							C	ieric	: S p	elis					3.	5
SPELLS PER DAY											DOMAIN					
BONUS SPELLS									GF	RANTED	POWER					_
LEVEL 0	1 2	3	4	5	6	7	8	9								
SPELL SAVE DC																
	CLOSE		MEDIL	LIM		LON	ıc				DOMAIN					
RANGES	CLOSE		WILDIO	OIVI		LOI			GF	RANTED	POWER					
25	ft + 5 ft / 2 L	LVLS 1	00 ft + 10	ft / LVL	_ 40	00 ft + 4	Oft / LVL									<u> </u>
								LEV	/EL C)						
Spell	Desc	ription					Sch	I Com	n	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
☐ Create Water	Creat	tes 2 ga				ater	Cor	j V,S	۲	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	215
☐ Cure Minor Wounds☐ Detect Magic		s 1 poin cts spell		_		;	Cor Div	j V,S V,S		1 a 1 a	Touch 60-ft	One creature Cone	Instantaneous Conc, 1 min/lvl (D)	Will half	Yes -	216 219
☐ Detect Poison		cts pois		-			Div	V,S		1 a	Close	Creat,obj or 5-ft cube		-	-	219
☐ Guidance☐ Inflict Minor Wounds		n 1 atta 1 dmg	ick roll,	save	or ch	eck	Div	V,S ro V,S		1 a 1 a	Touch Touch	One creature One creature	1 min or till used Instantaneous	Will negs Will negs		238 244
☐ Light		shines	like a to	orch 2	20-ft c	low	Evo		'DF	1 a	Touch	One item	10 min/lvl (D)	-	-	244
□ Mending		es minor				, -		ns V,S		1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Yes	253
☐ Purify Food and Drink		ies 1 cu				ater		ns V,S	_	1 a	10-ft	1 cu ft/lvl	Instantaneous	Will negs	Yes	267
☐ Read Magic ☐ Resistance		l scrolls et gains					Div Abi	V,S,F ur V,S,N		1 a 1 a	Self Touch	250 words/min One creature	10 min/lvl 1 min	- Will negs	Yes	269 272
□ Virtue		et gains					•	ns V,S,[1 a	Touch	One creature	1 min	Fort negs		
								LEV	/EL 1	Ì						
Spell		ription					Sch			Time	Range	Target, Effect, Area	Duration	Save		PHB
□ Bane □ Bless		nies suff gains -				ar	Enc Enc			1 a 1 a	50-ft 50-ft	Enemies in 50-ft Allies in 50-ft	1 min/lvl 1 min/lvl	Will negs		203 205
☐ Bless Water		holy w			, , , , , ,			ns V,S,N		1 min	Touch	Water flask	Instantaneous	Will negs		205
☐ Cause Fear ☐ Command		ture frig	•					ro V,S		1 a	Close	One living creature	1d4 rnds	Will part		208
CommandComprehend Languages		target o erstands	-			rna	Enc Div	h V V.S.N	M/DF	1 a 1 a	Close Self	One living creature 250 words/min	1 round 10 min/lvl	Will negs	Yes -	211 212
Cure Light Wounds		s 1d8+1			,5		Cor		vi, Di	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
☐ Curse Water		unholy						ro V,S,N	M	1 min	Touch	Water flask	Instantaneous	Will negs		216
□ Deathwatch□ Detect Chaos		how wo					Nec Div	ro V,S V,S,[)F	1 a 1 a	30-ft 60-ft	Cone Cone	10 min/lvl Conc, 10 min/lvl (D)	-	-	217 218
☐ Detect Evil		als crea		•			Div	V,S,E		1 a	60-ft	Cone	Conc, 10 min/lvl (D)		-	218
☐ Detect Good		als crea		•			Div	V,S,[1 a	60-ft	Cone	Conc, 10 min/lvl (D)		-	219
□ Detect Law□ Detect Undead		als crea				ms	Div Div	V,S,[V,S,N		1 a 1 a	60-ft 60-ft	Cone Cone	Conc, 10 min/lvl (D) Conc, 1min/lvl (D)	-	-	219 220
☐ Divine Favor		gain att				lvls		v,s,r c V,S,[1 a	Self	Caster	1 min	-	-	224
□ Doom		n attack						ro V,S,[1 a	Medium	One living creature	1 min/lvl	Will negs		225
☐ Endure Elements ☐ Entropic Shield		ected in			•			ur V,S		1 a	Touch	One creature	24 hours	Will negs	Yes	226
Entropic ShieldHide from Undead		miss ch cernible		,	ged a	ttacks	•	ur V,S ur V,S,[)F	1 a 1 a	Self Touch	Caster One creature/IvI	1 min/lvl (D) 10 min/lvl (D)	- Will negs	- Yes	227 241
☐ Inflict Light Wounds		1d8+1/)		•	ro V,S		1 a	Touch	One creature	Instantaneous	Will half		244
☐ Magic Stone ☐ Magic Weapon		tt,1d6+	0			undea		ns V,S,[1 a	Touch	1-3 Stones	30 min or till used	Will negs		251
☐ Magic Weapon☐ Obscuring Mist		pon gets surround		-		.ft		ns V,S,F j V,S	-,DF	1 a 1 a	Touch 20-ft	Weapon 20-ft radius	1 min/lvl 1 min/lvl	Will negs	Yes	251 258
☐ Protection from Chaos	-	C and s	-		-			ur V,S,N	M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
☐ Protection from Evil		C and s						ur V,S,N		1 a	Touch	One creature	1 min/lvl (D)	Will negs		266
□ Protection from Good□ Protection from Law		C and s C and s					•	ur V,S,N ur V,S,N		1 a 1 a	Touch Touch	One creature One creature	1 min/lvl (D) 1 min/lvl (D)	Will negs Will negs	-	266 266
□ Remove Fear		n fear s		, idivit	ui 010	atui 03	-	ur V,S,	vi, Di	1 a	Close	One creature +1/4lvls	, ,	Will negs		271
☐ Sanctuary		onents c		attack	you		Abj	ur V,S,[1 a	Touch	One creature	1 rnd/lvl	Will negs	-	274
☐ Shield of Faith☐ Summon Monster I		C +1/6l outside		ht for	you		-	ur V,S,N j V,S,F		1 a Round	Touch Close	One creature One creature	1 min/lvl 1 rnd/lvl (D)	Will negs	Yes -	278 285
-					,				/EL 2				(=,			
Spell		ription					Sch	I Com	р	Time	Range	Target, Effect, Area	Duration	Save		PHB
☐ Aid		tt,+1 fe				vl hps	Enc			1 a	Touch	One living creature	1 min/lvl	- \A/(Yes	196
☐ Align Weapon ☐ Augury		alignmens alignmens		•		oad	1 ra Div	ns V,S,[V,S,N		1 a 1 min	Touch Self	Weapon Caster	1 min/lvl Instantaneous	Will negs	res -	197 202
☐ Bear's Endurance	+4 C		20110111	goo	OI k			ns V,S,		1 a	Touch	One creature	1 min/lvl	Will negs	Yes	203
□ Bull's Strength	+4 S	tr					Tra	ns V,S,N	M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	207
☐ Calm Emotions☐ Consecrate		is 1d6/lv	-		orav.			h V,S,[c V,S,N		1 a	Medium	20-ft radius	Conc, 1 rnd/lvl (D) 2 hr/lvl	Will negs	Yes	207
☐ Cure Moderate Wounds		rea with s 2d8+1			луу		Evo Cor		vi,UF	1 a 1 a	Close Touch	20-ft radius One creature	Instantaneous	- Will half	Yes	212 216
☐ Darkness	Supe	rnatura	l darkne	ess			Evo	c V,M/	'DF	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	216
☐ Death Knell		1d8 ten						ro V,S	> F	1 a	Touch	One living creature	10 min / creat HD	Will negs		217
_ Delay Poison	Stops	s poison	ı trom h	ıarmir	ng tar	get	Cor	j V,S,[J۲	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	217

	Desecrate	Fill area with negative energy	Evoc	V,S,M,DF	1 a	Close	20-ft radius	2 hr/lvl		Voc	218
— <u> </u>	Eagle's Splendor	+4 Cha			1 a	Touch	One creature	1 min/lvl	Will negs		225
	Enthrall		Ench			Medium		Up to 1 hour	-		227
	Find Traps	Captivates all within medium range		v,s V,S			Creatures in range	1 min/lvl	Will negs		230
	Gentle Repose	Notice traps as rogue does	Div		1 a 1 a	Self Touch	Caster		-	- Voc	235
	Hold Person	Preserves one corpse		V,S,M/DF V,S,F/DF			One dead creature	1 day/lvl	Will negs		241
	Inflict Moderate Wounds	Target becomes paralyzed Deal 2d8+1/lvl dmg (+10)	Necro		1 a 1 a	Medium Touch	One humaniod One creature	1 rnd/lvl (D) Instantaneous	Will negs Will half		241
	Make Whole		Trans		1 a	Close	Item, 10 cu ft/lvl				252
	Owl's Wisdom	Completely repairs an item +4 Wis			1 a	Touch	One creature	Instantaneous 1 min/lvl	Will negs		252
	Remove Paralysis	Frees creats from parlys/hold/slow	Conj		1 a	Close	4 creatures in 30-ft	Instantaneous	Will negs Will negs		271
— 🖥	3		•						•		271
— 🖁		Ignores 10 energy dmg/rnd	-	V,S,DF	1 a	Touch Touch	One creature	10 min/lvl	Fort negs		272
	Restoration, Lesser Shatter	Restores 1d4 ability score loss	Conj		1 a		One creature	Instantaneous	Will negs		272
	Shield Other	Sonic vibration damages items	Evoc	V,S,M/DF	1 a	Close Close	5-ft radius, 1 lb/lvl	Instantaneous 1 hr/lvl (D)	Special Will negs		278
	Silence	Target +1 AC, save, half dmg to caster	-				One creature		-		279
		All sound is stopped	Illus	V,S	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs		
— 🖁	Sound Burst	1d8 sonic damage, may stun 1 round		V,S,F/DF	1 a	Close	10-ft radius	Instantaneous	Fort part		281
	Spiritual Weapon Status	1d8 +1/3lvls damage, attacks by itself	Evoc	V,S,DF	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-		283
		Monitors condition, position of allies	Div	V,S	1 a	Touch	Living creature/3 lvls	1 hr/lvl	Will negs		284
	Summon Monster II	Calls outsider to fight for you	Conj	V,S,F/DF	Round		2:1 1:1d3	1 rnd/lvl (D)	- \^(:)	- \/	286
	Undetectable Alignment	Conceals alignment for 24 hours	Abjur		1 a	Close	One creat or item	24 hours	Will negs		297
— "	Zone of Truth	Targets within area cannot lie	Encn	V,S,DF	1 a	Close	20-ft radius	1 min/lvl	Will negs	res	303
				LEVEL 3							
	Snoll	Description	Sohl			Dango	Target Effect Area	Duration	Source	CD	PHB
	Spell Animate Dead	Description Creates skeletons and zombies	Schl	Comp V,S,M	Time 1 a	Range Touch	Target, Effect, Area Max 2HD/IvI	Duration Instantaneous	Save	SR -	198
	Bestow Curse	-6 abi / -4 att, saves, checks etc.	Necro		1 a	Touch	One creature	Permanent	- Will negs		203
	Blindness/Deafness	Makes target blind or deaf	Necro		1 a	Medium	One living creature	Permanent (D)	Fort negs		203
	Contagion	Infects with chosen disease	Necro		1 a	Touch	One living creature	Instantaneous	Fort negs		213
	Continual Flame	Permanent and heatless torch		V,S,M	1 a	Touch	Magical flame	Permanent	-	-	213
	Create Food and Water	Feeds 3 humans (or horse) / level	Conj	V,S,IVI V,S	10 min		Food and water	24 hours	_	-	215
	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
	Daylight	60-ft radius of bright light	•	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	216
	Deeper Darkness	Supernatural darkness		V,M/DF	1 a	Touch	Item 60-ft radius	1 day/lvl	-	_	217
	Dispel Magic	Cancels magical effects (+10)	Abjur		1 a	Medium	Special	Instantaneous	-	-	223
	Glyph of Warding	Symbol harms activater 1d8/2lvl (5)		V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Yes	236
	Helping Hand	Ghostly hand leads target to you		V,S,DF	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	239
	Inflict Serious Wounds	Deal 3d8+1/lvl dmg (+15)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
	Invisibility Purge	Dispels invisibility within 5-ft/level	Evoc	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	245
	Locate Object	Senses direction of item	Div	V,S,F/DF	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	248
	Magic Circle against Chaos	Non-lawful creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
	Magic Circle against Evil	Non-good creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
	Magic Circle against Good	Non-evil creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
	Magic Circle against Law	Non-chaotic creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
	Magic Vestment	Armor/shield gains +1/4lvls		V,S,DF	1 a	Touch	Armor/shield	1 hr/lvl	Will negs	Yes	251
	Meld into Stone	You and possessions meld into stone	Trans	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	252
	Obscure Object	Masks item to scrying and divination	Abjur	V,S,M/DF	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Yes	258
	Prayer	Allies+1 att,dmg,save,skill, Enemies -1	Ench	V,S,DF	1 a	40-ft	40-ft radius	1 rnd/lvl	-	Yes	264
	Protection from Energy	Absorbs 12 energy dmg/lvl (120)	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl or till	Fort negs	Yes	266
	0,3	63 6	•					used	· ·		
	Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	270
	Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	Creature or item	Instantaneous	Will negs	Yes	270
	Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	271
	Searing Light	Dmg 1d8/2 lvls,undead 1d6/1d8/lvl	Evoc		1 a	Medium	Ray	Instantaneous	-		275
	Speak with Dead	Corpse answers one question/2lvls	Necro	V,S,DF	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	281
	Stone Shape	Sculpts stone into any form			1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	284
	Summon Monster III	Calls outsider to fight for you	Conj	V,S,F/DF	Round		3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	286
	Water Breathing	Targets can breath underwater	Trans	V,S,M/DF	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Yes	300
	Water Walk	Target treads on water as if solid	Trans	V,S,DF	1 a	Touch	One creature/IvI	10 min/lvl (D)	Will negs	Yes	300
□	Wind Wall	Deflects arrows, small creatures, gases	Evoc	V,S,M/DF	1 a	Medium	10/Ivl long,5/Ivl high	1 rnd/lvl	-	Yes	302
				LEVEL 4							
	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	Air Walk	Target treads on air as if solid	Trans	V,S,DF	1 a	Touch	One creature	10 min/lvl	-	Yes	196
	Control Water	Raises, lowers or parts water			1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	214
	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj		1 a	Touch	One creature	Instantaneous	Will half	Yes	215
	Death Ward	Immunity to death spells/effects		V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	-	217
	Dimensional Ancher	Stops extradimensional movement	Abjur		1 a	Medium	Ray	1 min/lvl	-	Yes	221
	Dimensional Anchor		Div	V,S,DF	1 a	Close	Creature/IvI in 30-ft	Conc, 1 rnd/lvl	Will negs	-	221
	Discern Lies	Reveals deliberate falsehoods			1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	222
	Discern Lies Dismissal	Force creature back to native plane	•	V,S,DF			•		will riegs		
	Discern Lies Dismissal Divination	Force creature back to native plane Provides useful advice for actions	Div	V,S,M	10 min	Self	Caster	Instantaneous	-	-	224
	Discern Lies Dismissal Divination Divine Power	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl	Div Evoc	V,S,M V,S,DF	10 min 1 a	Self Self	Caster Caster	Instantaneous 1 rnd/lvl	-	-	224
	Discern Lies Dismissal Divination Divine Power Freedom of Movement	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally	Div Evoc Abjur	V,S,M V,S,DF V,S,M,DF	10 min 1 a 1 a	Self Self Prsl,touch	Caster Caster One creature	Instantaneous 1 rnd/lvl 10 min/lvl	- Will negs	- Yes	224 233
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin	Div Evoc Abjur Trans	V,S,M V,S,DF V,S,M,DF V,S,DF	10 min 1 a 1 a 1 a	Self Self Prsl,touch Close	Caster Caster One creature 1-3 vermin in 30-ft	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl	- Will negs -	- Yes Yes	224 233 235
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin Transfer spells to target	Div Evoc Abjur Trans Evoc	V,S,M V,S,DF V,S,M,DF V,S,DF V,S,DF	10 min 1 a 1 a 1 a 10 min	Self Self Prsl,touch Close Touch	Caster Caster One creature 1-3 vermin in 30-ft One creature	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl Till used	- Will negs - Will negs	Yes Yes Yes	224 233 235 243
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability Inflict Critical Wounds	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin Transfer spells to target Deal 4d8+1/lvl dmg (+20)	Div Evoc Abjur Trans Evoc Necro	V,S,M V,S,DF V,S,M,DF V,S,DF V,S,DF V,S	10 min 1 a 1 a 1 a 10 min 1 a	Self Self Prsl,touch Close Touch Touch	Caster Caster One creature 1-3 vermin in 30-ft One creature One creature	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl Till used Instantaneous	- Will negs - Will negs Will half	Yes Yes Yes Yes	224 233 235 243 244
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability Inflict Critical Wounds Magic Weapon, Greater	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin Transfer spells to target Deal 4d8+1/lvl dmg (+20) Weapon gets +1/4 lvl att/dmg (5)	Div Evoc Abjur Trans Evoc Necro Trans	V,S,M V,S,DF V,S,M,DF V,S,DF V,S,DF V,S V,S,F,M/DF	10 min 1 a 1 a 1 a 10 min 1 a 1 a	Self Self Prsl,touch Close Touch Touch Close	Caster Caster One creature 1-3 vermin in 30-ft One creature One creature Weapon or 50 proj.	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl Till used Instantaneous 1 hr/lvl	- Will negs - Will negs Will half Will negs	Yes Yes Yes Yes Yes	224 233 235 243 244 251
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability Inflict Critical Wounds Magic Weapon, Greater Neutralize Poison	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin Transfer spells to target Deal 4d8+1/lvl dmg (+20) Weapon gets +1/4 lvl att/dmg (5) Detoxifies venom in or on target	Div Evoc Abjur Trans Evoc Necro Trans Conj	V,S,M V,S,DF V,S,M,DF V,S,DF V,S,DF V,S V,S,F,M/DF V,S,M/DF	10 min 1 a 1 a 1 a 10 min 1 a 1 a 1 a	Self Self Prsl,touch Close Touch Touch Close Touch	Caster Caster One creature 1-3 vermin in 30-ft One creature One creature Weapon or 50 proj. Creat / obj 1 cu ft/lvl	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl Till used Instantaneous 1 hr/lvl 10 min/lvl	- Will negs - Will negs Will half	Yes Yes Yes Yes Yes Yes	224 233 235 243 244 251 257
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability Inflict Critical Wounds Magic Weapon, Greater Neutralize Poison Planar Ally, Lesser	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin Transfer spells to target Deal 4d8+1/lvl dmg (+20) Weapon gets +1/4 lvl att/dmg (5) Detoxifies venom in or on target Outsider (6 HD) exchanges services	Div Evoc Abjur Trans Evoc Necro Trans Conj Conj	V,S,M V,S,DF V,S,M,DF V,S,DF V,S,DF V,S,F,M/DF V,S,F,M/DF V,S,DF,XP	10 min 1 a 1 a 1 a 10 min 1 a 1 a 1 a 10 min	Self Self Prsl,touch Close Touch Touch Close Touch Close	Caster Caster One creature 1-3 vermin in 30-ft One creature One creature Weapon or 50 proj. Creat / obj 1 cu ft/lvl One creature	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl Till used Instantaneous 1 hr/lvl 10 min/lvl Instantaneous	- Will negs - Will negs Will half Will negs Will negs	Yes Yes Yes Yes Yes Yes	224 233 235 243 244 251 257 261
	Discern Lies Dismissal Divination Divine Power Freedom of Movement Giant Vermin Imbue with Spell Ability Inflict Critical Wounds Magic Weapon, Greater Neutralize Poison	Force creature back to native plane Provides useful advice for actions Level is Att bonus, +6 Str, 1 hp/lvl Target moves and attacks normally Turn insects into giant vermin Transfer spells to target Deal 4d8+1/lvl dmg (+20) Weapon gets +1/4 lvl att/dmg (5) Detoxifies venom in or on target	Div Evoc Abjur Trans Evoc Necro Trans Conj Conj	V,S,M V,S,DF V,S,M,DF V,S,DF V,S,DF V,S V,S,F,M/DF V,S,M/DF	10 min 1 a 1 a 1 a 10 min 1 a 1 a 1 a	Self Self Prsl,touch Close Touch Touch Close Touch	Caster Caster One creature 1-3 vermin in 30-ft One creature One creature Weapon or 50 proj. Creat / obj 1 cu ft/lvl	Instantaneous 1 rnd/lvl 10 min/lvl 1 min/lvl Till used Instantaneous 1 hr/lvl 10 min/lvl	- Will negs - Will negs Will half Will negs	Yes Yes Yes Yes Yes Yes	224 233 235 243 244 251 257 261

Calls outsider to fight for you Speak and understand any language		V,S,M/DF V,S,DF V,S,F/DF V,M/DF	10 min 1 a Round 1 a	Touch	One creature One creature 4:1 3:1d3 2-1:1d4+1 One creature	1 round 10 min/lvl 1 rnd/lvl (D) 10 min/lvl	- Will negs - Will negs	- Yes - -	272 275 282 286 294
		LEVEL 5							
+4 AC against evil attackers, banish +4 AC against good attackers, banish +4 AC against lawful attackers, banish Undead save vs lvl or be destroyed Smites foes with divine fire 1d6/lvl (15) Designates location as holy	Abjur Ench Div Conj Abjur Abjur Abjur Abjur Trans Evoc Evoc Necro Conj Necro Conj Trans Div Necro Abjur Conj Necro Abjur Conj Necro Div Evoc	V,S V V,S,M,DF,XP V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M,DF V,S,DF V,S,M/DF,F V,S,M/DF,F V,S,M/DF,F V,S,M/DF,F V,S,M/DF,F V,S,M/DF,F V,S,M/DF,F/DF V,S,M/DF,S,M/D	1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Close Touch Touch Touch Touch Medium Touch Close Long Touch Touch Touch Touch Couch Touch Couch Touch Couch Touch Touch Touch Couch Touch Touch Close O-ft O-ft Touch	Target, Effect, Area One living creature Creature/Ivl in 30-ft Creature/Ivl in 30-ft Caster Creature/Ivl in 30-ft Special Special Special Special One weapon 10-ft radius 40-ft radius Creature/Ivl in 30-ft 1 swarm/3Ivls One creature 1-8 willing creatures One dead creature Caster Magical sensor One living creature 0ne creature 5:1 4:1d3 1-3:1d4+1 60-ft radius One creature 40-ft/Ivl radius 5-ft sq/Ivl	1 rnd/lvl or till used 1 rnd/lvl or till used 1 rnd/lvl or till used 1 rnd/lvl Instantaneous Instantaneous Instantaneous 1 min/lvl Permanent Instantaneous 1 rnd/lvl (D) 1 min/lvl Instantaneous 1 min/lvl	Special Special Special Special Will negs Ref half Special Will half Will negs Will negs Fort part Will negs -	Yes - Yes Sp Sp Sp Sp Sy Yes	
		LEVEL 6							
Description Items attack your foes 10-ft field excludes living creatures Banishes 2 HD/lvl creatures +4 Con to 1 creature/lvl Blades deal 1d6 damage/lvl +4 Str to 1 creature/lvl Ghoul, shadow, ghast, wight, wraith Cures 2d8+1/lvl (+30) Cancels magical effects (+20) +4 Cha to 1 creature/lvl Shows most direct way to location Prevents planar travel inside Command any creature Symbol harms activaters 1d8/2lvl (10) 10/lvl damage (150) Cures 10/lvl (150) Food for 1 creat/lvl cures & blesses Deal 2d8+1/lvl dmg (+30) +4 Wis to 1 creature/lvl Outsider (12 HD) exchanges services Calls outsider to fight for you Panics all for 1 rnd/lvl All become charmed Destroys 1d4 HD/level undead	Abjur Trans Evoc Trans Necro Conj Abjur Trans Div Abjur Ench Abjur Necro Conj Necro Trans Conj Necro Necro Necro	V,S,DF V,S,F V,S, DF V,S V,S,M/DF V,S,M V,S V,S,M/DF V,S,F V,S,M,DF V V,S,DF V,S,DF V,S,DF V,S,DF,XP V,S,DF,XP V,S,M/DF V,S,F/DF V,S,M	1 a 1 a 1 a 1 a 1 a 1 a 1 hr 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 o min 1 a 1 a 1 o min 1 a 1 a 1 o min	Close Close Medium Close Close Medium Close Close Medium Close Touch Medium Close Touch Touch Touch Close Close Close Close Close Close Close Close O-ft	Creature/IvI in 30-ft Wall 20-ft long/IvI Creature/IvI in 30-ft One dead creature Creature/IvI in 30-ft Special Creature/IvI in 30-ft One creature 60-ft cube/level One living creature Item / 5 sq ft/IvI One creature One creature One creature One living creature/IvI Creature/IvI in 30-ft Creature/IvI in 30-ft 1-2 creatures	1 min/lvl 1 min/lvl (D) 1 min/lvl Instantaneous Instantaneous 1 min/lvl 10 min/lvl Permanent 1 day/lvl or till used (D) Till used (D) Instantaneous Instantaneous 1 hr + 12 hr Instantaneous 1 min/lvl Instantaneous	Save Will negs Ref half Will negs - Will half - Will negs Special - Special Will half Will negs - Will half Will negs - Will half Will negs - Will negs Will negs Will negs	Yes Yes Yes - Yes Yes Yes Yes Yes Yes Yes Yes - Yes Yes Yes Yes Yes Yes Yes	215 216 223 225 230 232 234 237 239 240 244 259 261 286
	Description Removes burden of past misdeeds Frees target from enchantments One target obeys command 1 rnd Deity answers 1 y/n-question/level Cures 1d8+1/lvl (+25) +4 AC against chaotic attackers, banish +4 AC against evil attackers, banish +4 AC against good attackers, banish +4 AC against lawful attackers, banish +4 AC against lawful attackers, banish +4 AC against lawful attackers, banish Holaed save vs lvl or be destroyed Smites foes with divine fire 1d6/lvl (15) Designates location as holy Deal 1d8+1/lvl dmg (+25) Insect swarm Designates act that triggers curse Targets travel to another plane Restores life to target within 1 day/lvl Your size increases, Str +4 etc. Spies on target from a distance Kills target else 3d6 + 1/lvl dmg Target gains SR 12+level Calls outsider to fight for you Suffer -4 att, skill & ability checks All <10HD sleep for 3d6x10 minutes See all things as they really are Unholy local, magic circle, -4 turning Stone wall with 15 hp/4 levels Description Items attack your foes 10-ft field excludes living creatures Banishes 2 HD/lvl creatures +4 Con to 1 creature/lvl Ghoul, shadow, ghast, wight, wraith Cures 2d8+1/lvl (+30) Cancels magical effects (+20) +4 Cha to 1 creature/lvl Shows most direct way to location Prevents planar travel inside Command any creature Symbol harms activaters 1d8/2lvl (10) 10/lvl damage (150) Cures 10/lvl (150) Food for 1 creat/lvl cures & blesses Deal 2d8+1/lvl dmg (+30) +4 Wis to 1 creature/lvl Outsider (12 HD) exchanges services Calls outsider to fight for you Panics all for 1 rnd/lvl All become charmed	Description Removes burden of past misdeeds Prees target from enchantments One target obeys command 1 rnd Deity answers 1 y/n-question/level Cures 1d8+1/lvl (+25) Conj +4 AC against chaotic attackers, banish +4 AC against evil attackers, banish +4 AC against a good attackers, banish +4 AC against lawful attackers, banish Undead save vs lvl or be destroyed Smites foes with divine fire 1d6/lvl (15) Designates location as holy Deal 1d8+1/lvl dmg (+25) Insect swarm Conj Designates act that triggers curse Necro Targets travel to another plane Restores life to target within 1 day/lvl Your size increases, Str +4 etc. Div Kills target else 3d6 + 1/lvl dmg Abjur Calls outsider to fight for you Suffer -4 att, skill & ability checks All <10HD sleep for 3d6x10 minutes See all things as they really are Unholy local, magic circle, -4 turning Stone wall with 15 hp/4 levels Description Description Schl Items attack your foes 10-ft field excludes living creatures Abjur Abjur Abjur Abjur Abjur Conj Cancels magical effects (+20) Abjur At Con to 1 creature/lvl Ghoul, shadow, ghast, wight, wraith Necro Cures 2d8+1/lvl (+30) Cancels magical effects (+20) Abjur At Con to 1 creature/lvl Ghoul, shadow, ghast, wight, wraith Necro Cures 2d8+1/lvl (+30) Cancels magical effects (+20) Abjur Command any creature Symbol harms activaters 1d8/2lvl (10) Abjur Command any creature Symbol harms activaters 1d8/2lvl (10) Abjur Command any creature Symbol harms activaters 1d8/2lvl (10) Recro Conj Coures 10/lvl (150) Conj Food for 1 creat/lvl cures & blesses Conj Deal 2d8+1/lvl dmg (+30) Necro Calls outsider to fight for you Panics all for 1 md/lvl All become charmed Necro Destroys 1d4 HD/level undead Necro Destroys 1d4 HD/level undead Necro Description Restores fight for you Provents planar travel inside Necro Destroys 1d4 HD/level undead Necro Description Restores fight for you Provents planar travel inside Necro Description Restores fight for you Provents planar travel inside Necro Description Restores fight for you Provents planar travel insi	Description Removes burden of past misdeeds Frees target from enchantments One target obeys command 1 rnd Deity answers 1 y/n-question/level Cures 1d8+1/lvl (+25) +4 AC against chaotic attackers, banish +4 AC against lawful attackers, banish -4 AC against lawful (120)	Description Schl Comp	Description	Description Removes burden of past misdeeds referse target from enchantments One target obeys command 1 md Delty answers 1 yn-question/level plus yn-description Part AC against chaotic attackers, banish + 4 AC against evil attackers, banish + 4 AC against evil attackers, banish + 4 AC against lawful attackers, banish + 4 AC against lawful attackers, banish + A Diur V.S.DF 1 a Touch Special Undead save vs M or be destroyed Designates location as holy Designates location as holy Designates act that triggers curse Targets travel to another plane Restores life to target within 1 day/lw/ Cory us zize increases, Sir + 4 etc. Tarns V.S.DF 1 a Touch Designates 3 d6 + 1/lvl dmg Target gains SR 12+level Corj V.S.M.DF 1 min Touch Corj V.S.F/DF 1 a Touch Special Soutised respectively United to target within 1 day/lw/ Necro V.S. DF 1 a Touch Special Soutised respectively United to target within 1 day/lw/ Necro V.S.DF 1 a Touch Designates and 6 + 1/lvl dmg Target gains SR 12+level Corj V.S.M.DF 1 min Touch Corj V.S.F/DF 1 a Touch Corl V.S.M.DF 1 min Touch One creature Necro V.S.M. D 1 min Touch One creature Necro V.S.M. D 1 min D-th One United Coreature Necro V.S.M. D 1 min D-th One United Coreature Necro V.S.M. D 1 min D-th One United Coreature Necro V.S.M. D 1 min D-th One United Coreature Necro V.S.M. D 1 min D-th One United Coreature Necro V.S.M. D 1 min D-th One United Coreature Necro V.S.M. D 1 min D-th One Creature Necro V.S.M. D 1 min D-th One Creature One small item/lvl 10-ft radius Necro V.S.M.D 1 min D-th One Creature One small item/lvl in 30-ft One Creature One creature Necro V.S.M.D 1 min D-th One Creature One small item/lvl 10-ft radius Necro V.S.M.D 1 min D-th One Creature One Creature One Creature One Creature One Creature One Creature One Cre	Description Removes burden of past misdeeds Frees target from enchaniments One larget obeys command 1 and Deli grapet obeys command 2 and Abjur V.S.DF 1 and Close Creature/Will in 30-til Instantaneous Special 1 and/will or ill used 1 and/will or ill	Description	Description

LEVEL 7

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	ν .	1 a	30-ft	40-ft radius	Instantaneous	-	Yes	205
	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2 mile radius	4d12 hours	-	-	214
	Cure Serious Wounds,	Cures 3d8+1/lvl (+35)	Conj	V,S	1 a	Close	Creature/Ivl in 30-ft	Instantaneous	Will half	Yes	216
	Mass	• •	,								
	Destruction	Kill target, destroy remains or 10d6	Necro	V.S.F	1 a	Close	One creature	Instantaneous	Fort part	Yes	218
	Dictum	Kills, paralyzes, weakens nonlawful	Evoc		1 a	40-ft	40-ft radius	Instantaneous	-	Yes	
	Ethereal Jaunt	Become ethereal for 1 round/level	Trans		1 a	Self	Caster	1 rnd/lvl (D)	_	-	227
	Holy Word	Kills, paralyzes, weakens nongood	Evoc			40-ft	40-ft radius	, ,		Voc	242
					1 a			Instantaneous	Special		
ш	Inflict Serious Wounds,	Deal 3d8+1/lvl dmg (+35)	Necro	V,S	1 a	Close	Creature/Ivl in 30-ft	Instantaneous	Will half	Yes	244
— -	Mass				_						
	Refuge	Transport item's possessor to you	•	V,S,M	1 a	Touch	Item	Till used	-	-	269
🛚	Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3 rnds	Touch	One living creature	Instantaneous	Fort negs	Yes	
□	Repulsion	Creatures cannot approach you	Abjur	V,S,F/DF	1 a	10-ft/lvl	10-ft radius/lvl	1 rnd/lvl (D)	Will negs	Yes	271
	Restoration, Greater	Restores ability, neg lvls, all exp lvls	Conj	V,S,XP	10 min	Touch	One creature	Instantaneous	Will negs	Yes	272
	Resurrection	Restores life to target	Conj	V,S,M,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	272
	Scrying, Greater	Spies on target from a distance	Div	V,S,M/DF,F	1 a	Special	Magical sensor	1 hr/lvl	Will negs	Yes	275
		Calls outsider to fight for you		V,S,F/DF	Round	•	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	286
	Symbol of Stunning	All become stunned for 1d6 rounds	Necro		10 min		60-ft radius	Special	Will negs	Yes	
		Weakness deals 3d6 Str dmg			10 min			•	•	Yes	
	3	· ·	Necro				60-ft radius	Special	Will negs		
⊔	Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	Will negs	Yes	303
				LEVEL 8							
	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	Antimagic Field	Negates magic within 10-ft	Abjur	V,S,M/DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	200
	Cloak of Chaos	+4 AC, +4 rest, SR 25 vs lawful	Abjur	V.S.F	1 a	20-ft	1/IvI in 20-ft radius	1 rnd/lvl (D)	Special	Yes	210
	Create Greater Undead	Mummy, spectre, vampire, ghost	Necro		1 hr	Close	One dead creature	Instantaneous	-	_	215
	Cure Critical Wounds,	Cures 4d8+1/lvl (+40)	Conj		1 a	Close	Creature/Ivl in 30-ft	Instantaneous	Will half	Yes	
_	Mass	04103 4401 1/101 (140)	conj	V,5	ı u	01030	Creature/William 30 Tt	mstantancous	will riall	103	213
<u> </u>	Dimensional Lock	Stops extradimensional movement	Abjur	VS	1 a	Medium	20-ft radius	1 day/lvl	_	Yes	221
		•	•					•			
	Discern Location	Exact location of creature or item	Div	V,S,DF			One creature or item	Instantaneous	-	-	222
	Earthquake	Intense tremor causes cave-in 8d6 dmg			1 a	Long	80-ft/lvl radius	1 rnd	Special	-	225
📙	Fire Storm	Deals 1d6 damage/lvl (20d6)	Evoc			Medium	2 10-ft cubes/level	Instantaneous	Ref half	Yes	
💾	Holy Aura	+4 AC, +4 res, SR 25 vs evil	Abjur		1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	
	Inflict Critical Wounds,	Deal 4d8+1/lvl dmg (+40)	Necro	V,S	1 a	Close	Creature/IvI in 30-ft	Instantaneous	Will half	Yes	244
	Mass										
	Planar Ally, Greater	Outsider (18 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	1-3 creatures	Instantaneous	-	-	261
	Shield of Law	+4 AC, +4 res, SR 25 vs chaotic	Abjur	V,S,F	1 a	20-ft	One creature/lvl in	1 rnd/lvl (D)	Special	Yes	278
			•				20-ft radius	, ,	•		
	Spell Immunity, Greater	Immune to a 1-8 level spell/4levels	Abiur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	282
	Summon Monster VIII	Calls outsider to fight for you	•	V,S,F/DF	Round		8:1 7:1d3 1-6:1d4+1		-	-	286
	Symbol of Death	Slays all, combined hps <150	Necro		10 min		60-ft radius	Special	Fort negs	Yes	
								Special	Will negs		290
	Symbol of Incanity	All bocomo incano		1/ C M	10 min					162	
	Symbol of Insanity	All become insane		V,S,M	10 min		60-ft radius	•	•		
	Symbol of Insanity Unholy Aura	All become insane +4 AC, +4 resistance, SR 25 vs good	Abjur		10 min 1 a	20-ft	One creature/lvl	1 rnd/lvl (D)	Special	Yes	297
								•	•		297
				V,S,F				•	•		297
								•	•		297
	Unholy Aura	+4 AC, +4 resistance, SR 25 vs good	Abjur	V,S,F	1 a	20-ft	One creature/IvI	1 rnd/lvl (D)	Special	Yes	
	Unholy Aura Spell	+4 AC, +4 resistance, SR 25 vs good Description	Abjur Schl	V,S,F LEVEL 9 Comp	1 a	20-ft Range	One creature/lvl Target, Effect, Area	1 rnd/lvl (D) Duration	•	Yes	РНВ
	Unholy Aura Spell Astral Projection	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane	Abjur Schl Necro	V,S,F LEVEL 9 Comp V,S,M	1 a Time 30 min	20-ft Range Touch	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls	1 rnd/lvl (D) Duration Special	Special Save	Yes SR Yes	PHB 201
	Unholy Aura Spell Astral Projection Energy Drain	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane Target gains 2d4 negative levels	Abjur Schl Necro Necro	V,S,F LEVEL 9 Comp V,S,M V,S	Time 30 min 1 a	Range Touch Close	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray	1 rnd/lvl (D) Duration Special Instantaneous	Special	Yes SR Yes Yes	PHB 201 226
	Unholy Aura Spell Astral Projection	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane	Abjur Schl Necro	V,S,F LEVEL 9 Comp V,S,M V,S	1 a Time 30 min	20-ft Range Touch	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls	1 rnd/lvl (D) Duration Special	Special Save	Yes SR Yes	PHB 201 226
	Unholy Aura Spell Astral Projection Energy Drain	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane Target gains 2d4 negative levels	Abjur Schl Necro Necro Trans	V,S,F LEVEL 9 Comp V,S,M V,S	Time 30 min 1 a	Range Touch Close	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray	1 rnd/lvl (D) Duration Special Instantaneous	Save - Fort part	Yes SR Yes Yes	PHB 201 226
	Spell Astral Projection Energy Drain Etherealness	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions	Abjur Schl Necro Necro Trans Conj	V,S,F LEVEL 9 Comp V,S,M V,S V,S	Time 30 min 1 a 1 a	Range Touch Close Touch	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special	1 rnd/lvl (D) Duration Special Instantaneous 1 min/lvl (D)	Save - Fort part -	SR Yes Yes Yes	PHB 201 226 228 234
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel	Abjur Schl Necro Necro Trans Conj Conj	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S,XP V,S,XP	Time 30 min 1 a 1 a 1 a 1 a	Range Touch Close Touch Medium	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Instantaneous	Save - Fort part -	SR Yes Yes Yes - Yes	PHB 201 226 228 234 239
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass Implosion	+4 AC, +4 resistance, SR 25 vs good Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel Cures 10/lvl (250) Kills one creature/round	Schl Necro Necro Trans Conj Conj Evoc	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S V,S,XP V,S V,S V,S	Time 30 min 1 a 1 a 1 a 1 a 1 a	Range Touch Close Touch Medium Close Close	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft 1 corporeal creat/rnd	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Instantaneous Conc, up to 4 rnds	Save - Fort part Will negs Fort negs	SR Yes Yes Yes - Yes Yes	PHB 201 226 228 234 239 243
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass Implosion Miracle	Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel Cures 10/lvl (250) Kills one creature/round Requests miracle from diety	Schl Necro Necro Trans Conj Conj Evoc Evoc	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S,XP V,S,XP V,S V,S,XP	Time 30 min 1 a 1 a 1 a 1 a 1 a 1 a	Range Touch Close Touch Medium Close Close Special	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft 1 corporeal creat/rnd Special	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Instantaneous Conc, up to 4 rnds Special	Save - Fort part - Will negs Fort negs Special	SR Yes Yes Yes Yes Yes	PHB 201 226 228 234 239 243 254
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass Implosion Miracle Soul Bind	Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel Cures 10/lvl (250) Kills one creature/round Requests miracle from diety Traps soul to prevent resurrection	Schl Necro Necro Trans Conj Evoc Evoc Necro	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S,XP V,S,XP V,S,XP V,S,XP V,S,F	Time 30 min 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Range Touch Close Touch Medium Close Close Special Close	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft 1 corporeal creat/rnd Special One dead creature	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Instantaneous Conc, up to 4 rnds Special Permanent	Save - Fort part - Will negs Fort negs Special Will negs	SR Yes Yes Yes Yes Yes	PHB 201 226 228 234 239 243 254 281
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass Implosion Miracle Soul Bind Storm of Vengeance	Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel Cures 10/lvl (250) Kills one creature/round Requests miracle from diety Traps soul to prevent resurrection Storm rains acid, lightning, hail	Schl Necro Necro Trans Conj Evoc Evoc Necro Conj	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S,XP V,S,XP V,S V,S,XP V,S,XP V,S,F V,S,F V,S	Time 30 min 1 a 1 a 1 a 1 a 1 a Round	Range Touch Close Touch Medium Close Close Special Close Long	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft 1 corporeal creat/rnd Special One dead creature 360-ft radius	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Conc, up to 4 rnds Special Permanent Conc, 10 rnds (D)	Save - Fort part - Will negs Fort negs Special	SR Yes Yes Yes Yes Yes Yes	PHB 201 226 228 234 239 243 254 281 285
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass Implosion Miracle Soul Bind Storm of Vengeance Summon Monster IX	Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel Cures 10/lvl (250) Kills one creature/round Requests miracle from diety Traps soul to prevent resurrection Storm rains acid, lightning, hail Calls outsider to fight for you	Schl Necro Necro Trans Conj Evoc Evoc Necro Conj Conj	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S,XP V,S,XP V,S,XP V,S,XP V,S,F V,S V,S,F/DF	Time 30 min 1 a 1 a 1 a 1 a 1 a 1 a Round Round	Range Touch Close Touch Medium Close Close Special Close Long Close	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft 1 corporeal creat/rnd Special One dead creature 360-ft radius 9:1 8:1d3 1-7:1d4+1	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Conc, up to 4 rnds Special Permanent Conc, 10 rnds (D) 1 rnd/lvl (D)	Save - Fort part - Will negs Fort negs Special Will negs Special	SR Yes Yes Yes Yes Yes - Yes	PHB 201 226 228 234 239 243 254 281 285 287
	Spell Astral Projection Energy Drain Etherealness Gate Heal, Mass Implosion Miracle Soul Bind Storm of Vengeance	Description Projects you & company to astral plane Target gains 2d4 negative levels Become ethereal with companions Connects two planes for travel Cures 10/lvl (250) Kills one creature/round Requests miracle from diety Traps soul to prevent resurrection Storm rains acid, lightning, hail	Schl Necro Necro Trans Conj Evoc Evoc Necro Conj	V,S,F LEVEL 9 Comp V,S,M V,S V,S V,S,XP V,S,XP V,S V,S,XP V,S,XP V,S,F V,S,F V,S	Time 30 min 1 a 1 a 1 a 1 a 1 a Round	Range Touch Close Touch Medium Close Close Special Close Long Close	One creature/lvl Target, Effect, Area You + 1 creat/2 lvls Negative energy ray You + creature/3lvls Special Any in 30-ft 1 corporeal creat/rnd Special One dead creature 360-ft radius	Duration Special Instantaneous 1 min/lvl (D) Instantaneous Conc, up to 4 rnds Special Permanent Conc, 10 rnds (D)	Save - Fort part - Will negs Fort negs Special Will negs	SR Yes Yes Yes Yes Yes - Yes	PHB 201 226 228 234 239 243 254 281 285

Air Domain

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
フー・	Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	20-ft	20-ft radius	1 min/lvl	-	-	258
	Wind Wall			V,S,M/DF	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes	
	Gaseous Form	Become insubstantial, 10 dmg reduct		S,M/DF	1 a	Touch	Touch	2 min/lvl (D)	-	-	234
	Air Walk	Target treads on air as if solid	Trans	V,S,DF	1 a	Touch	One creature	10 min/lvl	- Fort noon		196
	Control Winds Chain Lightning	Change wind direction and speed 1d6 damage/level, secondary bolts	Evoc		1 a 1 a	40-ft/lvl	40-ft/lvl radius Primary,secondary/lvl	10 min/lvl	Fort negs Ref half	- Yes	214 208
	Control Weather	Changes weather in local area	Trans			Long 2 miles	2 mile radius	4d12 hours	rei Hall	-	214
	Whirlwind	Cyclone 1d8 dmg, picks up creatures		V,S V,S,DF	10 IIIIII	Long	10-30-ft wide, 30 tall		- Ref negs	Yes	
<u> </u>	Elemental Swarm	Summons 2d4 Large, 1d4 Huge		V,S,DI V,S		Medium	2+ creatures	10 min/lvl (D)	rei negs	163	226
	Liementai Swarm	Juliinons 244 Large, 144 Huge	CON	۷,5	10 111111	Wediairi	2+ creatures	10 IIIII/IVI (D)	-	-	220
			An	imal Don	nain						
	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
_	Calm Animals	Calms 2d4+1/lvl HD of animals etc.		V,S	1 a	Close	Animals in 30-ft	1 min/lvl	Will negs		207
	Hold Animal	Target becomes paralyzed		V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	
	Dominate Animal	Animal obeys mental commands		V,S	Round		One animal	1 rnd/lvl	Will negs	Yes	
	Summon Nature's Ally IV	Calls creature to fight for you	Conj	V,S,DF	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	288
	Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Self	Caster	Instantaneous	-	-	211
6 🗆	Antilife Shell	10-ft field excludes living creatures	Abjur	V,S,DF	Round	10-ft	10-ft radius	10 min/lvl (D)	-	Yes	199
7 🗆	Animal Shapes	1 ally/lvl polymorphs into animal		V,S,DF	1 a	Close	One creature/IvI	1 hr/lvl (D)	-	Yes	198
8	Summon Nature's Ally VIII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	289
9 🗆	Shapechange	Transform into new form	Trans	V,S,F	1 a	Self	Caster	10 min/lvl (D)	-	-	277
			Ch	aos Dom	ain						
						_					
a 🗆	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
	Protection from Law	+2 AC and saves vs lawful creatures	-	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
	Shatter	Sonic vibration damages items			1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special		278
	Magic Circle against Law	Non-chaotic creatures cannot enter			1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
	Chaos Hammer	Hammer deals 1d8/2lvl to law/ntrl	Evoc	•	1 a	Medium	20-ft radius	Instantaneous	Will part		208
	Dispel Law	•	-	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	•	Sp	223
	Animate Objects	Items attack your foes	Trans	•	1 a	Medium	One small item/lvl	1 rnd/lvl	- \A/:!!	-	199
	Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc		1 a	40-ft	40-ft radius	Instantaneous	Will negs		303
	Cloak of Chaos	+4 AC, +4 rest, SR 25 vs lawful	Abjur		1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	yes	210
<u> </u>	Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	9:1 8:1d3 1-7:1d4+1	i ma/ivi (D)	-	-	287
			De	ath Dom	ain						
	Cnall	Description	Schl	Comp	Time	Dange	Target Effect Area	Duration	Savo	SR	PHB
	Spell Cause Fear	Description Creature frightened or shaken 1 rnd	Schl Necro	Comp	Time 1 a	Range Close	Target, Effect, Area One living creature	Duration 1d4 rnds	Save Will part		208
	Death Knell	Gain 1d8 temp hp, +2 Str, +1 level	Necro		1 a	Touch	One living creature	10 min / creat HD	Will negs	Yes	
	Animate Dead	Creates skeletons and zombies		V,S,M	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	198
	Death Ward	Immunity to death spells/effects		V,S,IVI V,S,DF	1 a	Touch	One living creature	1 min/lvl	_	_	217
	Slay Living	•			1 a	Touch	One living creature	Instantaneous			217
					ı u		One living creature	mstantancous	Fort part	Ves	280
	, ,	Kills target else 3d6 + 1/lvl dmg Ghoul shadow ghast wight wraith	Necro		1 hr		One dead creature	Instantaneous	Fort part	Yes	
6 🗆	Create Undead	Ghoul, shadow, ghast, wight, wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
	Create Undead Destruction	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6	Necro Necro	V,S,M V,S,F	1 a	Close Close	One creature	Instantaneous	Fort part	-	215 218
	Create Undead Destruction Create Greater Undead	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost	Necro Necro Necro	V,S,M V,S,F V,S,M	1 a 1 hr	Close Close Close	One creature One dead creature	Instantaneous Instantaneous	Fort part	- Yes -	215 218 215
	Create Undead Destruction	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6	Necro Necro Necro Necro	V,S,M V,S,F V,S,M V	1 a 1 hr 1 a	Close Close Close	One creature	Instantaneous Instantaneous	Fort part	- Yes -	215 218 215
7	Create Undead Destruction Create Greater Undead Wail of the Banshee	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level	Necro Necro Necro Necro	V,S,M V,S,F V,S,M V	1 a 1 hr 1 a	Close Close Close	One creature One dead creature Living in 40-ft radius	Instantaneous Instantaneous Instantaneous	Fort part Fort negs	- Yes - Yes	215 218 215 298
	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description	Necro Necro Necro Necro Destr	V,S,M V,S,F V,S,M V	1 a 1 hr 1 a omain Time	Close Close Close Close	One creature One dead creature Living in 40-ft radius Target, Effect, Area	Instantaneous Instantaneous Instantaneous Duration	Fort part Fort negs	- Yes - Yes	215 218 215 298 PHB
6	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5)	Necro Necro Necro Necro Destr Schl Necro	V,S,M V,S,F V,S,M V Comp V,S	1 a 1 hr 1 a omain Time 1 a	Close Close Close Close	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature	Instantaneous Instantaneous Instantaneous Duration Instantaneous	Fort part Fort negs Save Will half	Yes Yes SR Yes	215 218 215 298 PHB 244
	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items	Necro Necro Necro Destr Schl Necro Evoc	V,S,M V,S,F V,S,M V Tuction De Comp V,S V,S,M/DF	1 a 1 hr 1 a omain Time 1 a 1 a	Close Close Close Close Range Touch Close	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl	Instantaneous Instantaneous Instantaneous Duration Instantaneous Instantaneous	Fort part Fort negs Save Will half Special	Yes Yes SR Yes Yes	215 218 215 298 PHB 244 278
	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease	Necro Necro Necro Destr Schl Necro Evoc Necro	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S	1 a 1 hr 1 a omain Time 1 a 1 a 1 a	Close Close Close Close Close Close Touch Close Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature	Instantaneous Instantaneous Instantaneous Duration Instantaneous Instantaneous Instantaneous Instantaneous	Fort part Fort negs Save Will half Special Fort negs	Yes Yes SR Yes Yes Yes	215 218 215 298 PHB 244 278 213
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20)	Necro Necro Necro Destr Schl Necro Evoc Necro Necro	V,S,M V,S,F V,S,M V **Comp V,S V,S,M/DF V,S V,S,V,S	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a	Close Close Close Close Close Range Touch Close Touch Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature	Instantaneous Instantaneous Instantaneous Duration Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half	Yes Yes SR Yes Yes Yes Yes Yes	215 218 215 298 PHB 244 278 213 244
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds,	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease	Necro Necro Necro Destr Schl Necro Evoc Necro	V,S,M V,S,F V,S,M V **Comp V,S V,S,M/DF V,S V,S,V,S	1 a 1 hr 1 a omain Time 1 a 1 a 1 a	Close Close Close Close Close Close Touch Close Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature	Instantaneous Instantaneous Instantaneous Duration Instantaneous Instantaneous Instantaneous Instantaneous	Fort part Fort negs Save Will half Special Fort negs	Yes Yes SR Yes Yes Yes Yes Yes	215 218 215 298 PHB 244 278 213
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40)	Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Range Touch Close Touch Touch Close	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft	Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half	Yes Yes SR Yes Yes Yes Yes Yes	215 218 215 298 PHB 244 278 213 244 244
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150)	Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro	V,S,M V,S,F V,S,M V **Cuction D **Comp V,S V,S,M/DF V,S V,S V,S V,S	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Range Touch Close Touch Close Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature	Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half	Yes Yes SR Yes Yes Yes Yes Yes Yes	215 218 215 298 PHB 244 278 213 244 244 239
1 0 2 0 3 0 4 0 5 0	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds, Mass Harm Disintegrate	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg	Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro Trans	V,S,M V,S,F V,S,M V **Cuction D **Comp V,S V,S,M/DF V,S V,S,W/DF V,S V,S V,S	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Range Touch Close Touch Close Touch Medium	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft	Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half	Yes Yes SR Yes Yes Yes Yes Yes Yes	215 218 215 298 PHB 244 278 213 244 244
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150)	Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro Trans	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S V,S,M	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Range Touch Close Touch Close Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube	Duration Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half	Yes Yes Yes Yes Yes Yes Yes Yes	215 218 215 298 PHB 244 278 213 244 244 239 222 225
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg	Necro Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro Trans Evoc Evoc	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S V,S,M/DF V,S V,S,M V,S,DF V,S	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Range Touch Close Touch Close Touch Medium Long	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius	Duration Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special	Yes - Yes Yes Yes Yes Yes Yes - Yes -	215 218 215 298 PHB 244 278 213 244 244 239 222 225
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg	Necro Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro Trans Evoc Evoc	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S V,S,M	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Range Touch Close Touch Close Touch Medium Long	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius	Duration Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special	Yes - Yes Yes Yes Yes Yes Yes - Yes -	215 218 215 298 PHB 244 278 213 244 244 239 222 225
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake Implosion Spell	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description	Necro Necro Necro Necro Destr Schl Necro Evoc Necro Necro Necro Trans Evoc Evoc Evoc	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S V,S,DF V,S	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Range Touch Close Touch Close Touch Medium Long Close Range	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area	Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special Fort negs Save	Yes Yes SR Yes Yes Yes Yes Yes Yes SR SR	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243
	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake Implosion Spell Magic Stone	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description +1 att,1d6+1 dmg, 2d6+2 vs undead	Necro Necro Necro Necro Destr Schl Necro Evoc Necro Necro Trans Evoc Evoc	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S Comp V,S,DF V,S Comp V,S,DF	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Close Close Close Close Close Range Touch Close Touch Medium Long Close Range Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area 1-3 Stones	Instantaneous I rnd Conc, up to 4 rnds Duration 30 min or till used	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special Fort negs	Yes SR Yes Yes Yes Yes Yes Yes Yes SR Yes SR Yes	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake Implosion Spell Magic Stone Soften Earth and Stone	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description +1 att,1d6+1 dmg, 2d6+2 vs undead Stone to clay or dirt to sand/mud	Necro Necro Necro Necro Destr Schl Necro Evoc Necro Necro Trans Evoc Evoc Evoc	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S V,S,M V,S,DF V,S Comp V,S,DF V,S,DF V,S,DF	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Close Close Close Close Close Range Touch Close Touch Touch Close Touch Medium Long Close Range Touch Close	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area 1-3 Stones 10-ft sq/lvl	Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half Fort part Special Fort negs Save Will negs	Yes Yes SR Yes Yes Yes Yes Yes Yes SR SR	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243 PHB 251 280
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Mass Harm Disintegrate Earthquake Implosion Spell Magic Stone Soften Earth and Stone Stone Shape	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description +1 att,1d6+1 dmg, 2d6+2 vs undead Stone to clay or dirt to sand/mud Sculpts stone into any form	Necro Necro Necro Necro Schl Necro Evoc Necro Necro Necro Trans Evoc Evoc Exoc Schl Trans Trans Trans	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S V,S,DF V,S Comp V,S,DF	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Close Close Close Close Close Range Touch Close Touch Close Touch Medium Long Close Range Touch Close Touch	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area 1-3 Stones 10-ft sq/lvl 10 cu ft + 1 cu ft/lvl	Instantaneous Ind Conc, up to 4 rnds Duration 30 min or till used Instantaneous Instantaneous Instantaneous Instantaneous	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special Fort negs Save Will negs -	Yes Yes SR Yes Yes Yes Yes Yes Yes - Yes	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243 PHB 251 280 284
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1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake Implosion Spell Magic Stone Soften Earth and Stone Stone Shape Spike Stones Wall of Stone Stoneskin	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+20) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description +1 att,1d6+1 dmg, 2d6+2 vs undead Stone to clay or dirt to sand/mud Sculpts stone into any form 1d8 dmg/5-ft moved, may be slowed Stone wall with 15 hp/4 levels Damage reduction 10/adamantine	Necro Necro Necro Necro Schl Necro Necro Necro Necro Necro Schl Trans Trans Trans Trans Conj Abjur	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S,DF V,S,M/DF V,S	1 a 1 hr 1 a main Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Range Touch Close Touch Medium Long Close Range Touch Close Touch Medium Long Close Touch Close	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area 1-3 Stones 10-ft sq/lvl 10 cu ft + 1 cu ft/lvl 20-ft square/level 5-ft sq/lvl One creature	Instantaneous In hr/IvI (D) Instantaneous Io min/IvI or till used	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special Fort negs Save Will negs - Ref part Special Will negs	- Yes - Yes Yes Yes Yes Yes Yes - Ye	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243 PHB 251 280 284 283 299 284
1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake Implosion Spell Magic Stone Soften Earth and Stone Stone Shape Spike Stones Wall of Stone Stoneskin Earthquake	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description +1 att,1d6+1 dmg, 2d6+2 vs undead Stone to clay or dirt to sand/mud Sculpts stone into any form 1d8 dmg/5-ft moved, may be slowed Stone wall with 15 hp/4 levels Damage reduction 10/adamantine Intense tremor causes cave-in 8d6 dmg	Necro Necro Necro Necro Destr Schl Necro Necro Necro Necro Schl Trans Trans Trans Trans Trans Conj Abjur	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	1 a 1 hr 1 a comain Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1	Close Close Close Close Close Close Range Touch Close Touch Medium Long Close Range Touch Close Touch Medium Long Close Long Close Touch Medium Medium Long Long Long	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area 1-3 Stones 10-ft sq/lvl 10 cu ft + 1 cu ft/lvl 20-ft square/level 5-ft sq/lvl One creature 80-ft/lvl radius	Instantaneous I rnd Conc, up to 4 rnds Duration 30 min or till used Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Inrivit (D) Instantaneous Io min/ivi or till Used I rnd	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special Fort negs Will negs - Ref part Special	- Yes - Yes Yes Yes Yes Yes Yes - Ye	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243 PHB 251 280 284 283 299 284
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1	Create Undead Destruction Create Greater Undead Wail of the Banshee Spell Inflict Light Wounds Shatter Contagion Inflict Critical Wounds Inflict Critical Wounds, Mass Harm Disintegrate Earthquake Implosion Spell Magic Stone Soften Earth and Stone Stone Shape Spike Stones Wall of Stone Stoneskin Earthquake	Ghoul, shadow, ghast, wight, wraith Kill target, destroy remains or 10d6 Mummy, spectre, vampire, ghost Kills one living creature/level Description Deal 1d8+1/lvl dmg (+5) Sonic vibration damages items Infects with chosen disease Deal 4d8+1/lvl dmg (+20) Deal 4d8+1/lvl dmg (+40) 10/lvl damage (150) Disintegrates creat/obj or 5d6 dmg Intense tremor causes cave-in 8d6 dmg Kills one creature/round Description +1 att,1d6+1 dmg, 2d6+2 vs undead Stone to clay or dirt to sand/mud Sculpts stone into any form 1d8 dmg/5-ft moved, may be slowed Stone wall with 15 hp/4 levels Damage reduction 10/adamantine Intense tremor causes cave-in 8d6 dmg	Necro Necro Necro Necro Destr Schl Necro Necro Necro Necro Schl Trans Trans Trans Trans Trans Conj Abjur	V,S,M V,S,F V,S,M V Comp V,S V,S,M/DF V,S V,S V,S,M V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF	1 a 1 hr 1 a main Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Close Close Close Close Close Close Close Close Close Touch Close Touch Medium Long Close Range Touch Close Touch Medium Long Close Close Touch Medium Long Close Touch Medium Medium Touch Long Self	One creature One dead creature Living in 40-ft radius Target, Effect, Area One creature 5-ft radius, 1 lb/lvl One living creature One creature Creature/lvl in 30-ft One creature Ray, 10-ft cube 80-ft/lvl radius 1 corporeal creat/rnd Target, Effect, Area 1-3 Stones 10-ft sq/lvl 10 cu ft + 1 cu ft/lvl 20-ft square/level 5-ft sq/lvl One creature 80-ft/lvl radius Caster	Instantaneous I rnd Conc, up to 4 rnds Duration 30 min or till used Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Inrivit (D) Instantaneous Io min/ivi or till Used I rnd	Fort part Fort negs Save Will half Special Fort negs Will half Will half Will half Fort part Special Fort negs Save Will negs - Ref part Special Will negs	- Yes - Yes Yes Yes Yes Yes Yes - Ye	215 218 215 298 PHB 244 278 213 244 244 239 222 225 243 PHB 251 280 284 283 299 284

Evil Domain

	Spell Protection from Good	Description +2 AC and saves vs good creatures	Schl	Comp V,S,M/DF	Time 1 a	Range Touch	Target, Effect, Area One creature	Duration 1 min/lvl (D)	Save Will negs	SR -	PHB 266
$\frac{1}{2}\Box$	Desecrate Magic Circle against Good	Fill area with negative energy Non-evil creatures cannot enter	Evoc	V,S,M,DF V,S,M/DF	1 a 1 a	Close Touch	20-ft radius 10-ft radius	2 hr/lvl 10 min/lvl	- Will negs		218 250
4	Unholy Blight	Deals 1d8/2lvl to good half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will part	Yes	297
5 □ 6	Dispel Good Create Undead	+4 AC against good attackers, banish Ghoul, shadow, ghast, wight, wraith		V,S,DF V,S,M	1 a 1 hr	Touch Close	Special One dead creature	1 rnd/lvl or till used Instantaneous	Special -	Sp -	222 215
7 8 □	Blasphemy Unholy Aura	Kills, paralyzes, weakens nonevil +4 AC, +4 resistance, SR 25 vs good	Evoc Abjur		1 a 1 a	30-ft 20-ft	40-ft radius One creature/lvl	Instantaneous 1 rnd/lvl (D)	- Special		205 297
9 🗆	Summon Monster IX	Calls outsider to fight for you	•	V,S,F/DF	Round		9:1 8:1d3 1-7:1d4+1		-	-	287
			F	ire Doma	in						
1 □	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save		PHB
	Burning Hands Produce Flame	1d4 fire dmg/lvl (5d4) 1d6+1/lvl damage (5)	Evoc	V,S V,S	1 a 1 a	15-ft 0-ft	Cone Flame in hand	Instantaneous 1 rnd/lvl (D)	Ref half		207 265
3 □ 4 □	Resist Energy Wall of Fire	Ignores 10 energy dmg/rnd 2d4 dmg within 10-ft, 1d4 within 20-ft		V,S,DF V,S,M/DF	1 a 1 a	Touch Medium	One creature 20-ft/lvl or 5-ft/2 lvls	10 min/lvl Conc + 1 rnd/lvl	Fort negs		272 298
	Fire Shield Fire Seeds	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M/DF	1 a 1 a	Self Touch	Caster	1 rnd/lvl (D)	- Dof half	-	230 230
7	Fire Storm	Acorn and berries become bombs Deals 1d6 damage/lvl (20d6)	•	V,S,M V,S	Round	Medium	1-4 acorns/1-8berries 2 10-ft cubes/level	Instantaneous	Ref half Ref half		231
	Incendiary Cloud Elemental Swarm	Cloud deals 4d6 fire damage/round Summons 2d4 Large, 1d4 Huge	Conj Conj	V,S V,S	1 a 10 min	Medium Medium	20-ft radius 2+ creatures	1 rnd/lvl 10 min/lvl (D)	Relf half	-	244 226
			G	ood Dom	ain						
	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1 = = = = = = = = = = = = = = = = = = =	Protection from Evil Aid	+2 AC and saves vs evil creatures +1 att,+1 fear saves,1d8 +1/lvl hps	•	V,S,M/DF V,S,DF	1 a 1 a	Touch Touch	One creature One living creature	1 min/lvl (D) 1 min/lvl	Will negs	- Yes	266 196
3	Magic Circle against Evil	Non-good creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
<u>4</u> □ <u>5</u> □	Holy Smite Dispel Evil	Deals 1d8/2lvl to evil, half to neutral +4 AC against evil attackers, banish	Evoc Abjur	V,S V,S,DF	1 a 1 a	Medium Touch	20-ft radius Special	Instantaneous 1 rnd/lvl or till used	Will part Special	Yes Sp	241 222
6 7	Blade Barrier Holy Word	Blades deal 1d6 damage/lvl Kills, paralyzes, weakens nongood	Evoc Evoc	V,S V	1 a 1 a	Medium 40-ft	Wall 20-ft long/lvl 40-ft radius	1 min/lvl (D) Instantaneous	Ref half Special		205 242
8	Holy Aura	+4 AC, +4 res, SR 25 vs evil	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	241
9 🗆	Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	9:1 8:1d3 1-7:1d4+1	i rna/ivi (D)	-	-	287
			He	aling Don	nain						
1 🗆	Spell Cure Light Wounds	Description Cures 1d8+1/lvl (+5)	Schl Conj	Comp V,S	Time 1 a	Range Touch	Target, Effect, Area One creature	Duration Instantaneous	Save Will half		PHB 215
2	Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
3 □ 4 □	Cure Serious Wounds Cure Critical Wounds	Cures 3d8+1/lvl (+15) Cures 4d8+1/lvl (+20)	Conj Conj	V,S V,S	1 a 1 a	Touch Touch	One creature One creature	Instantaneous Instantaneous	Will half Will half		216 215
5 6	Cure Light Wounds, Mass Heal	Cures 1d8+1/lvl (+25) Cures 10/lvl (150)	Conj Conj	V,S V,S	1 a 1 a	Close Touch	Creature/Ivl in 30-ft One creature	Instantaneous Instantaneous	Will half Will negs		216 239
7	Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3 rnds	Touch	One living creature	Instantaneous	Fort negs	Yes	270
	Cure Critical Wounds, Mass	Cures 4d8+1/lvl (+40)	Conj	V,S	1 a	Close	Creature/IvI in 30-ft	Instantaneous	Will half		215
<u> </u>	Heal, Mass	Cures 10/lvl (250)	Conj	V,S	1 a	Close	Any in 30-ft	Instantaneous	Will negs	Yes	239
			Knov	vledge Do	omain						
	Spell Detect Secret Doors	Description Reveals hidden doors within 60-ft	Schl Div	Comp V,S	Time 1 a	Range 60-ft	Target, Effect, Area Cone	Duration Conc, 1min/lvl (D)	Save -	SR	PHB 220
$\frac{}{2}$ \square	Detect Thoughts Clairaudience /	Detect surface thoughts	Div	V,S,F/DF	1 a	60-ft	Cone	Conc, 1 min/lvl (D)	Will negs	-	220
	Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F/DF	10 min	Ü	Magical sensor	1 min/lvl (D)	-	-	209
<u>4</u> □ 5	Divination True Seeing	Provides useful advice for actions See all things as they really are	Div Div	V,S,M V,S,M	10 min 1 a	Self Touch	Caster One creature	Instantaneous 1 min/lvl	- Will negs	- Yes	224 296
6 7	Find the Path Legend Lore	Shows most direct way to location Learn tales about person or place	Div Div	V,S,F V,S,M,F	3 rnds Special		Self or one creature Caster	10 min/lvl Special	Will negs		230 246
8	Discern Location	Exact location of creature or item	Div	V,S,DF	10 min	Unlimited	One creature or item	Instantaneous	-	-	222
<u> </u>	Foresight	6th sense warns of danger	Div	V,S,M/DF	1 a	Prsl,touch	Special	10 min/lvl	Will negs	Yes	233
				aw Doma	in						
1 □	Spell Protection from Chaos	Description +2 AC and saves vs chaotic creatures	Schl Abjur	Comp V,S,M/DF	Time 1 a	Range Touch	Target, Effect, Area One creature	Duration 1 min/lvl (D)	Save Will negs	SR -	PHB 266
$\frac{2}{3}$	Calm Emotions Magic Circle against Chaos	Calms 1d6/lvl targets Non-lawful creatures cannot enter		V,S,DF V,S,M/DF	1 a 1 a	Medium Touch	20-ft radius 10-ft radius	Conc, 1 rnd/lvl (D) 10 min/lvl	Will negs Will negs	Yes -	207 249
4	Order's Wraith	Deals 1d8/2lvl to evil, half to neutral	Evoc	V,S	1 a	Medium	30-ft cube	Instantaneous	Will part	Yes	258
	Dispel Chaos Hold Monster	+4 AC against chaotic attackers, banish Target becomes paralyzed		V,S,DF V,S,M/DF	1 a 1 a	Touch Medium	Special One living creature	1 rnd/lvl or till used 1 rnd/lvl (D)	Special Will negs		222 241
7 8 □	Dictum Shield of Law	Kills, paralyzes, weakens nonlawful +4 AC, +4 res, SR 25 vs chaotic	Evoc Abjur		1 a 1 a	40-ft 20-ft	40-ft radius One creature/lvl in	Instantaneous 1 rnd/lvl (D)	- Special		220 278
			-				20-ft radius	• •	5p30101	.03	
<u> </u>	Summon Monster IX	Calls outsider to fight for you	CUIJ	V,S,F/DF	Round	CIOSE	9:1 8:1d3 1-7:1d4+1	ι Πια/Ι ΝΙ (D)	-	-	287

Luck Domain

	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	
1	Entropic Shield	20% miss chance on ranged attacks	Abjur		1 a	Self	Caster	1 min/lvl (D)	-	-	227
	Aid Dratection from Energy	+1 att,+1 fear saves,1d8 +1/lvl hps		V,S,DF	1 a	Touch	One living creature	1 min/lvl	- Fort nome		196
3 🗆	Protection from Energy	Absorbs 12 energy dmg/lvl (120)	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Yes	266
4 🗆	Freedom of Movement	Target moves and attacks normally	Abiur	V,S,M,DF	1 a	Prsl.touch	One creature	10 min/lvl	Will negs	Yes	233
5 🗆	Break Enchantment	Frees target from enchantments	Abjur		1 min	Close	Creature/IvI in 30-ft	Instantaneous	Special	-	207
6 □	Mislead	Improved invisiblity and creates illusion	Illus	S	1 a	Close	Caster / illusory	1 rnd/lvl (D), Conc	Will dsblf	-	255
							double	+3 rnds			
7 🗆	Spell Turning	Reflects 1d4+6 spell levels back	Abjur	V,S,M/DF	1 a	Self	Caster	10min/lvl or till	-	-	282
		5 11 40 1 1 11 11	5.		_	0.16		used			
	Moment of Prescience Miracle	Reroll or AC check with +lvl as bonus	Div	V,S	1 a	Self	Caster	1 hr/lvl	- Crossial	- Voc	255
	wiii acie	Requests miracle from diety	EVOC	V,S,XP	1 a	Special	Special	Special	Special	res	254
			M	agic Dom	ain						
	- "			-		_					
1 🗆	Spell	Description Create false maries aura	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR -	PHB
	Nystul's Magic Aura Identify	Grants false magical aura Determines all features of magic item	Illus Div	V,S,F V,S,M/DF	1 a 1 hr	Touch Touch	Item to 5 lb/lvl One item	1 day/lvl (D) Instantaneous	-	-	257 243
	Dispel Magic	Cancels magical effects (+10)	Abjur		1 a	Medium	Special	Instantaneous	-	_	223
	Imbue with Spell Ability	Transfer spells to target	-	V,S,DF	10 min		One creature	Till used	Will negs		243
5 🗆	Spell Resistance	Target gains SR 12+level		V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs		282
6 🗆	Antimagic Field	Negates magic within 10-ft	Abjur	V,S,M/DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	200
7	Spell Turning	Reflects 1d4+6 spell levels back	Abjur	V,S,M/DF	1 a	Self	Caster	10min/lvl or till	-	-	282
	Bulliotte 6 6 "	0				. .	0	used	1477		044
	Protection from Spells Mordenkainen's	+8 resistance bonus to saves	-	V,S,M,F	1 a	Touch	One creature/4lvls	10 min/lvl	Will negs	Yes	
9 🗆	Disjunction	Dispels magic, disenchants items	Abjur	V	1 a	Close	40-ft radius	Instantaneous	Will negs	-	255
	2.0340										
			P	lant Dom	ain						
	Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
1 🗆	Entangle	Plants entangle		V,S,DF	1 a	Long	40-ft radius	1 min/lvl (D)	Ref part	-	227
2 🗆	Barkskin	1+1/3lvls natural armour (5)	Trans	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	203
3	Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	262
	Command Plants	Plants animate and entangle	Trans		1 a	Close	2 HD/lvl in 30-ft	1 day/lvl	Will negs	Yes	
	Wall of Thorns	Thorns dmg moving creatures 25-AC	Conj		1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	300
	Repel Wood Animate Plants	Pushes away wooden items	Trans		1 a	60-ft	60-ft line	1 min/lvl (D)	-	-	271
	Control Plants	Animated plant Talk and control plants and fungi	Trans	v V,S,DF	1 a 1 a	Close Close	1 plant/3lvls 2 HD of plants/lvl	1 rnd/lvl 1 min/lvl	- Will negs	-	199 213
	Shambler	Summon 1d4+2 (11HD) shamblers	Conj		1 a	Medium	3+ shamblers	7 days/months (D)	-	_	277
<u> </u>	onamero.	Curricit ru 1 2 (11112) Silumbiors	٠٠				O i dilambiolo	, adjormontino (D)			
			Prot	ection Do	main						
	Spell	Description	Prot	ection Do	main Time	Range	Target, Effect, Area	Duration	Save	SR	РНВ
_1 □	Sanctuary	Opponents cannot attack you	Schl Abjur	Comp V,S,DF		Range Touch	Target, Effect, Area One creature	Duration 1 rnd/lvl	Save Will negs	-	274
2 🗆	Sanctuary Shield Other	Opponents cannot attack you Target +1 AC, save, half dmg to caster	Schl Abjur Abjur	Comp V,S,DF V,S,F	Time 1 a 1 a	Touch Close	One creature One creature	1 rnd/lvl 1 hr/lvl (D)	Will negs Will negs	- Yes	274 278
2 🗆	Sanctuary	Opponents cannot attack you	Schl Abjur Abjur	Comp V,S,DF	Time 1 a	Touch	One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till	Will negs	- Yes	274 278
3 □	Sanctuary Shield Other Protection from Energy	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120)	Schl Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF	Time 1 a 1 a 1 a	Touch Close Touch	One creature One creature One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used	Will negs Will negs Fort negs	- Yes Yes	274 278 266
2 3 4	Sanctuary Shield Other Protection from Energy Spell Immunity	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels	Schl Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF	Time 1 a 1 a 1 a 1 a	Touch Close Touch	One creature One creature One creature One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl	Will negs Will negs Fort negs Will negs	Yes Yes Yes	274 278 266 282
2 3 -4 5	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level	Schl Abjur Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF	Time 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch	One creature One creature One creature One creature One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl	Will negs Will negs Fort negs	Yes Yes Yes Yes	274 278 266 282 282
2 3 4 5	Sanctuary Shield Other Protection from Energy Spell Immunity	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels	Schl Abjur Abjur Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF	Time 1 a 1 a 1 a 1 a	Touch Close Touch	One creature One creature One creature One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl	Will negs Will negs Fort negs Will negs	Yes Yes Yes	274 278 266 282 282 200
2 3 4 5 6	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft	Schl Abjur Abjur Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF	Time 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft	One creature One creature One creature One creature One creature One fradius	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D)	Will negs Will negs Fort negs Will negs Will negs	Yes Yes Yes Yes Sp Yes	274 278 266 282 282 200
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you	Schl Abjur Abjur Abjur Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs Will negs	Yes Yes Yes Yes Sp Yes Yes	274 278 266 282 282 200 271
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,F/DF V,S	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day	Will negs Will negs Fort negs Will negs Will negs Will negs Will negs	Yes Yes Yes Yes Sp Yes Yes	274 278 266 282 282 200 271 253
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur	Comp V,S,DF V,S,F V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,F/DF V,S	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/IvI Close 10-ft	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special	Yes Yes Yes Yes Sp Yes Yes Sp	274 278 266 282 282 200 271 253 264
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,E/DF V,S V	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl One creature 10-ft radius	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl	Will negs Will negs Fort negs Will negs Will negs Will negs Will negs Special	Yes Yes Yes Sp Yes Yes Sp	274 278 266 282 282 200 271 253 264
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Stro	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,F/DF V,S V	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl One creature 10-ft radius Target, Effect, Area One humanoid	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl (D)	Will negs Will negs Fort negs Will negs Will negs Will negs Special Save Fort negs	Yes Yes Yes Sp Yes Yes Sp	274 278 266 282 282 200 271 253 264 PHB 226
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Stre Schl Trans Trans	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,E/DF V,S V	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl One creature 10-ft radius	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl	Will negs Will negs Fort negs Will negs Will negs Will negs Will negs Special	Yes Yes Yes Sp Yes Yes Sp	274 278 266 282 282 200 271 253 264 PHB 226 207
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur Stro Schl Trans Trans	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,F/DF V,S V ength Doi Comp V,S,M V,S,M/DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl One creature 10-ft radius Target, Effect, Area One humanoid One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl (D) 1 min/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs	Yes Yes Yes Sp Yes Yes Sp	274 278 266 282 282 200 271 253 264 PHB 226 207 251
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S V Ength Dor	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/lvl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl (D) 1 min/lvl 1 hr/lvl	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs	Yes Yes Yes Sp Yes Yes Sp Sp Sp	274 278 266 282 282 200 271 253 264 PHB 226 207 251
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S V Ength Doi Comp V,S,M V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/IvI Close 10-ft Range Close Touch Touch Touch	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) 1 omin/lvl 1 omin/lvl 1 omin/lvl 1 omin/lvl 1 omin/lvl or till	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs	Yes Yes Yes Sp Yes Sp SR Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,W/DF V,S,M Comp V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,M	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft/IvI Close 10-ft Range Close Touch Touch Touch Touch Touch	One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl (D) 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) 10 min/lvl 1 rnd/lvl (D) 10 min/lvl 1 rnd/lvl (D) 10 min/lvl or till used	Will negs Will negs Fort negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs	Yes Yes Yes Sp Yes Sp SR Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans Abjur	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M V,S,M/DF V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Medium	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack Ivl+abi mod+9	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl (D) 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rnd/lvl (D) 10 min/lvl or till used 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs - Will negs	Yes Yes Yes Sp Yes Sp SR Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans Abjur	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M V,S,M/DF V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft/IvI Close 10-ft Range Close Touch Touch Touch Touch Touch	One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl (D) 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) 10 min/lvl 1 rnd/lvl (D) 10 min/lvl 1 rnd/lvl (D) 10 min/lvl or till used	Will negs Will negs Fort negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs	Yes Yes Yes Sp Yes Yes Sp Yes Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans Abjur	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,W/DF V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M V,S,F/DF V,S,F/DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Self Touch Medium Medium	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+10	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs - Will negs - Will negs	Yes Yes Yes Sp Yes Yes Sp Yes Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans Abjur Evoc Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,W/DF V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M V,S,F/DF V,S,F/DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Self Touch Medium Medium	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+10	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs - Will negs - Will negs	Yes Yes Yes Sp Yes Yes Sp Yes Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans Abjur Evoc Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M/DF V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/F/DF V,S,F/DF V,S,F/DF V,S,F/DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Self Touch Medium Medium	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+10	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs - Will negs - Will negs	Yes Yes Yes Yes Sp Yes Sp SR Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Trans Abjur Trans Abjur Evoc Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,M,F/DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Touch Medium Medium Medium	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+10 Att IVI+abi mod+15	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs - Will negs	Yes Yes Yes Yes Sp Yes Sp Yes Yes Yes Yes Yes Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements Heat Metal	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg Description	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Abjur Trans Abjur Evoc Evoc Evoc Schl Abjur Trans	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M Comp V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M Comp V,S,M Comp V,S,M Comp V,S,DF Comp V,S Comp V,S V,S,DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Touch Medium Medium Medium Range	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack Ivl+abi mod+9 Att Ivl+abi mod+10 Att Ivl+abi mod+15 Target, Effect, Area One creature Creat/2 Ivls / 25 Ib/Ivl	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 1 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs - Will negs - Save Save	Yes Yes Yes Sp Yes Sp Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements Heat Metal Searing Light	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg Description Protected in extreme temperatures Hot metal damages if touched Dmg 1d8/2 lvls,undead 1d6/1d8/lvl	Schl Abjur Abjur Abjur Abjur Abjur Abjur Abjur Abjur Schl Trans Trans Abjur Trans Abjur Evoc Evoc Evoc Schl Abjur Trans Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M P Comp V,S,M V,S,M/DF V,S,DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Self Touch Medium Medium Medium Medium Range Touch Close Medium	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+10 Att IVI+abi mod+15 Target, Effect, Area One creature Creat/2 IVIS / 25 Ib/IVI Ray	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl 10 min/lvl 10 min/lvl 10 min/lvl Duration 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 rnd/lvl 1 rnd/lvl 1 rnd/lvl 1 rnd/lvl 1 rnd/lvl 1 rnd/lvl 0 min/lvl 1 rnd/lvl 1 rnd/lvl 0 min/lvl 1 rnd/lvl 1 rnd/lvl 0 min/lvl 1 rnd/lvl 1 rnd/lvl 0 min/lvl 1 rnd/lvl	Will negs Will negs Fort negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs - Will negs	Yes Yes Yes Sp Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203 203
2	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements Heat Metal Searing Light Fire Shield	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg Description Protected in extreme temperatures Hot metal damages if touched Dmg 1d8/2 lvls,undead 1d6/1d8/lvl Creatures attacking take 1d6+1/lvl	Schl Abjur Schl Trans Trans Abjur Trans Abjur Evoc Evoc Evoc Evoc Evoc Evoc Evoc Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M P Comp V,S,M V,S,M/DF V,S,DF V,S,M,F/DF Comp V,S,M,F/DF V,S,M,F/DF V,S,M,F/DF V,S,M,F/DF V,S,DF V,S	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Self Touch Medium Medium Medium Medium Range Close Medium Self	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+15 Target, Effect, Area One creature Caster One creature Attack IVI+abi mod+15	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs - Will negs Special Save Fort negs Will negs Will negs Will negs Will negs Will negs - Will negs - Will negs - Under the service of the	Yes Yes Yes Sp Yes Sp Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203 PHB 226 239 275 230
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements Heat Metal Searing Light Fire Shield Flame Strike	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg Description Protected in extreme temperatures Hot metal damages if touched Dmg 1d8/2 lvls,undead 1d6/1d8/lvl Creatures attacking take 1d6+1/lvl Smites foes with divine fire 1d6/lvl	Schl Abjur Schl Trans Trans Abjur Trans Abjur Evoc Evoc Evoc Evoc Evoc Evoc Evoc Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M Comp V,S,M V,S,M/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M Comp V,S,M Comp V,S,M V,S,F/DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M,E/DF V,S,M,E/DF V,S,M,E/DF V,S,DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Self Touch Medium Medium Medium Medium Medium Range Touch Close Medium Self Medium Medium	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+15 Target, Effect, Area One creature Caster One creature Attolity-abi mod+15	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rrd/lvl (D) 1 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs Will negs Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs Will negs - Will negs Save Will negs Will negs Will negs Fort negs Will negs Will negs Ref half	Yes Yes Sp Yes Sp Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203 PHB 226 239 275 230 231
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	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements Heat Metal Searing Light Fire Shield Flame Strike Fire Seeds Sunbeam	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg Description Protected in extreme temperatures Hot metal damages if touched Dmg 1d8/2 lvls,undead 1d6/1d8/lvl Creatures attacking take 1d6+1/lvl Smites foes with divine fire 1d6/lvl Acorn and berries become bombs Blinds, 4d6 dmg, 1 beam/3 lvls (6)	Schl Abjur Schl Trans Trans Abjur Trans Abjur Evoc Evoc Schl Abjur Trans Evoc Evoc Conj Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M/DF V,S,M/DF V,S,DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Self Touch Medium Medium Medium Medium Medium Self Medium Touch 60-ft	One creature One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/Ivl One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack Ivl+abi mod+9 Att Ivl+abi mod+15 Target, Effect, Area One creature Caster One creature Attack Ivl+abi mod+15 Target, Effect, Area One creature Creat/2 Ivls / 25 Ib/Ivl Ray Caster 10-ft radius 1-4 acorns/1-8berries Line from hand	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) Instantaneous 1 rnd/lvl (D) Instantaneous 10 min/lvl 1 rnd/lvl or till used	Will negs Will negs Fort negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs Will negs Will negs - Will negs - Will negs - Ref half Ref half Ref part	Yes Yes Yes Sp Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203 PHB 226 239 275 230 231 230 289
	Sanctuary Shield Other Protection from Energy Spell Immunity Spell Resistance Antimagic Field Repulsion Mind Blank Prismatic Sphere Spell Enlarge Person Bull's Strength Magic Vestment Spell Immunity Righteous Might Stoneskin Bigby's Grasping Hand Bigby's Clenched Fist Bigby's Crushing Hand Spell Endure Elements Heat Metal Searing Light Fire Shield Flame Strike Fire Seeds	Opponents cannot attack you Target +1 AC, save, half dmg to caster Absorbs 12 energy dmg/lvl (120) Immune to a 1-4 level spell/4levels Target gains SR 12+level Negates magic within 10-ft Creatures cannot approach you Resist mind effecting magic Surrounds on all sides with effects Description +2 Str, -2 Dex, -1 Att, -1 AC +4 Str Armor/shield gains +1/4lvls Immune to a 1-4 level spell/4levels Your size increases, Str +4 etc. Damage reduction 10/adamantine Provides cover, pushes, grapples Large hand attacks, 1d8+11 & stun Grapple, push, crush 2d6+12 dmg Description Protected in extreme temperatures Hot metal damages if touched Dmg 1d8/2 lvls, undead 1d6/1d8/lvl Creatures attacking take 1d6+1/lvl Smites foes with divine fire 1d6/lvl Acorn and berries become bombs	Schl Abjur Schl Trans Trans Abjur Trans Abjur Evoc Evoc Schl Abjur Trans Evoc Evoc Conj Evoc	Comp V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,M/DF V,S,F/DF V,S,M V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,M/DF V,S,DF V,S,DF V,S,M/DF V,S,DF	Time 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a 1 a	Touch Close Touch Touch Touch 10-ft 10-ft/lvl Close 10-ft Range Close Touch Touch Touch Medium Medium Medium Medium Range Touch Close Medium Self Medium Touch	One creature One creature One creature One creature One creature 10-ft radius 10-ft radius/IVI One creature 10-ft radius Target, Effect, Area One humanoid One creature Armor/shield One creature Caster One creature Attack IVI+abi mod+9 Att IVI+abi mod+15 Target, Effect, Area One creature Caster One creature Attack IVI+abi mod+15 Target, Effect, Area One creature Creat/2 IVI+ 25 Ib/IVI Ray Caster 10-ft radius 1-4 acorns/1-8berries	1 rnd/lvl 1 hr/lvl (D) 10 min/lvl or till used 10 min/lvl 10 min/lvl 10 min/lvl (D) 1 rnd/lvl (D) 1 day 10 min/lvl Duration 1 min/lvl 1 hr/lvl 10 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rnd/lvl (D) 1 min/lvl 1 rnd/lvl (D)	Will negs Will negs Fort negs Will negs - Will negs Will negs Special Save Fort negs Will negs Will negs Will negs - Will negs Will negs Save Will negs Will negs Ref half Ref half	Yes Yes Yes Sp Yes Sp Yes	274 278 266 282 282 200 271 253 264 PHB 226 207 251 282 273 284 204 203 203 PHB 226 239 275 230 231 230

Travel Domain

Spell												
		Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
Spell Disguise Self Description Spell Disguise Self Change appearance, +10 Disguise Invisible unification Masks target to scrying and divination Targets become confused, 1 m/d Mill negs Yes 231									` '	-	-	
Cop V	2	Locate Object					5			-		
Teleport			o a constant of the constant o						1 min/lvl	Will negs		
Find the Path Shows most direct way to location Div V, S, F 3 m/s Touch Self or one creature 10 min/hl Will negs Yes 230 R Phase Door Passage appears in wooden, stone wall Conj V 1 a 0-ft 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 5x8 ft, 10-ft+5-ft/3hl 1 usage/2 lwls - 25t 25t 1 wisblity 1 usage/2 lwls - 25t 25t 25t			. , .	Conj		1 a			Instantaneous			
Teleport, Greater Instantily teleport one creature/MI Conj V			Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	100 miles/lvl	Instantaneous	Will negs		
Phase Door Passage appears in wooden, stone wall Conj V			Shows most direct way to location	Div	V,S,F	3 rnds	Touch	Self or one creature	10 min/lvl	Will negs	Yes	230
Astral Projection	7	☐ Teleport, Greater	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	Unlimited	Instantaneous	Will negs	Yes	293
Spell	8	Phase Door	Passage appears in wooden, stone wall	Conj	V	1 a	0-ft		1 usage/2 lvls	-	-	261
Spell	9	Astral Projection	Projects you & company to astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	201
□ Disguise Self Change appearance, +10 Disguise Illus V.S.MOP 1 a PstLouch Touch 1 min/M (D) Will negs Yes 225				Tric	ckery Dor	main						
1		Snoll	Description	Schl	Comp	Timo	Dange	Target Effect Area	Duration	Covo	CD	DLID
Invisibility	1 Г						9			Save		
A Contrision Masks target to scrying and divination Abjur V.S.M 1 a Touch Creature or Item 1 hr/lvl Will negs Ves 257			0 11							- Will pogs		
□									• •			
Fools scrying with an illusion Illus V,S,M 1 a Touch 40-ft radius 1 hr/hvf (D) - - - 229				-						•		
Screen										will flegs		
Screen			3 0							- Will deblf		
Polymorph Any Object Transform target into new form You act freely for 1d4+1 rounds Trans V. S.M/DF 1 a Close Caster Caster Transform target Caster Caster Transform Caster Transform Caster Transform Caster Transform Caster Transform Caster Transform Transform Caster Transform Transform Caster Transform Transform Caster Transform Trans								double	+3 rnds			
War Domain Spell			, , ,						,	Will dsblf		
Spell Description Schl Comp Time Range Target, Effect, Area Duration Save SR PHB			9					,	•	-	Yes	
Spell	9		You act freely for 1d4+1 rounds	Trans	V	1 a	Self	Caster	1d4+1 rounds	-	-	294
Magic Weapon Weapon gets +1 att/dmg Trans V,S,F,DF 1 a Touch Weapon 1 min/lvl Will negs Yes 251				V	Var Doma	ain						
Magic Weapon Weapon gets +1 att/dmg Trans V,S,F,DF 1 a Touch Weapon 1 min/lvl Will negs Yes 251		C II	D	0.1.1	0	T '	D	Total Ecc of Acces	D	C	CD	DLID
Spiritual Weapon 1d8 +1/3lvls damage, attacks by itself Evoc V,S,DF 1 a Medium Magical weapon 1 rnd/lvl (D) - Ves 283	1 [
Armor/shield gains +1/4lvls			. 0					•		will negs		
Level is Att bonus, +6 Str, 1 hp/lvl Evoc V,S,DF 1 a Self Caster 1 rnd/lvl - 224			9						` '	-		
Flame Strike Smites foes with divine fire 1d6/Ivl Evoc V,S,DF 1 a Medium 10-ft radius Instantaneous Ref half Yes 231			S .							will negs		
Blades deal 1d6 damage/lvl			· · · · · · · · · · · · · · · · · · ·							- Dof half		
Power Word, Blind Blinds one target less than 200 hps Ench V 1 a Close One creature Special - Yes 263												
B □ Power Word, Stun Stuns one target less than 150 hps Ench V 1 a Close One creature Special - Yes 263 Water Domain Spell Description Schl Comp Time Range Target, Effect, Area Duration Save SR PHB Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl - 258 Obscuring Mist Fog Surrounds you, visibility 5-ft Conj V,S 1 a Medium 20-ft radius 10 min/lvl - 232 Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) - 214 Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a Medium 20-ft radius 1 round - Yes 243 Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242 Horrid Wilting 1 not target less than 150 hps Ench V 1 a Close One creature Special - Yes 263 One creature Special - Yes 263 Close One instantaneous Fort half Yes 242			o a						` '			
Water Domain Spell Description Schl Comp Time Range Target, Effect, Area Duration Save SR PHB Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl - 258 One living creature Instantaneous - Yes 263 Water Domain Spell Description Schl Comp Time Range Target, Effect, Area Duration Save SR PHB Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl - 258 One living creature Instantaneous - Yes 263 Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 One living creature Instantaneous - Yes 263 Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) - 214 Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 Cong Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Medium 20-ft radius 1 rnd/lvl - 196 Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242 Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242									•			
Water Domain Spell Description Schl Comp Time Range Target, Effect, Area Duration Save SR PHB 1 □ Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl 258 2 □ Fog Cloud Fog limits vision to 5-ft Conj V,S 1 a Medium 20-ft radius 10 min/lvl 232 3 □ Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 4 □ Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) 214 5 □ Ice Storm Hail does 3d6 bludgeon, 2d6 cold Evoc V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 6 □ Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a 60-ft Cone Instantaneous Ref half Yes 212 7 □ Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Medium 20-ft radius 1 rnd/lvl 196 8 □ Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242									•	-		
Spell Description Schl Comp Time Range Target, Effect, Area Duration Save SR PHB 1 Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl - 258 2 Fog Cloud Fog limits vision to 5-ft Conj V,S 1 a Medium 20-ft radius 10 min/lvl - 232 3 Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 4 Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) - 214 5 Ice Storm Hail does 3d6 bludgeon, 2d6 cold Evoc V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 6 Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a 60-ft Cone Instantaneous Ref half Yes 212 7 Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Medium 20-ft radius 1 rnd/lvl - 196 8 Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242	9	Power word, Kill	kills one target less than 100 hps	EHCH	V	Га	Ciose	one living creature	mstantaneous	-	res	203
1 □ Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl - 232 Fog Cloud Fog limits vision to 5-ft Conj V,S 1 a Medium 20-ft radius 10 min/lvl - 232 3 □ Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 4 □ Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) - 214 5 □ Ice Storm Hail does 3d6 bludgeon, 2d6 cold Evoc V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 6 □ Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a 60-ft Cone Instantaneous Ref half Yes 212 7 □ Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242				w	ater Dom	ain						
1 □ Obscuring Mist Fog surrounds you, visibility 5-ft Conj V,S 1 a 20-ft 20-ft radius 1 min/lvl - 232 Fog Cloud Fog limits vision to 5-ft Conj V,S 1 a Medium 20-ft radius 10 min/lvl - 232 3 □ Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 4 □ Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) - 214 5 □ Ice Storm Hail does 3d6 bludgeon, 2d6 cold Evoc V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 6 □ Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a 60-ft Cone Instantaneous Ref half Yes 212 7 □ Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242												
Fog Cloud Fog limits vision to 5-ft Conj V,S 1 a Medium 20-ft radius 10 min/lvl 232 3 □ Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 10 min/lvl				Schl	Comp	Time	Range			Save	SR	PHB
3 □ Water Breathing Targets can breath underwater Trans V,S,M/DF 1 a Touch Living creatures 2 hr/lvl Will negs Yes 300 4 □ Control Water Raises, lowers or parts water Trans V,S,M/DF 1 a Long 10ftx10ftx2ft/lvl 10 min/lvl (D) 214 5 □ Ice Storm Hail does 3d6 bludgeon, 2d6 cold Evoc V,S,M/DF 1 a Long 20-ft radius 1 round - Yes 243 6 □ Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a 60-ft Cone Instantaneous Ref half Yes 212 7 □ Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Medium 20-ft radius 1 rnd/lvl 196 8 □ Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242				•			20-ft			-	-	
4□Control WaterRaises, lowers or parts waterTransV,S,M/DF1 aLong10ftx10ftx2ft/lvl10 min/lvl (D)2145□Ice StormHail does 3d6 bludgeon, 2d6 coldEvocV,S,M/DF1 aLong20-ft radius1 round-Yes2436□Cone of Cold1d6 cold damage/lvl (15d6)EvocV,S,M/DF1 a60-ftConeInstantaneousRef halfYes2127□Acid FogFog deals 2d6/rnd acid damageConjV,S,M/DF1 aMedium20-ft radius1 rnd/lvl1968□Horrid Willting1d6 dmg/lvl (20d6) in 60-ftNecroV,S,M/DF1 aLongLiving creaturesInstantaneousFort halfYes242		3	S .	-						-		
5□ Ice StormHail does 3d6 bludgeon, 2d6 coldEvocV,S,M/DF1 aLong20-ft radius1 round-Yes2436□ Cone of Cold1d6 cold damage/lvl (15d6)EvocV,S,M/DF1 a60-ftConeInstantaneousRef halfYes2127□ Acid FogFog deals 2d6/rnd acid damageConjV,S,M/DF1 aMedium20-ft radius1 rnd/lvl1968□ Horrid Wilting1d6 dmg/lvl (20d6) in 60-ftNecroV,S,M/DF1 aLongLiving creaturesInstantaneousFort halfYes242	3		Targets can breath underwater	Trans	V,S,M/DF	1 a	Touch	•	2 hr/lvl	Will negs	Yes	
6 □ Cone of Cold 1d6 cold damage/lvl (15d6) Evoc V,S,M/DF 1 a 60-ft Cone Instantaneous Ref half Yes 212 7 □ Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Medium 20-ft radius 1 rnd/lvl 196 8 □ Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242			· ·							-		
7 □ Acid Fog Fog deals 2d6/rnd acid damage Conj V,S,M/DF 1 a Medium 20-ft radius 1 rnd/lvl 196 8 □ Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242		Control Water	Raises, lowers or parts water				•			-		
8 ☐ Horrid Wilting 1d6 dmg/lvl (20d6) in 60-ft Necro V,S,M/DF 1 a Long Living creatures Instantaneous Fort half Yes 242	5	☐ Control Water☐ Ice Storm	Raises, lowers or parts water Hail does 3d6 bludgeon, 2d6 cold	Evoc	V,S,M/DF	1 a	Long	20-ft radius	1 round	-	Yes	243
	5 6	Control Water Ice Storm Cone of Cold	Raises, lowers or parts water Hail does 3d6 bludgeon, 2d6 cold 1d6 cold damage/lvl (15d6)	Evoc Evoc	V,S,M/DF V,S,M/DF	1 a 1 a	Long	20-ft radius Cone	1 round Instantaneous	-	Yes	243 212
9 🗆 Elemental Swarm Summons 2d4 Large, 1d4 Huge Conj V,S 10 min Medium 2+ creatures 10 min/lvl (D) - 226	5 6 7	Control Water Ice Storm Cone of Cold Acid Fog	Raises, lowers or parts water Hail does 3d6 bludgeon, 2d6 cold 1d6 cold damage/lvl (15d6) Fog deals 2d6/rnd acid damage	Evoc Evoc Conj	V,S,M/DF V,S,M/DF V,S,M/DF	1 a 1 a 1 a	Long 60-ft Medium	20-ft radius Cone 20-ft radius	1 round Instantaneous 1 rnd/lvl	- Ref half -	Yes Yes -	243 212 196
	5 6 7 8	Control Water Ice Storm Cone of Cold Acid Fog Horrid Wilting	Raises, lowers or parts water Hail does 3d6 bludgeon, 2d6 cold 1d6 cold damage/lvl (15d6) Fog deals 2d6/rnd acid damage 1d6 dmg/lvl (20d6) in 60-ft	Evoc Evoc Conj Necro	V,S,M/DF V,S,M/DF V,S,M/DF V,S,M/DF	1 a 1 a 1 a 1 a	Long 60-ft Medium Long	20-ft radius Cone 20-ft radius Living creatures	1 round Instantaneous 1 rnd/lvl Instantaneous	- Ref half -	Yes Yes -	243 212 196 242