Yes (harmless); see text Yes No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16	will half (harmless); see text  Will negates	1 standard la action  1 standard 1 action  1 standard 1 action	nstantaneous minute/level	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m)	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF	Yes (harmless); see text Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning)	RSRD: SpellsC.rtf
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 5d6]	will half (harmless); see text  Will negates  None  Will half	action  1 standard la action  1 standard 1 action  1 standard 5 action  1 standard la action	minute/level 00 minutes [D] enstantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF	Yes (harmless); see text Yes No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16	will half (harmless); see text Will negates None	1 standard la action  1 standard 1 action  1 standard 5 action  1 standard Is standard Is	minute/level 00 minutes [D] enstantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF	Yes (harmless); see text Yes No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing)	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf
Cure Moderate Wounds  Cffect: Cures 2d8+6 damage.	16 16 16 5d6]	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)	action  1 standard li action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action	minute/level 00 minutes (D) nstantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF V, S, DF ched	Yes (harmless); see text Yes No Yes Yes (harmless)	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.  Target suffer -3 penalty on attacks, checks and saves  Cures 2d8+6 damage.  Target suffer -3 penalty on attacks, checks and saves  Cures 2d8+6 damage.  Cures 2d8+6 dama	16 16 16 5d6]	see text  Will half (harmless); see text  Will negates  None  Will half	action  1 standard li action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action	minute/level 00 minutes [D] enstantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living cr Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft.	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF ched V, S, DF	Yes (harmless); see text Yes No Yes Yes No Yes No No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard II action	minute/level  io minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shapes	ched V, S, Ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF ched V, S d d emanatio	Yes (harmless); see text Yes No Yes Ves (harmless)	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 5d6]	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)	action  1 standard li action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action	minute/level  io minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m)	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF ched V, S	Yes (harmless); see text Yes No Yes Yes No Yes No No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text	action  1 standard li action  1 standard 1 action  1 standard 5 action  1 standard 6 action	minute/level  00 minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level  instantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF ched v, S, DF	Yes (harmless); see text Yes No Yes Yes Yes (harmless)	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)	action  1 standard li action  1 standard 1 action  1 standard 5 action  1 standard 6 action	minute/level  io minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF ched V, S	Yes (harmless); see text Yes No Yes Yes Yes (harmless)	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5 Transmutation Caster Level: 5 Divination	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso
Cure Moderate Wounds  Effect: Cures 2d8+6 damage. Cures 2d8+6 dama	16 16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action  1 standard 1 action	minute/level  io minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level  instantaneous  hour/level or until discharged	Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal Target: You	ched V, S, DF eature V, M/DF ed V, S, DF v, S, DF ched V, S, DF ched V, S, DF ched V, S, DF spread V, S, DF	Yes (harmless); see text Yes No Yes  No Yes  No No No No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd
Cure Moderate Wounds  Cffect: Cures 2d8+6 damage.	16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard II action  1 standard II action  1 standard II action  1 standard Caction  1 standard II action  1 standard II action  1 standard II action	minute/level  io minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level  instantaneous  hour/level or until discharged	Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal Target: You Touch	ched V, S, Ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF ched V, S, DF spread V, S, DF	Yes (harmless); see text Yes No Yes  No Yes  No No No No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard II action  1 standard 1 action	minute/level  io minutes [D]  instantaneous  chours  concentration up to 1 minute/level instantaneous  hour/level or until discharged	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal Target: You Touch Target: Creature tou	ched V, S, Ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF spread V, S, DF spread V, S, DF ched V, S, DF	Yes (harmless); see text Yes No Yes Yes No No No No No No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 6 Divination Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard II action  1 standard 1 action	minute/level  io minutes [D]  instantaneous  is hours  Concentration up to 1 minute/level  instantaneous  hour/level or until discharged	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal Target: You Touch Target: Creature tou Touch Target: Creature tou	ched V, S ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF ched V, S, DF spread V, S, DF spread V, S, DF	Yes (harmless); see text Yes No Yes  No Yes  No No No No	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 6 Divination Caster Level: 6 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd
Cure Moderate Wounds  Effect: Cures 2d8+6 damage. Cures 2d8+6 dama	16 16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action  1 standard 1 action  1 standard 5 action  1 standard 1 action  1 standard 1 action  1 standard 5 action	minute/level  O minutes (D)  Instantaneous  Concentration up to 1 minute/level Instantaneous  hour/level or until discharged  is minutes  Instantaneous	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: You Touch Target: You Touch Target: Creature tou Touch Target: Creature tou Touch Target: Creature tou	ched V, S, DF eature V, M/DF ed V, S, DF o V, S, DF ched V, S, DF ched V, S, DF spread V, S, DF ched S, DF ched S, DF	Yes (harmless); see text Yes No Yes Yes (harmless) No No No No Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf  EXD: EXD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage. Cures 2d8+6 dama	16 16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1	minute/level  O minutes (D)  Instantaneous  Concentration up to 1 minute/level Instantaneous  hour/level or until discharged  is minutes  Instantaneous	Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: You Touch Target: You Touch Target: Creature tou Touch	ched V, S, DF eature V, M/DF ed V, S, DF o V, S, DF ched V, S, DF spread V, S, DF spread V, S, DF ched S, DF	Yes (harmless); see text Yes No Yes  Yes Yes (harmless) No No No Yes Yes Yes Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Evol: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Enchantment [Mind-Affecting]	RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf
Cure Moderate Wounds  Course 2d8+6 damage.  Cures 2	16 16 16 5d6] 16 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action	minute/level  io minutes [D]  instantaneous  chours  concentration up to 1 minute/level  instantaneous  hour/level or until discharged  is minutes  instantaneous  round/level	Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: 20-ft radius s Personal Target: You Touch Target: Creature tou Touch Target: Creature tou 80-ft Target: creature tou 80-ft Target: allies in an 8	ched V, S, DF eature V, M/DF ed V, S, DF v, S, DF ched V, S, DF spread V, S, DF spread V, S, DF ched V, S	text  Yes (harmless); see text  Yes  No  Yes  Yes (harmless)  No  No  No  Yes  Yes  Yes  Yes  Yes  Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 6 Enchantment [Mind-Affecting] Caster Level: 6	RSRD: SpellsD-E.rtf CD: CD  RSRD: SpellsD-E.rtf CD: CD  RSRD: SpellsD-E.rtf G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf  EXD: EXD  EXD: EXD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.  Effect: Cures 2d8+6 damage.  Cures 2d8+6 d	16 16 16 5d6] 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action	minute/level  O minutes (D)  Instantaneous  Concentration up to 1 minute/level Instantaneous  hour/level or until discharged  is minutes  Instantaneous	Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: You Touch Target: Creature tou 10 cose (10,5 m)	ched V, S, DF eature V, M/DF ed V, S, DF ched V, S	Yes (harmless); see text Yes No Yes No Yes Yes (harmless) No nn No No Yes Yes Yes Yes Yes Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Conjuration Caster Level: 5 Transmutation Caster Level: 5 Enchantment [Mind-Affecting] Caster Level: 6 Enchantment [Mind-Affecting] Caster Level: 5 Enchantment [Charm)	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf  EXD: EXD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 16 16 16 16 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action  1 round 1	minute/level  io minutes [D]  instantaneous  chours  concentration up to 1 minute/level instantaneous  hour/level or until discharged  is minutes  instantaneous  round/level  hour or less	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal Target: You Touch Target: Creature tou 60-ft. Target: Any number Target: Any number	ched V, S, Ched V, S, DF eature V, M/DF ed V, S, DF ched V, S, DF spread V, S, DF spread V, S, DF ched V, S, DF ched V, S, DF spread V, S, DF ched V, S o-ft radius V, S	Yes (harmless); see text Yes No Yes Yes Yes (harmless) No No No Yes Yes Yes Yes Yes Yes Yes Yes	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Conjuration Caster Level: 5 Divination Caster Level: 5 Enchantment [Mind-Affecting] Caster Level: 6 Enchantment (Charm) Caster Level: 5 Enchantment (Charm) Caster Level: 5	RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf  EXD: EXD  EXD: EXD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 5d6] 16 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action  1 round 1	minute/level  io minutes [D]  instantaneous  chours  concentration up to 1 minute/level  instantaneous  hour/level or until discharged  is minutes  instantaneous  round/level	Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: You Touch Target: You Touch Target: Creature tou 60-ft. Target: August Sandard Target: August Sandard Target: August Sandard Target: Creature tou Touch Target: Creature tou 80-ft Target: Any number 0-ft	ched V, S, DF eature V, M/DF ed V, S, DF o V, S, DF ched V, S, F ched V, S, DF ched V, S	Yes (harmless); see text Yes No Yes  Yes (harmless) No No No No Yes  Yes Yes Yes Yes Yes Yes Yes Yes Ye	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Enchantment (Charm) Caster Level: 5 Conjuration (Healing)	RSRD: SpellsC.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf  EXD: EXD  EXD: EXD
Cure Moderate Wounds  Effect: Cures 2d8+6 damage.	16 16 16 16 16 16 16 16	see text  Will half (harmless); see text  Will negates  None  Will half  Fortitude negates (harmless)  None  Fort halves; See text  None  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)	action  1 standard II action  1 standard 1 action  1 standard 5 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 6 action  1 standard 1 action  1 round 1	minute/level  io minutes [D]  instantaneous  chours  concentration up to 1 minute/level instantaneous  hour/level or until discharged  is minutes  instantaneous  round/level  hour or less	Target: Creature tou Touch Target: Creature tou Medium (45 m) Target: One living or Touch Target: Object touch Close (10,5 m) Target: One creature Touch Target: Creature tou 60-ft. Target: Cone shaped Close (10,5 m) Target: 20-ft radius s Personal Target: You Touch Target: Creature tou 60-ft. Target: Any number Target: Any number	ched V, S, DF eature V, M/DF ed V, S, DF o V, S, DF ched V, S, F ched V, S, DF ched V, S	Yes (harmless); see text Yes No Yes  Yes (harmless) No No No No Yes  Yes Yes Yes Yes Yes Yes Yes Yes Ye	(Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Transmutation Caster Level: 5 Evocation [Darkness] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Divination Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Enchantment [Mind-Affecting] Caster Level: 5 Enchantment (Charm) Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Conjuration Caster Level: 5 Enchantment [Charm) Caster Level: 5 Conjuration	RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  CD: CD  RSRD: SpellsD-E.rtf  G: SS, scomparso  SoB: SoB  CAd: CAd  RSRD: SpellsD-E.rtf  EXD: EXD  EXD: EXD  RSRD: SpellsD-E.rtf

				Cleric Spells					
□□□□□ Find Traps		None	1 standard action		Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
Effect: Notice traps as a rogue does.			action		Target: You			Caster Level: 5	
☐☐☐☐☐ Fins to Feet	16	Fort Negates (harmless)	1 minute	10 minutes/level	Touch	V, S	Yes	Transmutation	SS: SS
Effect: Transforms tails and fins onto legs and feet-		(namiess)			Target: Creature to	uched		Caster Level: 5	
Gaze Screen	16	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, S	Yes	Abjuration	G: MMay
Effect: You create a shimmering, mirrorlike area in the air before to	he reci		dollori		Target: One living o	reature		Caster Level: 5	
□□□□□ Gentle Repose			1 standard action	5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
Effect: Preserves one corpse.					Target: Corpse touc	hed		Caster Level: 5	
Ghost Touch Armor	16	Will negates (harmless)	1 standard	1 minute/level	Touch	V, S, M	Yes	Transmutation	LM: LM
Effect: Armor works normally against incorporeal attacks.		,			Target: Armor of cre	eature touch	ned	Caster Level: 5	
□□□□□ Hand of Divinity	16	Will negates (harmless); See text	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Evocation [See text]	MoF: MoF
Effect: See text					Target: Creature to	uched		Caster Level: 5	
□□□□□ Healing Lorecall		None	1 standard action	1 minute/level	Personal	V, S, M	No	Divination	CAd: CAd
Effect: See text					Target: You			Caster Level: 5	
Hold Person	16	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (45 m)  Target: One human	V, S, F/DF		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	RSRD: SpellsH-L.rtf
Paralyzes one humanoid for 5 rounds.  Inflict Moderate Wounds	16	Will half		Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect:			action		Target: Creature to	uched		Caster Level: 5	
Touch attack, 2d8+5 damage.		None		10 minutes/level	30-ft	V, S, M	No	Conjuration	SS: SS
Effect:			action		Target: Cloud that s		derwater in a 30-ft	(Creation) Caster Level: 5	
Obscure sight underwater beyond 5 ft.  Insight of Good Fortune	16			1 minute/level or until discharged	radius, centered on Close (10,5 m)	you V, S, M	Yes	Divination	PHB2: PHB2
Effect:		(harmless)	action		Target: One creatur	e		Caster Level: 5	
See text, Subject rolls twice, take the best result.	16	Will negates		1 hour/level	Touch	V, S, DF	Yes	Transmutation	CAd: CAd
Effect:		(harmless,object)	action		Target: One suit of	armor touch	ned per three levels	Caster Level: 5	
See text  Lastai's Caress		None	1 standard action	1 round/level	Touch	V, S, M	Yes	Enchantment (Compulsion) [Good, Mind-Affecting]	EXD: EXD
Effect: Intense feelings of good leave evil subject cowering, frighte	anad n	ausoatod or shakon			Target: one known	evil creature	e touched	Caster Level: 5	
Light of Mercuria	silea ii	None None	1 standard	10 minutes/level or until used up	Medium (45 m)	V, S	Yes	Evocation [Good, Light]	PH: PH
Effect: You radiate golden light, which you can expend as 2 bolts	that de	al 1d6 damage, 2d6 ag		d and evil outsiders.	Target: You and cre	eature[s] tou	uched with ray [up to 2]	Caster Level: 5	
Luminous Armor		None (harmless)		1 hour/level	Touch	Sacrifice	Yes	Abjuration	EXD: EXD
Effect: Shimmering light around target grants +5 armor bonus,	dispels	magical darkness and	I impose a	-4 penalty on opponents' melee attacks	Target: one good cr	eature touc	ched	Caster Level: 5	
Sacrifice: 1d2 points of STR damage.  Make Whole	16	Will negates		Instantaneous	Close (10,5 m)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect:		(harmless, object)	action		Target: One object	of up to 50	cu. ft	Caster Level: 5	
Repairs an object.  Mark of Judgement	16	Will negates	1 standard	1 round/level	Medium (45 m)	V, S, DF	Yes	Necromancy	PHB2: PHB2
Effect:			action				o two of wich can be	Caster Level: 5	
See text, Creatures that attack subject heal 2 points of dar  Master's Touch		Will negates	1	Instantaneous	more than 30-ft apa Close (10,5 m)	rt V	Yes	Divination	PHB2: PHB2
Effect:		(harmless)	immediate action		T	_		Caster Level: 5	
See text, Subject gains immediate +4 bonus on a skill cher	ck. 16	Will negates	1 standard	5 minutos	Target: One creatur	V. S. M/DF	= Vaa	Transmutation	RSRD: SpellsM-O.rtf
Owl's Wisdom  Effect:	10	(harmless)	action	iutos	Touch  Target: Creature tou		.00	Caster Level: 5	
Subject gains +4 to Wis for 5 minutes.	16	See text	1 standard	Instantaneous	Touch	V, S	Yes	Conjuration	Nep: Nep
Penitenza di Guarigione  Effect:		250 10.11	action		Target: Willing crea			(Healing) Caster Level: 6	
Cura 1d3 danni per ogni caratteristica danneggiara e trasf livello; l'incantatore rischia di perdere i sensi per 1d67 round					Jg 2100				
Rapid Burrowing	16	Fort Negates (harmless)	1 standard action	1 minute/level	Touch	V, S, F/DF	Yes	Transmutation	SS: SS
Effect: +20 ft to subject's burrow speed.					Target: Creature to			Caster Level: 5	
Remove Addiction	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes	Conjuration (Healing)	EXD: EXD
=" .					Target: one creature	e touched		Caster Level: 6	
Effect: Cures target of drugs addictions.	10	MGII	4	lantantan anna		V C	V / · · · ·	Cartinists	DCDD: C : " D C : "
Cures target of drugs addictions.  Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (12 m)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Cures target of drugs addictions.  Cures target of drugs addictions.  Remove Paralysis  Effect:  Frees one or more creatures from paralysis or slow effect.	16	(harmless)	action		Close (12 m)  Target: Up to four comore than 30 ft. apa	reatures, no	two of which can be	(Healing) Caster Level: 6	
Cures target of drugs addictions.  Remove Paralysis  Effect: Frees one or more creatures from paralysis or slow effect.  Repair Ship  Effect:	16		action	Instantaneous	Close (12 m)  Target: Up to four c	reatures, no art V, S, M		(Healing)	RSRD: SpellsP-R.rtf SoB: SoB
Cures target of drugs addictions.  Cures target of drugs addictions.  Effect: Frees one or more creatures from paralysis or slow effect.  Cure Trees one or more creatures from paralysis or slow effect.  Effect: See text.		(harmless)  None  Will Negates	action 1 minute		Close (12 m)  Target: Up to four c more than 30 ft. apa	reatures, no art V, S, M	o two of which can be	(Healing) Caster Level: 6 Transmutation	
Cures target of drugs addictions.  Cures target of drugs addictions.  Effect: Frees one or more creatures from paralysis or slow effect.  Repair Ship  Effect: See text.  Resistance, Major  Effect:		(harmless)	action 1 minute	Instantaneous	Close (12 m)  Target: Up to four c more than 30 ft. apa Touch  Target: One ship to	reatures, no art V, S, M uched V, S, M/DF	o two of which can be	(Healing) Caster Level: 6 Transmutation Caster Level: 5	SoB: SoB
Cures target of drugs addictions.  Cures target of drugs addictions.  Effect: Frees one or more creatures from paralysis or slow effect.  Repair Ship  Effect: See text.  Resistance, Major  Effect: Subject gains +3 on saving throws.	16	(harmless)  None  Will Negates (harmless)  Fortitude negates (harmless)	action  1 minute  1 standard action	Instantaneous	Close (12 m)  Target: Up to four comore than 30 ft. apa Touch Target: One ship to	reatures, no int V, S, M uched V, S, M/DR uched V, S, DF	o two of which can be	(Healing) Caster Level: 6 Transmutation Caster Level: 5 Abjuration	SoB: SoB
Cures target of drugs addictions.  Cures target of drugs addictions.  Effect: Frees one or more creatures from paralysis or slow effect.  Repair Ship  Effect: See text.  Resistance, Major  Effect: Subject gains +3 on saving throws.  Resist Energy  Effect: Ignores first 10 points of damage/attack from specified energy	16 16	(harmless)  None  Will Negates (harmless)  Fortitude negates (harmless)  we.  Will negates	action  1 minute  1 standard action  1 standard action	Instantaneous 1 hour/level	Close (12 m)  Target: Up to four c more than 30 ft. apa Touch  Target: One ship to Touch  Target: Creature tour Touch	reatures, no int V, S, M uched V, S, M/DR uched V, S, DF	o two of which can be Yes  Yes	(Healing) Caster Level: 6 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration [WuJenEarth, WuJenFire, WuJenWater, WuJenWater, WuJenWater, WuJenWater, Schopling (Caster Level: 5) Conjuration	SoB: SoB
Cures target of drugs addictions.	16 16 ergy typ 16	(harmless)  None  Will Negates (harmless)  Fortitude negates (harmless)	action  1 minute  1 standard action  1 standard action	Instantaneous  1 hour/level  50 minutes	Close (12 m)  Target: Up to four c more than 30 ft. ape Touch  Target: One ship to Touch  Target: Creature tou Touch	reatures, not art V, S, M uched V, S, M/DF uched V, S, DF	o two of which can be Yes Yes Yes Yes (harmless)	(Healing) Caster Level: 6 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration [WJJenEarth, WJJenFire, WJJenMetal, WJJenWood] Caster Level: 5	SoB: SoB SS: SS RSRD: SpellsP-R.rtf

				Cleric Spells					
□□□□□ Seavision	16	None (harmless)		1 hour/level	Touch	V, S, M	Yes	Transmutation	SoB: SoB
Effect: See text.			action		Target: One living of	creature tou	ched	Caster Level: 5	
□□□□□ Share Talents	16	Will negates (harmless)	1 full round	I 10 minutes/level	Touch	V, S, M	Yes	Transmutation	PHB2: PHB2
Effect: See text, Subjects gain +2 bonus on skill checks.		(amicoo)			Target: Two willing	creatures to	ouched	Caster Level: 5	
□□□□□ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (10,5 m)		Yes (object)		RSRD: SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ftradius crystalline creature		ne solid object or one		
□□□□□**Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (10,5 m)		Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ftradius crystalline creature		ne solid object or one	Caster Level: 5	
Grant Shield Other	16	Will negates (harmless)	1 standard action	5 hours [D]	Close (10,5 m)  Target: One creatu	V, S, F	Yes (harmless)	Abjuration [Good]  Caster Level: 5	RSRD: SpellsS.rtf
You take half of subject's damage.	16	Will pogotos; oco tout	1 atondord	E minutos [D]			Vac: and tout or no		DCDD: CoolleC eff
□□□□□ Silence  Effect:	16	Will negates; see text or none (object)	action	5 minutes [D]	Long (180 m)  Target: 20 ft. radius	V, S s emanation	Yes; see text or no (object) centered on a creature	Illusion (Glamer) e, Caster Level: 5	RSRD: SpellsS.rtf
Negates sound in 15-ft. radius.	16	Fortitude partial	1 standard	Instantaneous	object, or point in s Close (10,5 m)	pace V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects; may stun them.		·	action		Target: 10-ftradius			Caster Level: 5	·
Deals 1d8 sonic damage to subjects; may stun them.	16	Will negates		1 hour/level	Touch	V, S, DF	Yes	Necromancy	LM: LM
Effect:	:-	(harmless)	action		Target: Living creat	ture touched		Caster Level: 5	
You resist being transformed into an undead spawn if sla  Spider Legs	in.	None		1 minute/level	Personal	V, S, F	No	Transmutation	BoVD: BoVD
Effect: Caster grows long spider legs that have a speed of 30-ft	and mo	ove on vertical surfaces	action		Target: You			Caster Level: 5	
Caster grows long spider legs that have a speed of 30-it	and IIIC	None		5 rounds [D]	Medium (45 m)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
Effect:			action		Target: Magic wear	oon of force		Caster Level: 5	
Magical weapon attacks on its own.	16	Will negates	1 standard	5 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.		(harmless)	action		Target: 1 living crea	atures touch	ed	Caster Level: 5	
□□□□□ Stay the Hand	16	Will negates	1 immediate action	Instantaneous	Medium (45 m)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB2: PHB2
Effect: See text, Change the subject creature's attitude to helpfu					Target: One humar		.,	Caster Level: 5	
Stone Bones	16	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, F	Yes	Transmutation	MoF: MoF
Effect: See text					Target: Corporeal u		ture touched	Caster Level: 5	
□□□□□ Stretch Weapon	16	Will negates (harmless, object)	1 swift action	One attack	0 ft.	V	Yes	Transmutation	PHB2: PHB2
Effect: See text, Melee weapon gains 5 ft of reach for one attack	ί.				Target: Melee weap	pon wielded		Caster Level: 5	
Glect:		None	10 round	8 hours.	Close (10,5 m)  Target: One called	V, S, DF		Conjuration (Summoning) [Good] Caster Level: 5	PH: PH
Summon an Elysian Thrush, wich accelerates natural her	aling.	None	1 round	5 rounds [D]	Close (10,5 m)	V, S, F/DF		Conjuration	RSRD: SpellsS.rtf
Summon Monster II		None	i iouliu	5 Tourids [D]				(Summoning)	KSKD. SpellsS.Iti
Effect: Calls extraplanar creature to fight for you. Undetectable Alignment	16	Will negates (object)	1 standard	24 hours	which can be more Close (10,5 m)	than 30 ft. a	d creatures, no two of apart Yes (object)	Caster Level: 5 Abjuration	RSRD: SpellsT-Z.rtf
Effect:			action		Target: One creatu		,,	Caster Level: 5	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Conceals alignment for 24 hours.  UNDER WINGS of the Sea	16	Fort Negates	1 standard	1 minute/level	Touch	S, M	Yes	Transmutation	SS: SS
Effect: +30 ft to subject's swim speed.		(harmless)	action		Target: You or pers			Caster Level: 5	
To subject's swim speed.	16	Will negates	1 standard action	5 minutes	Close (10,5 m)	V, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsT-Z.rtf
Effect:					Target: 20-ftradius	s emanation		[Mind-Affecting] Caster Level: 5	
Subjects within range cannot lie.									
		0	T	LEVEL 3		0.	0	0:1.	
Name  Affliction	DC 17	Saving Throw Fortitude negates		<b>Duration</b> Instantaneous	Range Touch	Comp. V, S	Spell Resistance Yes	School Necromancy	Source EXD: EXD
Effect:			action		Target: Evil creatur	e touched		[Good] Caster Level: 5	
Infects evil subject with chosen affliction.	17	Will negates	1 standard	10 hours	Touch	V, S, M/DF	Yes	Transmutation	Ssh: Ssh
Effect:			action		Target: Living creat			Caster Level: 5	
The transmuted creature can breath air freely  Alter Fortune		None	1	Instantaneous	Close (10,5 m)	V, XP	No	Divination	PHB2: PHB2
Effect:			immediate action		Target: One creatu	re		Caster Level: 5	
See text, Cause one creature to reroll any die roll.	17	Will negates (object)	1 standard	10 minutes/level	Close (10,5 m)	V, S, M	Yes	Transmutation	MoF: MoF
□□□□ Amanuensis  Effect:		ogaios (object)	action		Target: Object or ol			Caster Level: 5	
See text  Analyze Touchstone	17	See text	1 minute	Concentration, up to 1 round/level	60-ft.	V, S, M		Divination	PH: PH
Effect: Find a nearby planar touchstone and discover its propert			210	,	Target: A quarter ci	ircle emanat		Caster Level: 5	
□□□□□ Anarchic Storm		None	1 standard action	1 round/level	Personal	V, S, M/DF	No	Conjuration (Creation)	PH: PH
Effect:			action		Target: 20-ft radius	, centered o	n you.	[Chaotic, Water] Caster Level: 6	
Chaotic-aligned rain falls in 20-ft radius.  Atrofia dello Scheletro	17	Fort negates		1 round/2 level	Close (10,5 m)	V, S	Yes	Necromancy	Nep: Nep
Effect:			action		Target: One creatu	re		Caster Level: 5	
Le ossa della vittima perdono solidita', infliggendo una pe	nalita'	di -4 al tiro per colpire e	alla CA		5				
Le ossa della vittima perdono solidita , illiliggendo dila pe	_			* =Domain/Speciality Spell					

				Cleric Spells						
□□□□□ Attune Form		None		2 hours/level	Touc	ch V	, S, M/DF	No	Transmutation	PH: PH
Effect:			action		Targ	et: One or more li	ving crea	ture touched	Caster Level: 5	
Grant target creature temporary protection against overtly  Bestow Curse	dama 17	ging planar traits. Will negates		Permanent	Touc	ch V	, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect:			action		Targ	et: Creature touch	ned		Caster Level: 5	
-6 to an ability score; -4 on attack rolls, saves, and checks	17	Will negates	1 standard	Concentration	60 ft.	. V	, S	No	Divination	CD: CD
Effect:		(harmless)	action		Targ	et: 60-ft-spread, c	entered	on you	Caster Level: 5	
+2 bonus for allies' ranged attacks  Blessed Sight		None		1 minute/level	Perso	onal V	, S	No	Divination	EXD: EXD
Effect:			action		Targ	et: You			Caster Level: 5	
Evil auras becomes visible to you.  Blindness/Deafness	17	Fortitude negates		Permanent [D]	Medi	ium (45 m) V		Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect:			action		Targ	et: One living crea	ature		Caster Level: 5	
Makes subject blinded or deafened.	17	Will negates		1 minute/level	Touc	ch V	, S	Yes	Transmutation	PGtF: PGtF
Effect:		(harmless)	action		Targ	et: Creature touch	ned		Caster Level: 5	
Grants blindsight out to 30-ft.	17	Reflex negates; See		1 minute/level	Medi	ium (45 m) V	, S, DF	No	Transmutation	CD: CD
Effect:		text	action		Targ	et: Plants in a 20-	ft radius	spread	Caster Level: 5	
Area entangles creatures and thorns deal 2d6 damage	17	Fortitude partial		1d4 rounds	100-f	ft+10-ft/level S	acrifice	Yes	Evocation [Good]	EXD: EXD
Effect:			action		Targ	et: 100-ft radius e	manatior	+ 10-ft radius/level	Caster Level: 5	
Reflective surfaces shed brilliant light that blinds evil creat  Celestial Aspect	tures.	Fortitude negates	1 standard	e. 1 minute/level	Touc		, Sacrific		Transmutation	EXD: EXD
Effect:		(harmless); See text	action			et: One creature t			[Good] Caster Level: 5	
Target gains one of four celestial poperties; sword archon   Chain of Eyes	's armi	olade, firre eyes, cervida Will negates	1 standard	deva wings. 1 hour/level	Touc		, S	Yes	Divination	CD: CD
Effect:			action		Targ	et: Living creature	touched		Caster Level: 5	
You send magical sensor to infiltrate an area  Channelled Divine Shield		None	See text	1 round/level	Perso	-	, S	No	Abjuration	PHB2: PHB2
Effect: See text, Gain DR, amount based on casting time.					Targ	et: You			Caster Level: 5	
Circle Dance		None	1 minute	Instantaneous	Perso		, S	No	Divination	MoF: MoF
Effect: See text						et: You			Caster Level: 5	
Cloak of Bravery	17	Will negates (harmless)	1 standard action	10 minute/level	60 ft.	. V	, S	Yes	Abjuration [Mind-Affecting]	CW: CW
Effect: +1/caster level resistance bonus against fear					Targ	et: 60 ft. Radius e	manation	centered on you	Caster Level: 5	
Continual Flame		None	1 standard action	Permanent	Touc	ch V	, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
Effect: Makes a permanent, heatless torch.					Targ	et: Object touched	d Magica	, heatless flame	Caster Level: 5	
Create Food and Water		None	10 minutes	24 hours; see text	Close	e (10,5 m) V	, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
Effect: Feeds 15 humans or 5 horses.						et: Food and wate es for 24 hours	er to sust	ain 15 humans or 5	Caster Level: 5	
Crown of Might	17	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touc		, S, F	Yes	Transmutation	PHB2: PHB2
Effect: See text, Gain +2 STR, discharge to gain +8 bonus for 1 r	round.				Targ	et: Creature touch	ned		Caster Level: 5	
Crown of Protection	17	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touc	ch V	, S, F	Yes	Transmutation	PHB2: PHB2
Effect: See text, +1 deflection bonus to AC, +1 resistance bonus	on sav	res, discharge to gain +	4 for 1 round	i.	Targ	et: Creature touch	ned		Caster Level: 5	
Crown of Smiting	17	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touc		, S, F	Yes	Evocation	PHB2: PHB2
Effect: See text, +2 damage bonus, discharge to gain +8 damage	e on si	ngle attack.			Targ	et: Creature touch	ned		Caster Level: 5	
Crown of the Grave	17	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touc		, S, M, F	Yes	Necromancy	PHB2: PHB2
Effect: See text, Command undead, discharge to gain +4 on turn	or reb				Targ	et: Creature touch	ned		Caster Level: 5	
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touc	ch V	, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 3d8+6 damage.					Targ	et: Creature touch	ned		Caster Level: 6	
**Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touc		, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 3d8+6 damage.						et: Creature touch			Caster Level: 6	
Curse of Arrow Attraction	17	Will negates	1 standard action	1 round/level			, S, M	Yes	Transmutation	PHB2: PHB2
Effect: See text, Subject takes -5 penalty to AC against ranged a	ttacks.					et: One creature			Caster Level: 5	
Daylight		None	1 standard action	50 minutes [D]	Touc		, S	No		RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.					ŭ	et: Object touched			Caster Level: 5	
Deeper Darkness		None	1 standard action	5 days [D]	Touc		, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: Object sheds supernatural shadow in 60-ft. radius.						et: Object touched			Caster Level: 5	
Devil Blight	17	See text	1 standard action	Instantaneous or 1d6 rounds				See text	Transmutation	PH: PH
Effect: Damage and confuse baatezu; damage other lawful and e	evil cre					et: Living creature			Caster Level: 5	
□□□□□ Dispel Magic		None	1 standard action	Instantaneous			, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: Cancels magical spells and effects.					20-ft.	et: One spellcaste radius burst		·	Caster Level: 5	
Divine Retaliation		None	1 swift action	1 round	0 ft.		, S, DF	No	Evocation [Force]	PHB2: PHB2
Effect: See text, Weapon appears and strikes those who attack y						et: Magic weapon			Caster Level: 5	
Energize Potion	17	Reflex half	1 standard action	Instantaneous			, S, M	Yes	Transmutation	EXD: EXD
Effect: Transforms potion into a grnade that deals energy damag						et: 10-ft radius bu			Caster Level: 5	
□□□□□ Energy Aegis	17	Will negates (harmless)	1 immediate	1 round	Close	e (10,5 m) V	, DF	Yes	Abjuration	PHB2: PHB2
Effect:			action		Targ	et: One creature			Caster Level: 5	
See text, Subject gains resistance 20 against one energy	type fo	or one attack.		* =Domain/Speciality Spell						

				Cleric Spells					
□□□□□ Farstroke	17	Will negates	1 standard		Touch	V, S, M	Yes	Abjuration	SoB: SoB
Effect:		(harmless)	action		Target: One living c	reature tou	ched	Caster Level: 5	
See text.		None		1 round/level	Personal	V	No	Divination	Drac: Drac
Effect:			action		Target: You			Caster Level: 5	
Your attacks ignore armor and natural armor.  ☐☐☐☐☐☐Flame of Faith		None	1 standard	1 round/level	Touch	V, S, M	No	Evocation	CD: CD
Effect:			action		Target: Nonmagical	weapon to	uched	Caster Level: 5	
Gives weapon the flaming burst quality  DDDD Fobia Inferiore	17	Will Negates	1 standard I	Permanent	Close (10,5 m)	V, S	Yes	Necromancy [Fear	r,Nep: Nep
Effect:			action		Target: One human	oid creature	9	Mind-Affecting] Caster Level: 5	
Come Fobia ma la vittima e' scossa anzicha' spaventata	17	Fort Negates		10 minutes/level	Touch	V, S	Yes	Transmutation	SS: SS
Effect:		(harmless)	action		Target: Creature with	th at least fo	our arms or tentacles	Caster Level: 5	
Multiple arms/tentacle become one pair of stronger limbs.  Girallon's Blessing	17	Fort Negates		10 minutes/level	touched Touch	V, S, M	Yes	Transmutation	SS: SS
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 5	
Subject gains one additional pair of arms per four levels.  Glyph of Warding	17	See text	10 minutes I	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes;	Abjuration	RSRD: SpellsF-G.rtf
Effect:					Target: Object toucl	ned or up to	see text 25 sq. ft	Caster Level: 5	
Inscription harms those who pass it.  Hamatula Barbs	17	Fortitude negates	1 standard	10 minutes/level	Touch	V, S, M/DF	Yes	Transmutation	PH: PH
Effect:		(harmless)	action		Target: creature tou	ched		Caster Level: 5	
Subjects grow barbs, which damage foes that attack subjects grow barbs, which damage foes grow barbs, which dam		elee. Fortitude half	1 standard I	nstantaneous	Medium (45 m)	V, S,	Yes	Evocation [Force,	EXD: EXD
Effect:			action		Target: magic warh	Sacrifice	orce	Good] Caster Level: 5	
Deals 1d6 ponts of damage per caster level, or 1d8 podamage.		- '			₹ -				
□□□□□ Heart's Ease	17	Will negates (harmless)	1 standard I action	Permanent	Close (10,5 m)	V, S, DF	Yes	Enchantment (Compulsion)	EXD: EXD
Effect:					Target: one creature	e/level		[Mind-Affecting] Caster Level: 5	
Remove fear, despair, confusion, insanity and some mind  Helping Hand	-influen	icing effects; restores 2 None	1 standard 8		5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
Effect:			action		Target: Ghostly han	d		Caster Level: 5	
Ghostly hand leads subject to you.  Global Hesitate	17	Will negates; See text		1 round/level	Close (10,5 m)	V, S	Yes	Enchantment	PHB2: PHB2
			immediate action					(Compulsion) [Mind-Affecting]	
Effect: See text, Force subject to lose actions					Target: One living o			Caster Level: 5	
□□□□□ Holy Storm		None	1 standard action	1 round/level	Personal	V, S, M, DF	No	Conjuration (Creation) [Good,	PH: PH
Effect:					Target: 20-ft radius,	centered o	n you.	Water] Caster Level: 5	
Good-aligned rain falls in 20-ft radius.  Inflict Serious Wounds	17	Will half		nstantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect:			action		Target: Creature to	uched		Caster Level: 5	
Effect: Touch attack, 3d8+5 damage.  Inspired Aim	17	Will negates	1 standard (	Concentration	Target: Creature too	uched V	Yes	Enchantment	EXD: EXD
Touch attack, 3d8+5 damage.	17	Will negates (harmless)		Concentration	_		Yes	Enchantment (Compulsion) [Language-Depen	
Touch attack, 3d8+5 damage.  Inspired Aim  Effect:			1 standard (	Concentration	40-ft  Target: allies within	V	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	
Touch attack, 3d8+5 damage.		(harmless) Will half (harmless);	1 standard (action	Concentration nstantaneous; See text	40-ft	V		Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5	
Touch attack, 3d8+5 damage.  Inspired Aim  Effect:  Inspired Aim  Inspir	rolls.	(harmless)	1 standard ( action		40-ft  Target: allies within you	V 40-ft radius V, S	s emanation centered or	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5	tent,
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack in the control of the control o	rolls.	(harmless) Will half (harmless);	1 standard (action		40-ft  Target: allies within you Touch	V 40-ft radius V, S	s emanation centered or	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing)	tent,
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack to line in the l	rolls.	(harmless) Will half (harmless); See text	1 standard (action	nstantaneous; See text	40-ft  **Target: allies within you Touch  **Target: Creature tou	V 40-ft radius V, S uched	s emanation centered or	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6	tent, PHB2: PHB2
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: See text, Heal 3d4 damage + 1/2 levels. Grant DR 3/evil.	rolls. 17	(harmless) Will half (harmless); See text	1 standard action  1 standard action  1 standard saction	nstantaneous; See text	40-ft  Target: allies within you Touch  Target: Creature tou Personal	V 40-ft radius V, S uched	s emanation centered or	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration	tent, PHB2: PHB2
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: See text, Heal 3d4 damage + 1/2 levels. Grant DR 3/evil.  Invisibility Purge  Effect: Dispels invisibility within 25 ft  Laogzed-s Breath  Effect:	rolls. 17	(harmless) Will half (harmless); See text None	1 standard (action  1 standard (action  1 standard (action	nstantaneous; See text 5 minutes [D]	40-ft  Target: allies within you Touch  Target: Creature tou Personal  Target: You	V 40-ft radius V, S uched V, S	s emanation centered or Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5	PHB2: PHB2 RSRD: SpellsH-L.rtf
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack in the control of the control o	rolls. 17	(harmless) Will half (harmless); See text None	1 standard (action  1 standard (action)	nstantaneous; See text 5 minutes [D]	40-ft  Target: allies within you Touch  Target: Creature tou Personal  Target: You  Close (10,5 m)	V 40-ft radius V, S uched V, S	s emanation centered or Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good,	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack and in the second of the second	rolls. 17	(harmless) Will half (harmless); See text None Fort Negates None	1 standard daction	nstantaneous; See text 5 minutes [D] instantaneous 10 minutes/level or until used up	40-ft  Target: allies within your Touch  Target: Creature tou Personal  Target: You  Close (10,5 m)  Target: Cone  Medium (45 m)	V 40-ft radius V, S uched V, S V, S, M V, S, M	Yes  No  Yes  Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] In Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation  Caster Level: 5  Conjuration (Creation) [Air] Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: See text, Heal 3d4 damage + 1/2 levels. Grant DR 3/evil.  Invisibility Purge  Effect: Dispels invisibility within 25 ft  Laogzed-s Breath  Effect: Nauseating vapors within cone persist for 10 rounds.	rolls. 17	(harmless) Will half (harmless); See text None Fort Negates None	1 standard (action  1 standard laction  1 standard laction  1 standard laction  1 standard action  1 standard action  1 standard standard laction  1 standard standard laction	nstantaneous; See text 5 minutes [D] nstantaneous 10 minutes/level or until used up iders or heal 3d6 points of damage.	40-ft  Target: allies within your Touch  Target: Creature tou Personal  Target: You  Close (10,5 m)  Target: Cone  Medium (45 m)	V 40-ft radius V, S uched V, S V, S, M V, S, M	ves  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] In Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Conjuration (Creation) [Air] Caster Level: 5  Evocation [Good, Liight]	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: See text, Heal 3d4 damage + 1/2 levels. Grant DR 3/evil.  Invisibility Purge  Effect: Dispels invisibility within 25 ft  Jacogzed-s Breath  Effect: Nauseating vapors within cone persist for 10 rounds.  July 1 Light of Venya  Effect: You radiate golden light, which you can expend as 2 bolts  July 1 Locate Object	rolls. 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None	1 standard (action  1 standard 1 action  1 standard 2 action  1 standard 3 action  1 standard 4 action  1 standard action  1 standard action  and evil outs	nstantaneous; See text 5 minutes [D] nstantaneous 10 minutes/level or until used up iders or heal 3d6 points of damage.	Target: allies within you Touch Target: Creature tot Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and cre Long (180 m)	V 40-ft radius V, S uched V, S V, S, M V, S, F/DF	ves  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Conjuration (Creation) [Airi] Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack in the control of the control o	rolls. 17 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  eal 3d6 against undead None  Will negates	1 standard (action  1 standard laction  1 standard laction  1 standard laction  1 standard action  1 standard action  1 standard standard laction  1 standard standard laction	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes	Target: allies within you Touch Target: Creature tot Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and cre Long (180 m)	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you	Yes  No  Yes  Yes  Yes  Yes  Yes  Yes  You with ray [up to 2]	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack to allies within 40-ft gain +2 insight bonus on ranged attack to all the second of the s	rolls. 17 17 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  bal 3d6 against undead None  Will negates (harmless)	1 standard (action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10.5 m) Target: Cone Medium (45 m) Target: You and creating the condition of t	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S eature[s] tou V, S, F/DF ered on you V, S, M/DF	No Yes Yes Yes Yes No Yes Yes Suched with ray [up to 2] No	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Evocation (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good]	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf
Touch attack, 3d8+5 damage.	rolls. 17 17 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  Will negates (harmless)  and outsiders in 10-ft.  Will negates	1 standard (action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage. 5 minutes  50 minutes	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10.5 m) Target: Cone Medium (45 m) Target: You and creating the condition of t	V 40-ft radius V, S uched V, S V, S, M V, S eature[s] tou V, S, F/DF ered on you V, S, M/DF emanation	version centered of Yes  No  Yes  Yes  Yes  whiched with ray [up to 2]  No  , with a radius of 600 ft.	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack in the control of the control o	rolls. 17 17 17 17 17 mentals	(harmless)  Will half (harmless); See text  None  Fort Negates  None  eal 3d6 against undead None  Will negates (harmless)  and outsiders in 10-ft. If. Will negates (harmless)	1 standard (action  1 standard (action)	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes  50 minutes  or minutes.  50 minutes.	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creating (180 m) Target: Circle, center Touch Target: 10-ftradius	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF	e emanation centered or Yes  No  Yes  Yes  Yes  ched with ray [up to 2]  No  , with a radius of 600 ft.  No; see text  from touched creature	Enchantment (Compulsion) [Language-Depen Mind-Affecting] In Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Conjuration (Greation) [Air] Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack and including a line within 40-ft gain +2 insight bonus on ranged attack and including a line within 40-ft gain +2 insight bonus on ranged attack and including a line within 40-ft gain +2 insight bonus on ranged attack and including a line within 40-ft gain +2 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain +1 insight bonus on ranged attack and including a line within 40-ft gain	rolls. 17 17 17 17 17 mentals	(harmless)  Will half (harmless); See text  None  Fort Negates  None  eal 3d6 against undead None  Will negates (harmless)  and outsiders in 10-ft. If. Will negates (harmless)	1 standard (action  1 standard (action)	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes  10 minutes.  10 minutes.  10 minutes.  10 minutes.  10 minutes.  10 minutes.	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creating (180 m) Target: Circle, center Touch Target: 10-ftradius	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation	Yes  No  Yes  Yes  Yes  Yes  Ched with ray [up to 2]  No  , with a radius of 600 ft.  F No; see text  from touched creature  F No; see text	Enchantment (Compulsion) [Language-Depen Mind-Affecting] In Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Conjuration (Greation) [Air] Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Good] Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.	17 17 17 17 17 17 17 mentals 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  all 3d6 against undead None  Will negates (harmless)  and outsiders in 10-ft. Will negates (harmless)  and outsiders in 10-ft. Will negates (harmless)	1 standard d action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes  10 minutes	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creating the content of	V 40-ft radius V, S uched V, S V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF	Yes  No  Yes  Yes  Yes  Yes  Yes  In the distribution of 600 ft.  No, with a radius of 600 ft.  No; see text  If from touched creature  No; see text  If the distribution of 600 ft.  If the distribution of 600 ft.  The d	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic]	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack and allies within 40-ft gain +2 insight bonus on ranged attack and allies within 40-ft gain +2 insight bonus on ranged attack and all and	17 17 17 17 17 17 17 mentals 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  all 3d6 against undead None  Will negates (harmless)  and outsiders in 10-ft. Will negates (harmless)  and outsiders in 10-ft. Will negates (harmless)	1 standard d action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes  10 minutes	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creating the content of	V 40-ft radius V, S uched V, S V, S, M  V, S, S  V, S, M/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation emanation	No Yes Yes Yes And the with ray [up to 2] No	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 mentals 17 mentals 17 mentals 17	Will half (harmless); See text  None  Fort Negates  None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless)	1 standard (action  1 stan	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes  10 minutes	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creation of the content	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, DF	ves  No  Yes  Yes  Ves  Ves  Ched with ray [up to 2]  No  , with a radius of 600 ft.  No; see text  from touched creature  No; see text  from touched creature  To; see text  from touched creature  To; see text  Yes (harmless, object)	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack in the control of the control o	rolls. 17 17 17 17 17 mentals 17 mentals 17 mentals 17	Will half (harmless); See text  None  Fort Negates  None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless)	1 standard d action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes  10 minutes	Target: allies within you Touch Target: Creature tout Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creation (180 m) Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, DF	No Yes Yes Yes Yes Yes Another with ray [up to 2] No with a radius of 600 ft. No; see text from touched creature No; see text from touched creature Tho; see text from touched creature Tho; see text from touched creature	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 5 Abjuration Caster Level: 6 Transmutation	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 mentals 17 mentals 17 mentals 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 50-ft. Will negates (harmless, object)	1 standard (action  1 standard (action  1 standard (action)	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage. 5 minutes  9 minutes. 9 minutes. 90 minutes. 90 minutes. 90 minutes. 90 minutes. 90 minutes.	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and cre Long (180 m) Target: Circle, center Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ared on you V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, DF ield touched	No Yes Yes Yes Yes Yes Another with ray [up to 2] No with a radius of 600 ft. No; see text from touched creature No; see text from touched creature Tho; see text from touched creature Tho; see text from touched creature	Enchantment (Compulsion) [Language-Depen Mind-Affecting] In Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Conjuration (Creation) [Air] Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good] Caster Level: 5  Abjuration [Chaotic] Caster Level: 6  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 6	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 mentals 17 mentals 17 mentals 17	(harmless)  Will half (harmless); See text  None  Fort Negates  None  will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 50-ft. Will negates (harmless, object)	1 standard d action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes  9 minutes.  9 minutes.  9 minutes.  9 minutes.  9 minutes.  10 minutes.	Target: allies within you Touch Target: Creature tot Personal Target: You Close (10.5 m) Target: Cone Medium (45 m) Target: You and cre Long (180 m) Target: Circle, center Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ared on you V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, DF ield touched	No Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Conjuration (Creation) [Airi] Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good] Caster Level: 6  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 6  Transmutation Caster Level: 5  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 mentals 17 mentals 17 descript	Will half (harmless); See text  None  Fort Negates  None  all 3d6 against undead None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) And outsiders in 10-ft. Will negates (harmless) None  tor. None	1 standard daction	nstantaneous; See text  5 minutes [D]  Instantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes  10 minutes  10 minutes.  10 minutes.  10 minutes.  10 minutes.  10 minutes.  10 minutes.  11 minutes.  12 minutes.  13 minutes.  14 minutes.  15 minutes.  16 minutes.  17 minutes.  18 minutes.  19 minutes.  10 minutes.  10 minutes.  10 minutes/level	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creation of the content	V 40-ft radius V, S uched V, S V, S, M  V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, DF ield touched V, S, M/DF	No Yes  Yes  Yes  Yes  Yes  Yes  Yes  Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Airi] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 6 Caster Level: 6	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 mentals 17 mentals 17 descript	Will half (harmless); See text  None  Fort Negates  None  all 3d6 against undead None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) And outsiders in 10-ft. Will negates (harmless) None  tor. None	1 standard daction	nstantaneous; See text  5 minutes [D]  Instantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes  10 minutes  10 minutes.	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creation of the content	V 40-ft radius V, S uched V, S V, S, M  V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, DF ield touched V, S, M/DF	Yes  No  Yes  Yes  Yes  No  Yes  Yes  And  Yes  Yes  And  Yes  Yes  And  Yes  Yes  And  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration [Good]	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 17 mentals 17 mentals 17 descript	(harmless)  Will half (harmless); See text  None  Fort Negates  None  and 3d6 against undead None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless)  and outsiders in 10-ft. Will negates (harmless)  None  tor.  None	1 standard (action  1 standard (action  1 standard (action)	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage.  5 minutes  5 minutes  9 minutes.  9 minutes.  9 minutes.  10 minutes.  10 minutes.  10 minutes.	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creation of the content	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF V, S, M/DF V, S, M/DF V, S, M/DF V, S, DF	Yes  No  Yes  Yes  Yes  No  Yes  Yes  And  Yes  Yes  And  Yes  Yes  And  Yes  Yes  And  Yes  Yes  Yes  Yes  Yes  Yes  Yes  Ye	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation  Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 5 Abjuration [Chaotic] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration [Good] Caster Level: 6	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH  PH: PH
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 17 mentals 17 mentals 17 descript	(harmless)  Will half (harmless); See text  None  Fort Negates  None  and 3d6 against undead None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless)  and outsiders in 10-ft. Will negates (harmless)  None  tor.  None	1 standard (action  1 standard (action)	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes  10 minutes  10 minutes.  10 minutes.  10 minutes.  11 minutes.  11 minutes/level	Target: allies within you Touch Target: Creature tout Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and cre Long (180 m) Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 1-ftradius Touch Target: Armor or sh Personal Target: You Personal Target: You Medium (45 m)	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF V, S, M/DF V, S, M/DF V, S, M/DF V, S, DF	versal ve	Enchantment (Compulsion) [Language-Depen Mind-Affecting] nCaster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Transmutation Caster Level: 5 Abjuration Caster Level: 6 Abjuration Caster Level: 6 Transmutation Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 6 Transmutation Caster Level: 5 Abjuration [Good] Caster Level: 5 Abjuration [Good] Caster Level: 5 Transmutation Caster Level: 5 Necromancy Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH  PH: PH
Touch attack, 3d8+5 damage.	rolls. 17 17 17 17 17 17 mentals 17 mentals 17 descript	(harmless)  Will half (harmless); See text  None  Fort Negates  None  all 3d6 against undead None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless)  None  tor.  None  tor.  None	1 standard d action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up  iders or heal 3d6 points of damage.  5 minutes  10 minutes  10 minutes.  10 minutes.  10 minutes.  11 minutes.  11 minutes/level	Target: allies within you Touch Target: Creature tot Personal Target: You Close (10.5 m) Target: Cone Medium (45 m) Target: You and cre Long (180 m) Target: Circle, center Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: You Personal Target: You Personal Target: You Medium (45 m) Target: One creatur	V 40-ft radius V, S uched V, S V, S, M V, S, M V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF V, S, M/DF V, S, M/DF V, S, DF	versal ve	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5  Conjuration (Healing) Caster Level: 6  Evocation Caster Level: 5  Evocation [Good, Light] Caster Level: 5  Divination Caster Level: 5  Abjuration [Good] Caster Level: 6  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 5  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 6  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 6  Abjuration [Chaotic] Caster Level: 6  Transmutation Caster Level: 6  Abjuration [Good] Caster Level: 5	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH  PH: PH  PH: PH  PHB2: PHB2
Touch attack, 3d8+5 damage.  Inspired Aim  Effect: Allies within 40-ft gain +2 insight bonus on ranged attack in the control of the control o	rolls. 17 17 17 17 17 17 mentals 17 mentals 17 descript descript descript	(harmless)  Will half (harmless); See text  None  Fort Negates  None  all 3d6 against undead None  Will negates (harmless) and outsiders in 10-ft. Will negates (harmless) and outsiders in 10-ft. Will negates (harmless)  None  tor.  None  tor.  None	1 standard d action	nstantaneous; See text  5 minutes [D]  nstantaneous  10 minutes/level or until used up iders or heal 3d6 points of damage. 5 minutes  50 minutes  10 minutes. 60 minutes 10 minutes. 10 minutes. 11 minutes/level 11 round/level 15 minutes/level	Target: allies within you Touch Target: Creature tou Personal Target: You Close (10,5 m) Target: Cone Medium (45 m) Target: You and creature touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: 10-ftradius Touch Target: You Personal Target: You Medium (45 m) Target: You Medium (45 m) Target: One creatur Personal	V 40-ft radius V, S uched V, S V, S, M  V, S, F/DF ered on you V, S, M/DF emanation V, S, M/DF emanation V, S, M/DF V, S, DF	versal ve	Enchantment (Compulsion) [Language-Depen Mind-Affecting] n Caster Level: 5 Conjuration (Healing) Caster Level: 6 Evocation Caster Level: 5 Conjuration (Creation) [Air] Caster Level: 5 Evocation [Good, Light] Caster Level: 5 Divination Caster Level: 5 Abjuration [Good] Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Transmutation [Chaotic] Caster Level: 6 Transmutation [Caster Level: 5 Abjuration [Chaotic] Caster Level: 5 Transmutation Caster Level: 5 Necromancy Caster Level: 5 Transmutation [Earth]	PHB2: PHB2  RSRD: SpellsH-L.rtf  SS: SS  PH: PH  RSRD: SpellsH-L.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  RSRD: SpellsM-O.rtf  PH: PH  PH: PH  PH: PH  PHB2: PHB2

				Cleric Spells					
Effect:			action	•	Target: One object	touched of	up to 500 lbs	Caster Level: 5	
Masks object against scrying.		None	1 standard 1	decision; See text	Personal	٧,	No	Divination	EXD: EXD
Effect: Caster receives divine guidance from higher power. Abstir	nence:		action		Target: you	Abstinence		Caster Level: 5	
Phieran's Resolve	17	Will negates (harmless)	action	minute/level		V, S, DF, Sacrifice reature/leve	Yes I in a 20-ft radius burst	Abjuration [Good]  Caster Level: 5	EXD: EXD
+4 sacred bonus on saves against spells with the Evil des	criptor.	Sacrifice: 1d3 points of None	STR damage 1 standard 5 action		centered on you 40 ft.	V, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsP-R.rtf
Effect:						d foes within	n a 40-ftradius burst	[Mind-Affecting] Caster Level: 5	
Allies +1 bonus on most rolls, enemies -1 penalty.  Protection from Energy  Effect:	17	Fortitude negates (harmless)	1 standard 5 action	0 minutes or until discharged	Target: Creature to		Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood] Caster Level: 5	RSRD: SpellsP-R.rtf
Absorb 60 points of damage from one kind of energy.  Protection from Negative Energy	17	Will negates (harmless)	1 standard 1 action	0 minutes/level	Touch	V, S	Yes	Abjuration	PH: PH
Effect: Ignore 10 points of negative energy damage per attack.	47	Mall	4	0	Target: Living creat			Caster Level: 5	184-184
Effect:	17	Will negates (harmless)	action	0 minutes/level	Touch  Target: Living creat	V, S ure touched	Yes	Abjuration  Caster Level: 5	LM: LM
Ignore 10 points of negative energy damage per attack.  Protection from Positive Energy	17	Will negates (harmless)	1 standard 1 action	0 minutes/level	Touch	V, S	Yes	Abjuration	PH: PH
Effect: Ignore 10 points of positive energy damage per attack.		,			Target: Undead cre	ature touch	ed	Caster Level: 5	
Protection from Positive Energy	17	Will negates (harmless)	1 standard 1 action	0 minutes/level	Touch	V, S	Yes	Abjuration	LM: LM
Effect: Ignore 10 points of positive energy damage per attack.					Target: Undead cre			Caster Level: 5	5V2 5V-
Effect:	17	Will negates (harmless)	1 standard I action	nstantaneous	20-ft  Target: 20-ft radius	V, S burst cente	Yes red on you	Conjuration (Healing) [Good] Caster Level: 6	EXD: EXD
Cures all nonlethal damage on one creature.  Cures all nonlethal damage on one creature.  Cures all nonlethal damage on one creature.  Cures all nonlethal damage on one creature.	17	Will negates (harmless)	1 standard 1 action	0 rounds + 1 round/2 levels	Touch  Target: Living creat	V, S ure touched	Yes	Conjuration (Healing) Caster Level: 6	MoF: MoF
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard I action	nstantaneous	Touch  Target: Creature to	V, S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 6	RSRD: SpellsP-R.rtf
Cures normal or magical conditions.  □□□□□□ Remove Curse	17	Will negates		nstantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect:		(harmless)	action		Target: Creature or	item touche	ed	Caster Level: 5	
Frees object or person from curse.  Remove Disease  Effect:	17	Fortitude negates (harmless)	1 standard I action	nstantaneous	Touch  Target: Creature to	V, S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 6	RSRD: SpellsP-R.rtf
Cures all diseases affecting subject.  Remove Nausea	17	Will negates (harmless)	1 standard I	nstantaneous	Touch	V, DF	Yes	Conjuration (Healing)	EXD: EXD
Effect: Cure a nauseated or sickened character.  Resist Energy, Mass	17	Fort negates (harmless)	1 standard 1 action	0 minute/level	Target: creature tou Close (10,5 m)		Yes	Caster Level: 6 Abjuration	CA: CA
Effect: Targeted creatures ignore damage from specified energy	type	,			Target: One creatur than 30-ft apart	re/level, no t	two of wich can be mor	e Caster Level: 5	
Ring of Blades		None	1 standard 1 action	minute/level	Personal  Target: You	V, S, M	No	Conjuration (Creation) Caster Level: 5	CA: CA
Blades surround you, damaging other creatures 21474836  Riposo Indisturbato  Effect:	17	None (harmless)	10 minutes 2	4 hours	Touch  Target: One creatur	V, S, M	No evels	Abjuration  Caster Level: 5	Nep: Nep
Protegge dagli effetti del sonno magico e da tutti gli incant	esimi o	che agiscono sulle creat Will negates	ure addorme 1 standard 2		Personal	V, S	Yes	Illusion (Glamer)	Ssh: Ssh
Effect: The character transforms his appearance into the horible	visane	of a sea had	action		Target: Self			Caster Level: 5	
Searing Light		None	1 standard I action	nstantaneous	Medium (45 m)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
Effect: Range deals 2d8 damage; 5d6 against undead; 5 to unde					Target: Ray	V 6 5 =	V	Caster Level: 5	
Sheltered Vitality	17	Fort negates (harmless)	1 standard 1 action	minute/level	Touch  Target: Living creat		Yes	Abjuration  Caster Level: 5	LM: LM
Subject gains immunity to fatigue, exhaustion, ability dame	age, ar 17	nd ability drain. Will negates (object, harmless)	1 standard 1 action	minute/level	Touch	V	No	Abjuration	Drac: Drac
Effect: Shield grants +1 bonus on Reflex saves/5 levels 5.					Target: One shield	or buckler		Caster Level: 5	
Skull Watch		None	1 standard 1 action	hour/level or until discharged	Touch	V, S, DF	No	Necromancy	PGtF: PGtF
Effect: Skull shrieks when creature enters warded area.					Target: One human			Caster Level: 5	
Sonorous Hum		None	1 standard 1 action	minute/level	Personal	V, S	No	Evocation [Sonic]	SS: SS
Effect: Removes need to concentrate to mantain next spell cast.  Sound Lance	17	Fort Half		nstantaneous	Target: You Medium (45 m)	V, S	Yes	Caster Level: 5 Evocation [Sonic]	SS: SS
Effect:			action		Target: One creatur			Caster Level: 5	
Sonic energy deals 1d6/level damage.  Speak with Dead	17	Will negates; see text	10 minutes 5	minutes	10 ft.	V, S, DF	No	Necromancy [Language-Depen	RSRD: SpellsS.rtf dent]
Effect: Corpse answers 2 questions.  Spikes		None	1 standard 1	hour/level	Target: One dead c		No	Caster Level: 5 Transmutation	CD: CD
Effect:			action		Target: Wooden we			Caster Level: 5	-
As Brambles, but weapon gains +2 bonus and double thre	at ran	ge None	1 standard I	nstantaneous	Touch	V, S, M/DF		Transmutation [Earth,	RSRD: SpellsS.rtf
Effect: Sculpts stone into any shape.				* Domain (Considir Cons	Target: Stone or sto	one object to	ouched, up to 15 cu. ft.	WuJenEarth] Caster Level: 5	
				* =Domain/Speciality Spell					

				Cleric Spells					
Summon Monster III		None	1 round	5 rounds [D]	Close (10,5 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you., See EXD,p.19	0.				Target: One or mo which can be more		ed creatures, no two of apart	Caster Level: 5	
□□□□□ Telepathic Bond, Lesser		None	1 standard	I 50 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: CD
Effect: You forge a telepathic bond with another willing creature one another creature	with a	an Intelligence score of	6 or higher.	, As Rary's Telepathic Bond, but you and	Target: You and O	ne willing cr	eature within 30'	Caster Level: 5	
□□□□□ Telepathy Tap		None	1 standard	I 1 round/level	Personal	Sacrifice	No	Divination	EXD: EXD
Effect: Overhear creatures' telepathic communications. Sacrifice	· 1d3 r	noints of STR damage	dollori		Target: 10-ft/level i	radius emar	ation	Caster Level: 5	
Tentazione	17	Will negates; See text	1 standard action	I 1 minute	Medium (45 m)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	Nep: Nep
Effect: Costringe la vittima a compiere un atto normalmente cont	rario a	lla sua etica e al suo alli	neamento		Target: One creatu	ire		Caster Level: 5	
□□□□ Transmute Water to Blood	17	See Text		l Permanent	Medium (45 m)	V, S, M/D	F None	Transmutation	Ssh: Ssh
Effect: Transforms normal water of any depth into blood			dollori		Target: 10 10-ft. cu	ibes		Caster Level: 5	
Under Vigor	17	Will negates (harmless)	1 standard	1 10 rounds + 1 round/level [max 25 rounds]	Touch	V, S	Yes	Conjuration (Healing)	CD: CD
Effect: As Lesser Vigor, but 2 hp/round [max 25 rounds]		(namiooo)	dollori	Tourison	Target: Living crea	ture touche	t	Caster Level: 6	
UDDDDVigor, Mass Lesser	17	Will negates (harmless)	1 standard	1 10 rounds + 1 round/level [max 25 rounds]	20 ft.	V, S	Yes	Conjuration (Healing)	CD: CD
Effect: As Lesser Vigor, but multiple targets [max 25 rounds]		(namicss)	dollori	Touridaj	Target: One creatu	ire/level, no	two of wich can be mor	. 0,	
□□□□□ Water Breathing	17	Will negates (harmless)	1 standard	I 10 hours; see text	Touch	V, S, M/D	F Yes (harmless)	Transmutation [WuJenWater]	RSRD: SpellsT-Z.rtf
Effect: Subjects can breathe underwater.		(Harriless)	action	tion  **Target: Living creatures touched**		ed	Caster Level: 5		
□□□□□ Water Crush	17	Fort halves; See text	1 standard	1 1 round/level	Close (10,5 m)	V, S, M	Yes	Transmutation	SoB: SoB
Effect: See text.			action		Target: One creatu	re or object		Caster Level: 5	
□□□□□Water Walk	17	Will negates (harmless)	1 standard	I 50 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
Effect:		(namiess)	action		Target: 5 touched	creatures		Caster Level: 5	
Subject treads on water as if solid.  UUUUUWWeapon of Impact	17	Will negates	1 standard	I 10 minutes/level	Close (10,5 m)	V, S	Yes	Transmutation	MoF: MoF
Effect: See text		(harmless,object)	action		Target: One weaponust be in contact casting.		unt projectiles, all of wic other at the time of	th Caster Level: 5	
□□□□ Wind Wall	17	None; see text	1 standard	I 5 rounds	Medium (45 m)	V, S, M/D	FYes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to	50 ft. long a	nd 25 ft. high [S]	Caster Level: 5	
				* =Domain/Speciality Spell					

Notes:
Character Sheet Notes: