

Gulran Strongale

Jasper

Character Sheet (Art) - v. 2.0.14



CHARACTER BIO

Gulran Strongale is a **66** year old, **Medium** sized, **Male Dwarf, Hill**, with **Chestnut brown** eyes and **Red with gray locks** hair. He stands **4' 4"** tall and weighs **160 pounds**. His world view is **Chaotic Neutral** in nature, and is currently a worshipper of **Hanseath (Travel, War)**.

CHARACTER LEVEL 7	CLASSES and LEVELS Cleric 7		
CURRENT EXPERIENCE 25,000	NEXT LEVEL AT 28,000	NEEDED TO MAKE LEVEL 3,000	EXPERIENCE GAINED IN PLAY

HP TRACK	NON LETHAL	AC TRACK
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STR 17 +3	HP POINTS 68	HIT DIE TYPE 7d8	DAMAGE REDUCTION	SPEED MOVE 20
DEX 16 +3	AC ARMOR 24	AC FORMULA 22 (NORMAL) + 13 (FLAT FOOTED) = 10 + 11 (TOUCH AC) + 0 (BASE) + 11 (ARMOR BONUS) + 0 (SHIELD BONUS) + 2 (DEX BONUS) + 0 (SIZE BONUS) + 0 (NATURAL ARMOR) + 1 (MISC BONUS) = 35		MOVEMENT TYPES and RATES
CON 18 +4	FORTITUDE CON +9	REFLEX DEX +5	WILL WIS +10	BASE ATTACK +5
INT 15 +2				INITIATIVE MODIFIER +3
WIS 20 +5				
CHA 13 +1				

GRAPPLE ATTACK BONUS +8	MELEE ATTACK BONUS +8	RANGED ATTACK BONUS +8
TOTAL = 5 + 3 + 0 + 0 + 0	TOTAL = 5 + 3 + 0 + 0 + 0	TOTAL = 5 + 3 + 0 + 0 + 0

SKILLS	MAX RANKS 10/5
NAME (KEY ABILITY)	TOT RNK ABL MSC
♦ Appraise (Int)	2 = + 2
♦ Balance (Dex)*	-2 = + 3 - 5
♦ Bluff (Cha)	1 = + 1
♦ Climb (Str)*	-2 = + 3 - 5
♦ Concentration (Con)	14 = 10 + 4
♦ Control Shape (Wis)	5 = + 5
♦ Craft-Armorsmithing (Int)	2 = + 2
♦ Craft-Blacksmithing (Int)	2 = + 2
♦ Craft-Stonemasonry (Int)	2 = + 2
♦ Craft-Weaponsmithing (Int)	2 = + 2
♦ Diplomacy (Cha)	6 = 5 + 1
♦ Disguise (Cha)	1 = + 1
♦ Escape Artist (Dex)*	-2 = + 3 - 5
♦ Forgery (Int)	2 = + 2
♦ Gather Information (Cha)	1 = + 1
♦ Heal (Wis)	10 = 5 + 5
♦ Hide (Dex)*	-2 = + 3 - 5
♦ Intimidate (Cha)	1 = + 1
♦ Jump (Str)*	-8 = + 3 - 11
Knowledge-Arcana (Int)	3 = 1 + 2
Knowledge-History (Int)	3 = 1 + 2
Knowledge-Religion (Int)	10 = 8 + 2
Knowledge-War (Int)	3 = 1 + 2
♦ Listen (Wis)	5 = + 5
♦ Literacy (Int)	0 = + 0
♦ Move Silently (Dex)*	-2 = + 3 - 5
♦ Perform-Act (Cha)	1 = + 1
♦ Perform-Comedy (Cha)	1 = + 1
♦ Perform-Dance (Cha)	1 = + 1
♦ Perform-Keyboard Instruments (Cha)	1 = + 1
♦ Perform-Oratory (Cha)	1 = + 1
♦ Perform-Percussion (Cha)	1 = + 1
♦ Perform-Sing (Cha)	1 = + 1
♦ Perform-String Instruments (Cha)	1 = + 1
♦ Perform-Weapon Drill (Cha)	1 = + 1
♦ Perform-Wind Instruments (Cha)	1 = + 1
Profession-Miner (Wis)	7 = + 5 + 2
♦ Remote View (Int)	2 = + 2
♦ Ride (Dex)	3 = + 3
♦ Search (Int)	2 = + 2
♦ Sense Motive (Wis)	5 = + 5
Spellcraft (Int)	3 = 1 + 2
♦ Spot (Wis)	5 = + 5
♦ Survival (Wis)	10 = 5 + 5
♦ Swim (Str)*	-6 = 1 + 3 - 10
♦ Use Rope (Dex)	3 = + 3

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
2 +1 Greataxe (M/S)	10	1d12+5	x3	12
+2 Silver, Alchemical Mace, heavy (M/B)	10	1d8+4	x2	8
Handaxe (M/S)	4	1d6+3	x3	3
Dagger (M/P)	8	1d4+3	19-20/x2	1
Crossbow, light (M/P)		1d8	19-20/x2	4
0 - 79 FT	80 - 159 FT	160 - 239 FT	240 - 319 FT	320 - 399 FT
4	2	0	-2	-4
400 - 479 FT	480 - 559 FT	560 - 639 FT	640 - 719 FT	720 - 799 FT
-6	-8	-10	-12	-14
Sling (M/B)		1d4+3	x2	-
0 - 49 FT	50 - 99 FT	100 - 149 FT	150 - 199 FT	200 - 249 FT
8	6	4	2	0
Chortlebomb (M/-)		1d6	x2	1
0 - 9 FT	10 - 19 FT	20 - 29 FT	30 - 39 FT	40 - 49 FT
8	6	4	2	0
Unarmed strike (M/B)	8	1d3+3	x2	-

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
+1 Dwarven plate (M/H)	+11	+2	-5	35%	15 ft	55

TURN OR REBUKE UNDEAD	CHECK RESULT / MAXIMUM HD AFFECTED							
<-0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
3	4	5	6	7	8	9	10	11
TURNS PER DAY	TURNING CHECK	TURNING DAMAGE	DESTROYED HD					
4	1d20+3	2d6+7+1	3					

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS
♦ +1 Dwarven plate		3,150 g	1	55	☐ Pot, iron		5 s	1	(10)
☐		6 s	1	(-)	☐ Pouch, belt		1 g	1	(0½)
☐		5 g	1	(-)	☐ Prayer book or scripture, Compact		15 g	1	(1)
☐ Ale, gallon (5)		10 s	1	(40)	☐ Ram, portable		10 g	1	(20)
☐ Ale, mug		4 c	1	(1)	☐ Rations, trail (per day) (6)		30 s	1	(6)
☐ Backpack		2 g	1	2	☐ Rope, silk (50 ft.)		10 g	1	(5)
☐ Bedroll		1 s	1	(5)	☐ Scentbreaker		5 g	1	(-)
☐ Blanket, winter		5 s	1	(3)	☐ Waterskin (full) (2)		2 g	1	(8)

♦ Can be used untrained * Armor Check penalty ** -1 per 5 lbs gear

☒ Bread, loaf	2 c 1 (0½)	☞ +1 Greataxe	2,320 g 1 12
☒ Chalk, 1 piece	1 c 1 (-)	☞ +2 Silver, Alchemical Mace, heavy	8,402 g 1 8
☒ Cheese, hunk of (2)	2 s 1 (1)	☞ Bolts, crossbow (10)	1 g 2 (2)
☒ Coin: cp	1 c 1 (-)	☞ Bullets, sling (10)	1 s 2 (10)
☒ Coin: gp (33)	33 g 1 (0.7)	☞ Chortlebomb	10 g 2 (2)
☒ Coin: sp	1 s 1 (-)	☞ Crossbow, light	35 g 1 (4)
☒ Darkberry	5 g 1 (-)	☞ Dagger	2 g 1 (1)
☒ Flint and steel	1 g 1 (-)	☞ Handaxe	6 g 1 3
☒ Fog Rock	5 s 1 (-)	☞ Sling	0 g 1 -
☒ Grappling hook	1 g 1 (4)	★ Bag of Holding, type I	2,500 g 1 15
☒ Hammer	5 s 1 (2)	★ Bracers of Protection +1	1,000 g 1 1
☒ Holy Symbol, Bronze	10 g 1 1	★ Periapt of Wisdom +2	4,000 g 1 -
☒ Honey Leather, Small Pup Tent	30 g 1 (2)		
☒ Ink (vial)	8 g 1 (-)		
☒ Inkpen	1 s 1 (-)		
☒ Mug, clay	2 c 1 (1)		
☒ Oil (pint) (2)	2 s 1 (2)		
☒ Parchment (sheet) (2)	4 s 1 (-)		

CARRIED WEIGHT : 1-86 87-173 174-260 : 260 520 1300
97 lbs : LIGHT MEDIUM HEAVY : OVER OFF PUSH
: HEAD GRND DRAG

◆ Armor ◇ Gem|Art ☒ Goods ⚗ Potion ○ Ring ⚡ Rod
☞ Scroll ❖ Shield ✎ Staff ✎ Wand ☞ Weapon ★ Wondrous

FEATS						
ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD	
Proficient	Proficient	Proficient	Proficient	-	Proficient	
Combat Expertise — You can take a penalty on attack and apply that number to your AC. (PH92).						
Martial Weapon Proficiency: Greataxe — You are proficient in a martial weapon of your choice (PH97).						
Power Critical: Greataxe — Choose one weapon, such as a longsword or Greataxe. With that weapon, you know how to hit where it hurts. (CW103).						
Steady Concentration — You are an expert at avoiding distractions and focusing your mind in the most stressful situations (RoS144)						
Weapon Focus: Greataxe — You add +1 attack bonus with a chosen weapon. (PH102).						

PROTECTIVE ITEMS			BONUSES PROVIDED	LBS
Bracers of Protection +1			Armor +1	1
<i>This item adds a +1 armor bonus to the wearer's AC (DMG250).</i>				
Bag of Holding, type I				15
<i>This bag weighs just 15 lbs and can carry up to 250 lbs. of gear (DMG248).</i>				
Periapt of Wisdom +2			Enhancement +2	-
<i>This item grants a +2 enhancement bonus to Wis (DMG263).</i>				

CLASS FEATURES	
CLERIC	
Domain Access (2)	
Proficiency: Armor, Heavy	
Proficiency: Armor, Light	
Proficiency: Armor, Medium	
Proficiency: Shields	
Proficiency: Simple Weapons: All	
Spells	
Spontaneous casting	
Turn or rebuke undead (3+Cha.Mod/day)	
SPECIAL QUALITIES	
+1 Attack vs. Orcs and Goblinoids	
+2 Appraise (Stone and Metal Items)	
+2 Craft (Stone and Metal Items)	
+2 Saves vs. Poison	
+2 Saves vs. Spells and Spell-like Effects	
+4 Dodge Bonus to AC vs. Giants	
Darkvision (Ex): 60 ft.	
Stability (Ex)	
Stonecunning (Ex)	
Weapon Familiarity (Ex)	
DOMAIN POWERS	
Travel — Use the free action ability 1/day	
War — Free Martial proficiency and focus	
LANGUAGES	
Common, Dwarven, Giant, Goblin	
COINS	
NEW COINS GAINED IN PLAY	
1 cp	
1 sp	
33 gp	
0 pp	
33 gp Total gp equivalent (approximate)	

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Barak of CMP for the original sheet code and design.
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CLERIC SPELLS
Deity: Hanseath
Domains: Travel, War

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	All	All	All	All	All	-	-	-	-	-
Per Day:	6	6+1	4+1	3+1	2+1	-	-	-	-	-

0 LEVEL									
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	
	Amanuensis	V,S	15	Object	1 Action	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	
	<i>School of Transmutation / You cause writing from one source to be copied into a book, paper or parchment (SpC9)</i>								
	Create Water	V,S	15	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None	
	<i>School of Conjuration / This spell generates wholesome, drinkable water, just like clean rain water (PH215)</i>								
	Cure Minor Wounds	V,S	15	Harmless	1 Action	Touch	Instantaneous	Will Half	
	<i>School of Conjuration / Cures 1 point of damage (PH216)</i>								
	Detect Ghost	V,S	15	No	1 Action	60 ft.	Concentration, up to 1 minute/level	None	
	<i>School of Divination / Reveals ghosts within 60 ft. (GW51)</i>								
	Detect Magic	V,S	15	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None	
	<i>School of Divination / Detects spells and magic items within 60 ft (PH219)</i>								
	Detect Poison	V,S	15	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None	
	<i>School of Divination / You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)</i>								
	Disrupt Ectoplasm	V,S	15	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	

	School of Necromancy / Deals 1d6 damage to ectoplasm. (GW52)								
Guidance	V,S	15	Yes	1 Action	Touch	1 minute or until discharged		Will Negates	
	School of Divination / Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)								
Infllict Minor Wounds	V,S	15	Yes	1 Action	Touch	Instantaneous		Will Negates	
	School of Necromancy / Touch attack, 1 point of damage (PH217).								
Light	V,M/DF	15	No	1 Action	Touch	10 minutes/level (D)		None	
	School of Evocation / Object shines like a torch (PH248).								
Mending	V,S	15	Harmless/Obj	1 Action	10 ft.	Instantaneous		Will Negates	
	School of Transmutation / Makes minor repairs on an object (PH253).								
No Light	V,S	15	No	1 Action	25 ft.+5 ft./2 levels	1 minute/level		None	
	School of Transmutation / The caster creates an area of darkness. (BoVD100)								
Preserve Organ	V,S,DF	15	Yes	10 Minutes	Touch	24 hours		Fortitude Negates	
	School of Necromancy / The caster preserves a single severed organ from a living creature so that it does not decay or rot. (BoVD101)								
Purify Food and Drink	V,S	15	Object	1 Action	10 ft.	Instantaneous		Will Negates	
	School of Transmutation / Purifies 1 cu. Ft. /level of food or water (PH267).								
Read Magic	V,S,F	15	-	1 Action	Personal	10 minutes/level			
	School of Divination / Read scrolls and spellbooks (PH269).								
Resistance	V,S,M/DF	15	Harmless	1 Action	Touch	1 minute		Will Negates	
	School of Abjuration / Subject gains +1 on saving throws (PH272).								
Slash Tongue	V,S	15	Yes	1 Action	25 ft.+5 ft./2 levels	1 round		Fortitude Negates	
	School of Transmutation / The subject's tongue gets a thin cut causing damage and roll penalty's. (BoVD103)								
Virtue	V,S,DF	15	Harmless	1 Action	Touch	1 minute		Special; See text	
	School of Transmutation / Subject gains 1 temporary hp (PH298).								

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Anarchic Water	V,S,M	16	Object	1 Minute	Touch	Instantaneous	Will Negates
	School of Transmutation / Imbue a flask of water with the energy of chaos (SpC11)							
	Anarchic Water	V,S,M	16	Object	1 Minute	Touch	Instantaneous	Will Negates
	School of Transmutation / Imbue a flask of water with the energy of chaos (SpC11)							
	Angry Ache	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Fortitude Negates
	School of Necromancy / The caster temporarily strains the subject's muscles in a very specific way causing a sharp pain when attacking (BoVD85)							
	Awakening	S	16	Yes	1 Action	Personal	Instantaneous	None
	School of Enchantment / Awaken sleeping creatures (splmgc65).							
	Axiomatic Water	V,S,M	16	Object	1 Minute	Touch	Instantaneous	Will Negates
	School of Transmutation / Imbue a flask of water with the order of law (SpC22)							
	Axiomatic Water	V,S,M	16	Object	1 Minute	Touch	Instantaneous	Will Negates
	School of Transmutation / Imbue a flask of water with the order of law (SpC22)							
	Bane	V,S,DF	16	Yes	1 Action	50 ft.	1 minute/level	Will Negates
	School of Enchantment / Enemies are filled with fear and doubt; suffer -1 on attacks and saves against fear. Counters and dispels bless (PH203)							
	Bless	V,S,DF	16	Harmless	1 Action	50 ft.	1 minute/level	None
	School of Enchantment / Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane (PH205)							
	Bless Water	V,S,M	16	Object	1 Minute	Touch	Instantaneous	Will Negates
	School of Transmutation / This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (See PH128) (PH205)							
	Blessed Aim	V,S	16	No	1 Action	60 ft.	Concentration	Will Negates
	School of Divination / This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread. (CD154)							
	Blood Wind	V,S	16	Harmless	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
	School of Evocation / Subject uses natural weapon as thrown weapon (SS63)							
	Burial Blessing	V,S,M,XP	16	Yes	10 Minutes	Touch	Permanent	Will Negates
	School of Abjuration / Prevents a corpse from rising as undead. (DotF82)							
	Cause Fear	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1d4 rounds or 1 round; See Text	Will Partial
	School of Necromancy / The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)							
	Cloak of Shade	V,S,DF	16	Harmless	1 Action	Touch	1 hour/level (D)	None
	School of Abjuration / Touched creature gains protection from heat and sun (Sand112).							
	Cold Fire	V,S,DF	16	No (fire source) or Yes (creature)	1 Action	25 ft.+5 ft./2 levels	1 minute/level (D) or Instantaneous	No (Fire source) or Fortitude half (creature)
	School of Transmutation / Change normal flames of a fire into cold flames; if used vs a creature, the spell deals 1d6 cold damage/2 levels (SpC50)							
	Command	V	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
	School of Enchantment / You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211)							
	Comprehend Languages	V,S,M/DF	16	-	1 Action	Personal	10 minutes/level	None
	School of Divination / You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)							
	Conjure Ice Beast I	V,S,DF	16	No	1 Round	25 ft.+5 ft./2 levels	1 round/level (D)	None
	School of Conjuraton / Conjures ice creature to fight for you. (Frstbn91)							
	Conviction	V,S,M	16	Harmless	1 Action	Touch	10 minutes/level	Will Negates
	School of Abjuration / Bolster the mental, physical and spiritual strengths of the creature touched (SpC52)							
	Conviction	V,S,M	16	Harmless	1 Action	Touch	10 minutes/level	Will Negates
	School of Abjuration / Bolster the mental, physical and spiritual strengths of the creature touched (SpC52)							
	Create Ectoplasm	V,S	16	No	1 Action	Touch	10 minutes/level	None
	School of Conjuraton / Create 1 lb./level of raw ectoplasm. (GW50)							
	Cure Light Wounds	V,S	16	Harmless	1 Action	Touch	Instantaneous	Will Half
	School of Conjuraton / Cures 1d8+1/level damage [max +5] (PH215)							
	Curse Water	V,S,M	16	Object	1 Minute	Touch	Instantaneous	Will Negates
	School of Necromancy / Imbues a flask (1 pint) of water with negative energy, turning it into unholy water (PH216)							
	Deactivate	V,S	16	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
	School of Abjuration / A targeted dispel to suppress a magical item (splmgc68).							
	Deathwatch	V,S	16	No	1 Action	30 ft.	10 minutes/level	None
	School of Necromancy / Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death (PH217)							
	Delay Disease	V,S,DF	16	Harmless	1 Action	Touch	24 hours	Will Negates
	School of Conjuraton / The progress of any non-magical disease that already affects the target is halted for 1 day (SpC63)							
	Detect Chaos	V,S,DF	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Reveals creatures, spells, or objects (PH218)							
	Detect Dragonmark	V,S,M/DF	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Sense the presence of dragonmarks (MoE95)							
	Detect Evil	V,S,DF	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Reveals creatures, spells, or objects (PH218)							
	Detect Fire	V,S,DF	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Detect fire within 60 ft (Frstbn92)							
	Detect Good	V,S,DF	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Reveals creatures, spells, or objects (PH219)							
	Detect Incarnum	V,S	16	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	School of Divination / Detect Incarnum and Incarnum wielding creatures.							
	Detect Law	V,S,DF	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Reveals creatures, spells, or objects (PH219)							
	Detect Taint	V,S	16	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	None
	School of Divination / Reveals creatures or objects with taint (HH128).							
	Detect Undead	V,S,M/DF	16	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	School of Divination / You can detect the aura that surrounds undead creatures (PH220)							
	Dispel Ward	V,S	16	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
	School of Abjuration / Like Dispel Magic but only vs abjuration magic placed on objects or areas (SpC67)							

1	Divine Favor	V,S,DF	16	-	1 Action	Personal	1 minute	None
	School of Evocation / <i>Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224)</i>							
1	Divine Inspiration	Sacrifice	16	Harmless	1 Action	Touch	1d4 rounds	None
	School of Divination / <i>Target gains +3 sacred bonus on attack rolls against evil creatures (BoED96).</i>							
	Doom	V,S,DF	16	Yes	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates
	School of Necromancy / <i>This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)</i>							
	Drug Resistance	V,M	16	Yes	1 Action	Touch	1 hour/level	Fortitude Negates
	School of Enchantment / <i>The creature touched is immune to the possibility of addiction to drugs. (BoVD93)</i>							
	Ease of Breath	V,S,DF	16	No	1 Action	Touch	1 hour/level	None
	School of Necromancy / <i>+20 inherent bonus on Fortitude saves to resist altitude sickness. (Frstbn93)</i>							
	Ebon Eyes	V,S,M	16	Harmless	1 Action	Touch	10 minutes/level	None
	School of Transmutation / <i>Subject gains the ability to see normally in natural and magical darkness (SpC77)</i>							
	Endure Elements	V,S	16	Yes	1 Action	Touch	24 hours	Will Negates
	School of Abjuration / <i>Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)</i>							
1	Entropic Shield	V,S	16	-	1 Action	Personal	1 minute/level (D)	Will Negates
	School of Abjuration / <i>A magical field appears around you, deflecting incoming arrows, rays, and other ranged attacks (20% miss chance) (PH227)</i>							
	Extract Drug	V,S,F	16	-	1 Minute	Touch	Permanent	None
	School of Conjunction / <i>The caster infuses a substance with energy and creates a magical version of a drug. (BoVD94)</i>							
	Eyes of the Avoral	S	16	Harmless	1 Action	Touch	10 minutes/level	Will Negates
	School of Transmutation / <i>Subject gets +8 on spot check (BoED 99).</i>							
	Faith Healing	V,S	16	Harmless	1 Action	Touch	Instantaneous	Special; See text
	School of Conjunction / <i>Cures 8 hp +1/level damage (max +5) to worshiper of your patron.(MagFR93)</i>							
	Faith Healing	V,S	16	Harmless	1 Action	Touch	Instantaneous	Special; See text
	School of Conjunction / <i>Cures 8 hp +1/level damage (max +5) to worshiper of your patron.(MagFR93)</i>							
	Favorable Sacrifice	V,S,M	16	Harmless	1 Action	Touch	1 hour/level	Will Negates
	School of Abjuration / <i>Subject receives the protection of a divine power commensurate with value of Material component expended (SpC89)</i>							
	Fortify Cold Creatures	V,S,DF	16	No	1 Action	25 ft.+5 ft./2 levels	1 round/level	None
	School of Transmutation / <i>Cold subtype creatures gain +1 sacred bonus on attacks and saves against fire effects. (Frstbn94)</i>							
	Foundation of Stone	V,S,DF	16	No	1 Action	25 ft.+5 ft./2 levels	1 round/level	None
	School of Transmutation / <i>Calling upon the strength of the earth, you lend some of the stability of stone to your allies (SpC99)</i>							
	Grave Strike	V,DF	16	No	1 Swift	Personal	1 round	None
	School of Divination / <i>Swift. You can sneak attack undead for 1 round (CADv150).</i>							
	Grave Strike	V,DF	16	No	1 Swift	Personal	1 round	None
	School of Divination / <i>Swift. You can sneak attack undead for 1 round (CADv150).</i>							
	Guiding Light	V,S	16	Yes	1 Action	400 ft.+40 ft./level	1 minute/level	None
	School of Evocation / <i>+1 on ranged attacks against creatures in illuminated area. (MHB36)</i>							
	Guiding Light	V,S	16	Yes	1 Action	400 ft.+40 ft./level	1 minute/level	None
	School of Evocation / <i>+1 on ranged attacks against creatures in illuminated area. (MHB36)</i>							
	Handfire	V,S	16	Yes	1 Action	Touch	Instantaneous	None
	School of Evocation / <i>Your melee touch attack deals 1d8+1/level to living creatures, or 2d6+1/level to undead (PGtoFR103)</i>							
	Healthful Rest	V,S	16	Harmless	10 Minutes	25 ft.+5 ft./2 levels	24 hours	Will Negates
	School of Conjunction / <i>Subjects of your spell look relaxed and rested, the stresses of the day forgotten (SpC111)</i>							
	Heartache	V,S,DF	16	Yes	1 Round	25 ft.+5 ft./2 levels	1 round	Will Negates
	School of Enchantment / <i>The caster fills the subject with heartwrenching sorrow that renders it incapacitated. (BoVD97)</i>							
	Hide from Undead	V,S,DF	16	Yes	1 Action	Touch	10 minutes/level (D)	Special; See text
	School of Abjuration / <i>Undead cannot see, hear, or smell the warded creatures. Nonintelligent undead creatures receive no save (PH241)</i>							
	Ice Gauntlet	V,DF	16	-	1 Action	Personal	1 minute/level (D)	None
	School of Evocation / <i>A large bristling ball of rock-hard ice spikes surrounds your fist, a cold mist enshrouding your forearm (SpC119)</i>							
	Ice Slick	V,S,DF	16	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)	Special; See text
	School of Conjunction / <i>Creates a 20-ft. square of slippery ice (Frstbn100)</i>							
	Incite	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
	School of Enchantment / <i>Subject can't ready actions or delay. (MHB36)</i>							
	Incite	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
	School of Enchantment / <i>Subject can't ready actions or delay. (MHB36)</i>							
	Inflict Light Wounds	V,S	16	Yes	1 Action	Touch	Instantaneous	Will Half
	School of Necromancy / <i>Touch, 1d8 +1/level damage (max +5) (PH244).</i>							
	Inhibit	V,S	16	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Will Negates
	School of Enchantment / <i>A spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand (SpC123)</i>							
	Inhibit	V,S	16	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Will Negates
	School of Enchantment / <i>A spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand (SpC123)</i>							
	Ironguts	V,S,M	16	Yes	1 Action	Touch	10 minutes/level	Will Negates
	School of Abjuration / <i>Enable a creature to better fight off the effects of poison (SpC126)</i>							
	Lantern Light	S,Abstinence	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	None
	School of Evocation / <i>Ranged touch attacks deal 1d6 points of damage (BoED 101).</i>							
	Light of Lunia	V,S	16	Yes; See Text	1 Action	100 ft.+10 ft./level	10 minutes/level (D)	None
	School of Evocation / <i>Invoke the powers of good and you begin to glow with the silver light of fabled Lunia (SpC132)</i>							
	Light of Lunia	V,S	16	Yes; See Text	1 Action	100 ft.+10 ft./level	10 minutes/level (D)	None
	School of Evocation / <i>Invoke the powers of good and you begin to glow with the silver light of fabled Lunia (SpC132)</i>							
	Locate Water	V,S,F/DF	16	No	1 Action	400 ft.+40 ft./level	Concentration, up to 10 minutes/level	None
	School of Divination / <i>Reveals location, size, and quality of water sources (Sand117).</i>							
+1	Longstrider	V,S,M	16	-	1 Action	Personal	1 hour/level (D)	None
	School of Transmutation / <i>Increases your base land movement by +10 (PH249)</i>							
	Magic Stone	V,S,DF	16	Harmless/Obj	1 Action	Touch	30 minutes or until discharged	Will Negates
	School of Transmutation / <i>Three stones become +1 projectiles, 1d6+1 damage (PH251).</i>							
	Magic Weapon	V,S,DF	16	Harmless/Obj	1 Action	Touch	1 minute/level	Will Negates
	School of Transmutation / <i>Weapon gains +1 bonus (PH251).</i>							
	Moon Lust	V,S,F	16	Yes	1 Action	100 ft.+10 ft./level	1 round/level	Will Partial
	School of Illusion / <i>Instills in the target an obsessive fascination with the moon (SpC143)</i>							
	Necrotic Awareness	V,S,F	16	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	School of Necromancy / <i>Sense encysted subjects (LM67).</i>							
	Nightshield	V,S	16	-	1 Action	Personal	1 minute/level (D)	None
	School of Abjuration / <i>A field of shadowy energy cloaks your body (SpC148)</i>							
	Nimbus of Light	V,S,DF	16	-	1 Action	Personal	1 minute/level or until discharged (D)	None
	School of Evocation / <i>A glittering corona of sunlight surrounds you - then you release it as a focused blast of divine energy (SpC148)</i>							
	Nimbus of Light	V,S,DF	16	-	1 Action	Personal	1 minute/level or until discharged (D)	None
	School of Evocation / <i>A glittering corona of sunlight surrounds you - then you release it as a focused blast of divine energy (SpC148)</i>							
	Obscuring Mist	V,S	16	No	1 Action	20 ft.	1 minute/level	None
	School of Conjunction / <i>Fog surrounds you (PH258).</i>							
	Omen of Peril	V,F	16	-	1 Round	Personal	Instantaneous	None
	School of Divination / <i>You know how dangerous the future will be.(RoD166)</i>							
	Omen of Peril	V,F	16	-	1 Round	Personal	Instantaneous	None
	School of Divination / <i>You know how dangerous the future will be.(RoD166)</i>							
	Painless Death	V,S,DF	16	No	1 Action	Touch	Instantaneous	None
	School of Necromancy / <i>Willing creature dies instantly and painlessly. (GW56)</i>							
	Pleasant Visage	V,S	16	Harmless	1 Action	Touch	24 hours	Will Negates
	School of Illusion / <i>Makes gruesome ghost appear normal and unwounded. (GW56)</i>							
	Portal Beacon	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level	None
	School of Transmutation / <i>Allow others to be drawn to a portal as it sends out information about itself (SpC161)</i>							
	Portal Beacon	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level	None
	School of Transmutation / <i>Allow others to be drawn to a portal as it sends out information about itself (SpC161)</i>							
	Protection from Chaos	V,S,M/DF	16	Special	1 Action	Touch	1 minute/level (D)	Will Negates
	School of Abjuration / <i>+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).</i>							
	Protection from Evil	V,S,M/DF	16	Special	1 Action	Touch	1 minute/level (D)	Will Negates
	School of Abjuration / <i>+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).</i>							

	Protection from Good	V,S,M/DF	16	Special	1 Action	Touch	1 minute/level (D)	Will Negates
	School of Abjuration / +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).							
	Protection from Incarnum	V,S,F	16	Harmless	1 Action	Touch	1 hour/level (D)	Will Negates
	School of Abjuration / Ward a target from attacks by soulmelds and incarnum creatures.							
	Protection from Law	V,S,M/DF	16	Special	1 Action	Touch	1 minute/level (D)	Will Negates
	School of Abjuration / +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).							
	Protection from Possession	V,S,M/DF	16	No	1 Action	Touch	10 minutes/level	None
	School of Abjuration / Warded creature cannot be possessed or mentally controlled. (GW57)							
	Protection from Winged Flyers	V,S,M/DF	16	No	1 Action	Touch	1 minute/level (D)	Will Negates
	School of Abjuration / This spell functions like protection from evil but the bonus applies to creatures with wings and a fly bonus (ShS48)							
	Ray of Hope	V,S	16	Harmless	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
	School of Enchantment / Subject gains +2 bonus on attacks, saves, and checks. (BoED105).							
1	Regenerate Light Wounds	V,S	16	Harmless	1 Action	Touch	10 rounds + 1 round/level	Will Negates
	School of Conjunction / With a touch of your hand, you boost the subject's life energy, granting them the fast healing ability. (MOTW92)							
	Remove Fear	V,S	16	Harmless	1 Action	25 ft.+5 ft./2 levels	10 minutes; See Text	Will Negates
	School of Abjuration / +4 on saves against fear for one subject +1/four levels (PH271).							
	Resist Planar Alignment	V,S,DF	16	Harmless	1 Action	Touch	10 minutes/level	Fortitude Negates
	School of Abjuration / Grants a creature limited protection from a plane's alignment traits (SpC174)							
	Resist Planar Alignment	V,S,DF	16	Harmless	1 Action	Touch	10 minutes/level	Fortitude Negates
	School of Abjuration / Grants a creature limited protection from a plane's alignment traits (SpC174)							
	Restful Slumber	V,S	16	Yes	1 Round	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates
	School of Enchantment / Sleep soundly, without nightmares (HH132).							
	Resurgence	V,S,DF	16	Harmless	1 Action	Touch	Instantaneous	Will Negates
	School of Abjuration / Convince a higher power to grant an ally a second chance (SpC174)							
	Resurgence	V,S,DF	16	Harmless	1 Action	Touch	Instantaneous	Will Negates
	School of Abjuration / Convince a higher power to grant an ally a second chance (SpC174)							
	Rosemante	V,S	16	Harmless	1 Action	Touch	1 round/level	Will Negates
	School of Abjuration / Target gains a +1/level sacred bonus (max +10) on saves against effects that cause pain, sickness, nausea, or fear.							
	Sacrificial Skill	V,S,M	16	-	1 Action	Personal	1 minute/level	None
	School of Enchantment / The caster gains a +5 bonus on Knowledge (religion) checks that have to do with evil sacrifices. (BoVD103)							
	Sanctuary	V,S,DF	16	No	1 Action	Touch	1 round/level	Will Negates
	School of Abjuration / Opponents can't attack you, and you can't attack (PH274).							
	Scholar's Touch	V,S,M,F	16	-	1 Action	Personal	Concentration, up to 1 round/level	None
	School of Divination / Read books in seconds.(RoD167)							
	Sea Legs	V,S	16	Yes	1 Action	Touch	1 hour/level (D)	Will Negates
	School of Transmutation / You grant a creature the ability to maneuver easily while aboard ship, even during inclement weather. (ShS49)							
	Seething Eyebane	V,S,Corrupt	16	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
	School of Transmutation / The subject's eyes burst, spraying acid upon everyone within 5 feet. (BoVD103)							
1	Shield of Faith	V,S,M	16	Harmless	1 Action	Touch	1 minute/level	Will Negates
	School of Abjuration / Aura grants +2 or higher deflection bonus (PH278).							
	Shivering Touch, Lesser	V,S	16	Yes	1 Action	Touch	1 round/level	None
	School of Necromancy / Touch deals 1d6 Dex damage (Frstbn104)							
	Sign	V,S,M	16	-	1 Action	Personal	10 minutes/level or until discharged	None
	School of Enchantment / Grants bonus to next Initiative check (SpC189)							
	Sign	V,S,M	16	-	1 Action	Personal	10 minutes/level or until discharged	None
	School of Enchantment / Grants bonus to next Initiative check (SpC189)							
	Slow Consumption	V,S,Location	16	Yes	10 Minutes	Touch	Permanent	Fortitude Negates
	School of Necromancy / The caster absorbs the life force and physical form from a living subject. (BoVD103)							
	Snowshoes	V,S	16	Harmless	1 Action	Touch	1 hour/level (D)	Will Negates
	School of Transmutation / Affected creatures can walk lightly over ice and snow without having their speed reduced (SpC194)							
	Sorrow	V,S,M	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
	School of Enchantment / Grief and sadness overcome the subject. (BoVD104)							
	Spell Flower	V,S	16	-	1 Action	Personal	1 round/level	None
	School of Transmutation / Imbue your hands with receptive magical energy that crackles and glows a soft orange (SpC198)							
	Spell Flower	V,S	16	-	1 Action	Personal	1 round/level	None
	School of Transmutation / Imbue your hands with receptive magical energy that crackles and glows a soft orange (SpC198)							
	Spider Hand	V,S	16	-	1 Action	Personal	Concentration	None
	School of Transmutation / The caster detaches his hand, which transforms into a small monstrous spider that he controls. (BoVD104)							
	Spittle Spray	V,S	16	-	1 Action	Personal	1 round/level	None
	School of Transmutation / You can spit up to close range. (GW58)							
	Stupor	S,M	16	Yes	1 Minute	Touch	1 hour/level	Fortitude Negates
	School of Enchantment / The caster places one creature already helpless in a clouded, confused state that doesn't allow for actions. (BoVD106)							
	Summon Monster I	V,S,F/DF	16	No	1 Round	25 ft.+5 ft./2 levels	1 round/level (D)	None
	School of Conjunction / Calls outsider to fight for you.(PH285).							
	Summon Undead I	V,S,F	16	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
	School of Conjunction / Summons undead to fight for you. (PGtoFR114)							
	Summon Undead I	V,S,F	16	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
	School of Conjunction / Summons undead to fight for you. (PGtoFR114)							
	Summon Undead I	V,S,F	16	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
	School of Conjunction / Summons undead to fight for you. (PGtoFR114)							
	Suspend Disease	V,S,M	16	Yes	1 Action	Touch	24 hours	Fortitude Negates
	School of Abjuration / This spell keeps a disease already infection the subject from harming him for that day. (BoVD106)							
	Tongue of Baalzebul	V,S,M,Drug	16	-	1 Round	Personal	1 hour/level	None
	School of Transmutation / The caster gains the ability to lie, seduce, and beguile with a devil's skill. (BoVD107)							
	Touch of Jorasco	None	16	Harmless	1 Action	Special; See Text	Special; See Text	Will Negates
	School of Conjunction / This spell imbues the caster with an ability to heal minor wounds that last throughout the day (RoE190)							
	Twilight Luck	V,Abstinence	16	Harmless	1 Action	Touch	1 minute/level	None
	School of Abjuration / Target gains +1 luck bonus on all saving throws (BoED110).							
	Udraft	V,S,M	16	-	1 Action	Personal	Instantaneous	None
	School of Conjunction / The vortex quickly coalesces into a column of dirty gray brown air thick enough to hold you aloft (SpC228)							
	Vigor, Lesser	V,S	16	Harmless	1 Action	Touch	Special; See Text	Will Negates
	School of Conjunction / Boost subject's life energy. (CD186)							
	Vigor, Lesser	V,S	16	Harmless	1 Action	Touch	Special; See Text	Will Negates
	School of Conjunction / Boost subject's life energy. (CD186)							
	Vision of Glory	V,S,DF	16	Yes	1 Action	Touch	1 minute or until discharged	None
	School of Divination / Give subject creature a brief glimpse of a divine entity giving its support and inspiring it to continue (SpC231)							
	Vision of Glory	V,S,DF	16	Yes	1 Action	Touch	1 minute or until discharged	None
	School of Divination / Give subject creature a brief glimpse of a divine entity giving its support and inspiring it to continue (SpC231)							
	Vision of Heaven	V	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
	School of Enchantment / Evil creature is dazed for one round (BoED111).							
	Wieldskill	V,S	16	Yes	1 Action	Touch	1 minute/level	None
	School of Divination / Grants +5 competence bonus on a skill check, or proficiency with a weapon, armor, or shield. (PGtoFR118)							
	Wings of the Sea	S,M	16	Harmless	1 Action	Touch	1 minute/level	Fortitude Negates
	School of Transmutation / Increase the touched creatures swim speed by 30 feet (SpC240)							

2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Addiction	V,S,Drug	17	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
	School of Enchantment / The caster gives the subject an addiction to a drug. (BoVD84)							
	Adept Spirit	V,S,DF(E)	17	Harmless	1 Action	Touch	1 hour/level or until discharged	Will Negates
	School of Divination / Ancient spirit grants +1 caster level & +2 (+1/essentia) Will saves Concentration checks, and Intelligence checks.							
	Aid	V,S,DF	17	Harmless	1 Action	Touch	1 minute/level	None
	School of Enchantment / +1 morale bonus on attacks and saves against fear, 1d8 +1/caster level temporary hit points (PH196)							
	Align Weapon	V,S,DF	17	Harmless/Obj	1 Action	Touch	1 minute/level	Will Negates

Eagle's Splendor	V,S,M/DF	17	Yes	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / <i>The transmuted creature becomes more poised, articulate, and personally forceful. +4 to Charisma (PH225)</i>							
Ease Pain	S,DF	17	Harmless	1 Action	Touch	Instantaneous	Will Negates
School of Conjunction / <i>Remove lingering effects of pain. (BoED97).</i>							
Elation	V,S	17	Harmless	1 Action	80 ft.	1 round/level	Will Negates
School of Enchantment / <i>Allies gain +2 to Strength and Dexterity, +5 ft. of speed. (BoED98).</i>							
Energized Shield, Lesser	V,S,DF	17	No	1 Action	Touch	1 round/level	None
School of Abjuration / <i>A silver aura surrounds the touched shield for a moment before it appears to transform into energy (SpC79)</i>							
Enthrall	V,S	17	Yes	1 Round	100 ft.+10 ft./level	Up to 1 hour	Will Negates
School of Enchantment / <i>If you have the attention of a group of creatures, you can use this spell to hold them spellbound (PH227)</i>							
Estanna's Stew	V,S,F	17	Harmless	1 Round	0 ft.	Instantaneous; See Text	Special; See text
School of Conjunction / <i>Conjures stew that heals 1d6+1 per serving (BoED 99).</i>							
Expose the Dead	V,S,M/DF	17	-	1 Action	Personal	1 minute/level (D)	None
School of Divination / <i>Gain a sixth sense that allows you to better locate undead creatures (MoE96)</i>							
Extend Tentacles	V	17	-	1 Action	Personal	1 round/level	None
School of Transmutation / <i>Lengthen your tentacles, increasing the reach by 5-ft (SpC86)</i>							
Eyes of the Zombie	V,S,F	17	Yes	30 Minutes	Personal	1 hour/level	None
School of Divination / <i>The caster replaces his eyes with the eyes of a zombie, allowing him to see through the zombie's eye sockets. (BoVD94)</i>							
Fangs of the Vampire King	V,S,M	17	-	1 Action	Personal	1 minute/level	None
School of Transmutation / <i>Grow vampire fangs (LM64).</i>							
Filter	V,S,M/DF	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / <i>All noxious and toxic elements are filtered out of the air around the recipient. (T&B89)</i>							
Find Traps	V,S	17	-	1 Action	Personal	1 minute/level	None
School of Divination / <i>You gain intuitive insight into the workings of traps (PH230)</i>							
Fins to Feet	V,S	17	Harmless	1 Action	Touch	1 hour/level	Fortitude Negates
School of Transmutation / <i>This spell transforms tails, tentacles or finned extremities into humanoid legs and feet (SW117)</i>							
Fox's Cunning	V,S,M/DF	17	Yes	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / <i>The transmuted creature becomes smarter. +4 enhancement bonus to Intelligence (PH233).</i>							
Freedom of Breath	V,S,M	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / <i>Protects against suffocation and dangerous vapors (Sand116).</i>							
Frost Breath	V,S,M	17	Yes	1 Action	30 ft.	Instantaneous	Reflex Half
School of Evocation / <i>Breathe a cone of intense cold at your foes (SpC100)</i>							
Frost Weapon	V,S,M	17	No	1 Action	Touch	1 round/level	Will Negates
School of Transmutation / <i>Weapon gains frost special ability, +1d6 cold damage (Frstbn95)</i>							
Frostburn, Lesser	V,S,DF	17	Yes	1 Action	Touch	Instantaneous	Fortitude Half
School of Necromancy / <i>Touch deals 1d12 frostburn damage +1/level (max +5). (Frstbn95)</i>							
Fuse Arms	V,S	17	Harmless	1 Action	Touch	10 minutes/level	Fortitude Negates
School of Transmutation / <i>Touched subjects limbs begin to ooze together with a sickening noise (SpC100)</i>							
Gaze Screen	V,S	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / <i>A shimmering, mirrorlike area grants a 50% chance to avoid gaze attacks, and does not obscure vision. (T&B90)</i>							
Gentle Repose	V,S,M/DF	17	Object	1 Action	Touch	1 day/level	Will Negates
School of Necromancy / <i>You preserve the remains of a dead creature so that they do not decay (PH235)</i>							
Ghost Lock	V,S	17	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level or until discharged	None
School of Abjuration / <i>Nonhumanoid creature can become a ghost. (GW53)</i>							
Ghost Touch Armor	V,S,M	17	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / <i>Give armor you touch the power to defend against incorporeal foes (SpC102)</i>							
Ghost Touch Armor	V,S,M	17	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / <i>Give armor you touch the power to defend against incorporeal foes (SpC102)</i>							
Hand of Divinity	V,S,DF	17	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Evocation / <i>Gives +2 sacred or profane bonus on worshiper of your patron. (MagFR98)</i>							
Hand of Divinity	V,S,DF	17	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Evocation / <i>Gives +2 sacred or profane bonus on worshiper of your patron. (MagFR98)</i>							
Healing Lorecall	V,S,M	17	No	1 Action	Personal	1 minute/level	None
School of Divination / <i>If you have 5 or more ranks in Heal, you can remove remove harmful conditions with conjuration (healing) spells (CAAdv151)</i>							
Healing Lorecall	V,S,M	17	No	1 Action	Personal	1 minute/level	None
School of Divination / <i>If you have 5 or more ranks in Heal, you can remove remove harmful conditions with conjuration (healing) spells (CAAdv151)</i>							
Hold Person	V,S,F/DF	17	Yes	1 Action	100 ft.+10 ft./level	1 round/level (D); See Text	Special; See text
School of Enchantment / <i>The target humanoid becomes paralyzed, but may attempt a new saving throw each round to end the effect (PH241)</i>							
Hydrate	V,S	17	Yes; See Text	1 Action	Touch	Instantaneous	Special; See text
School of Conjunction / <i>Heals dessication damage (Sand117).</i>							
Infernal Wound	V,S	17	No	1 Action	Touch	1 round/level	None
School of Transmutation / <i>Attacks from weapon touched will now leave a lingering, painful memory in its wake (SpC122)</i>							
Inflict Moderate Wounds	V,S	17	Yes	1 Action	Touch	Instantaneous	Will Half
School of Necromancy / <i>Touch attack, 2d8 +1/level damage (max +10) (PH217).</i>							
Inky Cloud	V,S,M	17	No	1 Action	30 ft.	10 minutes/level	None
School of Conjunction / <i>Obscures sight underwater beyond 5 ft. (SS68)</i>							
Inky Cloud	V,S,M	17	No	1 Action	30 ft.	10 minutes/level	None
School of Conjunction / <i>Obscures sight underwater beyond 5 ft. (SS68)</i>							
Insignia of Alarm	V,S,F	17	Harmless	1 Action	400 ft.+40 ft./level	Instantaneous	None
School of Abjuration / <i>Alert bearers of special insignia. (RoD166)</i>							
Iron Silence	V,S,DF	17	Harmless/Obj	1 Action	Touch	1 hour/level (D)	Will Negates
School of Transmutation / <i>Armor touched has no armor check penalty on Hide and Move Silently for 1 hour/level (CAAdv153).</i>							
Iron Silence	V,S,DF	17	Harmless/Obj	1 Action	Touch	1 hour/level (D)	Will Negates
School of Transmutation / <i>Armor touched has no armor check penalty on Hide and Move Silently for 1 hour/level (CAAdv153).</i>							
Knife Spray	V,S	17	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half
School of Evocation / <i>Cone of droplets, 1d6 and +1/level damage (max +5). (DotF87)</i>							
Lahm's Finger Darts	V,S,Corrupt	17	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Transmutation / <i>The caster's finger becomes a dangerous projectile that flies from her hand and unerringly strikes its target. (BoVD98)</i>							
Lastai's Caress	V,S,M	17	Yes	1 Action	Touch	1 round/level	None
School of Enchantment / <i>Intense feelings of good leave evil subject cowering, frightened, nauseated or shaken (BoED 102).</i>							
Lava Missile	V,S,DF	17	No	1 Action	100 ft.+10 ft./level	Instantaneous	Reflex Half
School of Conjunction / <i>A missile of lava darts forth from your finger dealing 1d4 points of fire damage (WotC-SK156).</i>							
Light of Mercuria	V,S	17	Yes; See Text	1 Action	100 ft.+10 ft./level	10 minutes/level (D)	None
School of Evocation / <i>Invoke the powers of good and you begin to glow with the golden light of fabled Mercuria (SpC132)</i>							
Light of Mercuria	V,S	17	Yes; See Text	1 Action	100 ft.+10 ft./level	10 minutes/level (D)	None
School of Evocation / <i>Invoke the powers of good and you begin to glow with the golden light of fabled Mercuria (SpC132)</i>							
Living Undeath	V,S,DF	17	Harmless	1 Action	Touch	1 minute/level	Fortitude Negates
School of Necromancy / <i>Impart a physical transformation such that you gain the benefits of undead without becoming undead (SpC134)</i>							
Living Undeath	V,S,DF	17	Harmless	1 Action	Touch	1 minute/level	Fortitude Negates
School of Necromancy / <i>Impart a physical transformation such that you gain the benefits of undead without becoming undead (SpC134)</i>							
Locate Object	V,S,F/DF	17	No	1 Action	400 ft.+40 ft./level	1 minute/level	None
School of Divination / <i>Senses direction toward object (specific or type) (PH249).</i>							
Locate Touchstone	V,S	17	No	1 Action	Special; See Text	Instantaneous	None
School of Divination / <i>Find nearest planar touchstone on the plane you currently inhabit (PlanHB100).</i>							
Luminous Armor	Sacrifice	17	Harmless	1 Action	Touch	1 hour/level (D)	None
School of Abjuration / <i>Light around target grants +5 armor bonus, dispels magical darkness, and gives a -4 penalty on opponent's melee attacks.</i>							
Major Weapon, Legion's	V,S,DF	17	Harmless/Obj	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
School of Transmutation / <i>As magic weapon but only for allies and has no effect on ammunition (MoE99)</i>							
Major Resistance	V,S,M/DF	17	Harmless	1 Action	Touch	1 hour/level	Will Negates
School of Abjuration / <i>Subject gains +3 on saving throws (SS68)</i>							
Make Whole	V,S	17	Harmless/Obj	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates
School of Transmutation / <i>Repairs an object (PH252).</i>							

Mark of the Outcast	V,S,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	Permanent	Will Negates
School of Necromancy / Invoke the ancient words of anathema, a dull purple splotch in the shape of a skull manifests (SpC138)							
Mark of the Outcast	V,S,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	Permanent	Will Negates
School of Necromancy / Invoke the ancient words of anathema, a dull purple splotch in the shape of a skull manifests (SpC138)							
Necrotic Cyst	V,S,F	17	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
School of Necromancy / Encyst undead sac of tissue in subject (LM68).							
Necrotic Scrying	V,S,F	17	No	1 Action	Unlimited	1 minute/level (D)	None
School of Necromancy / Hear or see encysted subject at a distance (LM69).							
Obscuring Snow	V,S	17	No	1 Action	30 ft.	1 hour/level	None
School of Conjunction / Obscures sight in a 30-ft. radius around the caster (Frstbn103)							
Owl's Wisdom	V,S,M/DF	17	Yes	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / The transmuted creature becomes wiser. +4 enhancement bonus to Wisdom (PH259)							
Protection from Negative Energy	V,S	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / Guard subject from the effects of negative energy (SpC163)							
Protection from Positive Energy	V,S	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / Ignore 10 points of positive energy damage per attack (PlanHB104).							
Quick March	V,S,DF	17	Harmless	1 Swift	100 ft.+10 ft./level	1 round	Will Negates
School of Transmutation / Increase your allies' base land speed by 30 feet (SpC164)							
Quick March	V,S,DF	17	Harmless	1 Swift	100 ft.+10 ft./level	1 round	Will Negates
School of Transmutation / Increase your allies' base land speed by 30 feet (SpC164)							
Rapid Burrowing	V,S,F/DF	17	Harmless	1 Action	Touch	1 minute/level	Fortitude Negates
School of Transmutation / +20 ft. to subjects burrow speed (SS69)							
Razorscales	V,M/DF	17	No	1 Action	Personal	1 round/level (D)	None
School of Transmutation / Your scales become razor-sharp. While the spell is in effect you do lethal damage while grappling (WotC-SK157).							
Refracted Vision	V,S	17	No	1 Action	Personal	1 round/level (D)	None
School of Divination / Gain a distant viewpoint (splmgc80).							
Remove Addiction	V,S	17	Harmless	1 Action	Touch	Instantaneous	Fortitude Negates
School of Conjunction / Cures target of drug addictions (BoED 105).							
Remove Paralysis	V,S	17	Harmless	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates
School of Conjunction / Frees one or more creatures from paralysis, hold, or slow (PH271).							
Resist Energy	V,S,DF	17	Harmless	1 Action	Touch	10 minutes/level	Fortitude Negates
School of Abjuration / Ignores first 10 damage from one energy type each round (PH272).							
Resounding Voice	S	17	Yes	1 Action	Touch	1 minute/level (D)	Will Negates
School of Transmutation / Your voice carries 100ft./level (HoB127).							
Restoration, Lesser	V,S	17	Harmless	3 Rounds	Touch	Instantaneous	Will Negates
School of Conjunction / Dispels magic ability penalty or repairs 1d4 ability damage (PH272).							
Righteous Radiance	V,S,DF	17	No	1 Action	Personal	2 rounds/level	None
School of Evocation / Caster's body glows with divine radiance (splmgc81).							
Rigor Mortis	S,M	17	Yes	1 Action	Touch	1d6+2 rounds	Fortitude Negates
School of Necromancy / Suspends all vital functions; target appears dead (HH132).							
Rock Catch	V,S	17	Yes	1 Action	Touch	1 round/level (D)	Will Negates
School of Transmutation / A single creature gains the ability to catch hurled rocks of Small to Large size (ShS48)							
Sap Strength	V,S,M	17	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
School of Enchantment / The caster drains the personal well-being from the subject, who becomes exhausted. (BoVD103)							
Sense Weakness	V,S	17	Harmless	1 Action	Touch	24 hours	Will Negates
School of Divination / Grant the subject insight into the vulnerability of an opponent; automatically confirm a critical threat (MoE101)							
Shared Healing	V,S	17	Harmless	1 Action	Touch	1 minute/level	Special; See text
School of Conjunction / Grant the target creature the ability to heal its own wounds (MoE101)							
Shatter	V,S,M/DF	17	Object	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Special; See text
School of Evocation / Sonic vibration damages objects or crystalline creatures (PH278).							
Shield Other	V,S,F	17	Harmless	1 Action	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates
School of Abjuration / You suffer half of subject's damage (PH278).							
Shroud of Undeath	V,S,M	17	-	1 Action	Personal	10 minutes/level (D)	None
School of Necromancy / Shroud yourself in negative energy so that nonintelligent undead perceive you as a fellow undead and ignore you (SpC189)							
Silence	V,S	17	Special	1 Action	400 ft.+40 ft./level	1 minute/level (D)	Special; See text
School of Illusion / Negates sound in 20-ft. radius (PH279).							
Soulmeld Blessing	V,DF	17	Harmless	1 Swift	20 ft.	Instantaneous	None
School of Evocation / Allies can reallocate essentia for free.							
Sound Burst	V,S,F/DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial
School of Evocation / Inflicts 1d8 sonic damage on subjects; may stun them (PH281).							
Spawn Screen	V,S,DF	17	Harmless	1 Action	Touch	1 hour/level	Will Negates
School of Necromancy / You resist being transformed into an undead spawn if slain (LM71).							
Spawn Screen	V,S,DF	17	Harmless	1 Action	Touch	1 hour/level	Will Negates
School of Necromancy / You resist being transformed into an undead spawn if slain (LM71).							
Spectral Stag	V,S,DF	17	No	1 Action	0 ft.	1 round/level	Special; See text
School of Conjunction / Conjures a phantom stag that you can ride or direct to attack a target. (PGtoFR112)							
Spell Immunity, Lesser	V,S	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / Protect subject from a single 1st or 2nd level spell (SpC199)							
Spell Shield	V,S,DF	17	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Abjuration / Grants +3 resistance bonus on saving throws against spells and spell-like abilities. (PGtoFR113)							
Spider Legs	V,S,F	17	-	1 Action	Personal	1 minute/level	None
School of Transmutation / The caster grows four long spider legs from the sides of her torso. (BoVD105)							
+1 Spiritual Weapon	V,S,DF	17	Yes	1 Action	100 ft.+10 ft./level	1 round/level (D)	None
School of Evocation / Magical weapon attacks on its own (PH283).							
Spores of the Vrock	V,S,M/DF	17	Yes	1 Round	Personal	Instantaneous	Fortitude Negates
School of Conjunction / The caster summons a mass of spores that fill the area around him. (BoVD105)							
Stabilize	V,S,DF	17	Harmless	1 Swift	50 ft.	Instantaneous	Special; See text
School of Conjunction / A burst of golden energy springs forth, spreading from you; those still alive seem less bloody and in less pain (SpC204)							
Status	V,S	17	Harmless	1 Action	Touch	1 hour/level	Will Negates
School of Divination / Monitors condition, position of allies (PH284).							
Stone Bones	V,S,F	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Transmutation / The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before (SpC208)							
Stone Bones	V,S,F	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Transmutation / The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before (SpC208)							
Stone Fist	V,S,DF	17	-	1 Action	Personal	1 round/level (D)	None
School of Transmutation / Your fists turn into menacing, rocky lumps capable of inflicting deadly wounds. (RoS163)							
Summon Elysian Thrush	V,S,DF	17	No	10 Minutes	25 ft.+5 ft./2 levels	8 hours	None
School of Conjunction / Evoke the powers of Elysium and of song, and the bird responds; it settles on a branch and begins to warble (SpC214)							
Summon Elysian Thrush	V,S,DF	17	No	10 Minutes	25 ft.+5 ft./2 levels	8 hours	None
School of Conjunction / Evoke the powers of Elysium and of song, and the bird responds; it settles on a branch and begins to warble (SpC214)							
Summon Monster II	V,S,F/DF	17	No	1 Round	25 ft.+5 ft./2 levels	1 round/level (D)	None
School of Conjunction / Calls outsider to fight for you (PH286).							
Summon Undead II	V,S,DF	17	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjunction / Summons undead to fight for you. (PGtoFR114)							
Summon Undead II	V,S,DF	17	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjunction / Summons undead to fight for you. (PGtoFR114)							
Summon Undead II	V,S,DF	17	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjunction / Summons undead to fight for you. (PGtoFR114)							

Summon Undead II	V,S,DF	17	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjuraction / <i>Summons undead to fight for you. (PGtoFR114)</i>							
Sun Bolt	V,S	17	Yes	1 Action	100 ft.+10 ft./level	1 round	Reflex Partial
School of Evocation / <i>A ray of burning sunlight springs forth from your hand; requires ranged touch to hit target (ShS51)</i>							
Suppress Magic	V,S(E)	17	No	1 Action	100 ft.+10 ft./level	1 round/level (D)	See text
School of Abjuration / <i>Magic item or soulmeld is suppressed for 1 round/level.</i>							
Thin Air	V,S	17	No	1 Action	100 ft.+10 ft./level	1 minute/level	Fortitude Negates
School of Necromancy / <i>Creatures suffer from altitude sickness (Frstbn105)</i>							
Undead Eyes	V,S,F	17	No	1 Round	Touch	1 day/level	None
School of Necromancy / <i>Forms a telepathic link with an undead creature that the caster has first cast control undead upon (SotLW20).</i>							
Undetectable Alignment	V,S	17	Object	1 Action	25 ft.+5 ft./2 levels	24 hours	Will Negates
School of Abjuration / <i>Conceals subject's alignment for 24 hours (PH297).</i>							
Unseen Crafter	V,S	17	No	1 Action	25 ft.+5 ft./2 levels	1 day/level (D)	None
School of Conjuraction / <i>As unseen servant except the crafter can be assigned any one task accomplished through the craft skill (RoE191)</i>							
Veil of Shadow	V,S	17	-	1 Action	Personal	1 minute/level	None
School of Evocation / <i>Darkness grants you concealment (20% miss chance). (MHB40)</i>							
Veil of Shadow	V,S	17	-	1 Action	Personal	1 minute/level	None
School of Evocation / <i>Darkness grants you concealment (20% miss chance). (MHB40)</i>							
Warning	V,S	17	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Divination / <i>Grants uncanny dodge and +4 insight bonus on Listen and Spot checks. (PGtoFR118)</i>							
Wave of Grief	V,S,M	17	Yes	1 Action	30 ft.	1 round/level	Will Negates
School of Enchantment / <i>Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness (SpC236)</i>							
Wave of Grief	V,S,M	17	Yes	1 Action	30 ft.	1 round/level	Will Negates
School of Enchantment / <i>Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness (SpC236)</i>							
Whispering Flame	V,S,M,DF	17	No	1 Action	Touch	1 day/level	None
School of Divination / <i>Allows verbal communication via two candles (Eb5Nat155)</i>							
Wings of the Sea	S,M	17	Harmless	1 Action	Touch	1 minute/level	Fortitude Negates
School of Transmutation / <i>Increase the touched creatures swim speed by 30 feet (SpC240)</i>							
Wither Limb	V,S	17	Yes	1 Action	25 ft.+5 ft./2 levels	Permanent	Fortitude Negates
School of Necromancy / <i>Cause enemy's limbs to wither (LM72).</i>							
Zone of Truth	V,S,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
School of Enchantment / <i>Subjects within range cannot lie (PH303).</i>							

3rd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Absorb Mind	V,S,F,Corrupt	18	-	1 Action	Personal	1 minute/level	None
School of Divination / <i>The caster eats at least a portion of the brain of another creature's corpse. (BoVD84)</i>								
	Affliction	V,S	18	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
School of Necromancy / <i>Infects evil subject with chosen affliction (BoED89).</i>								
	Aid, Mass	V,S,DF	18	Harmless	1 Action	25 ft.+5 ft./2 levels	1 minute/level	None
School of Enchantment / <i>As Aid but affects multiple subjects at a distance (SpC8)</i>								
	Air Breathing	S,M,DF	18	Harmless	1 Action	Touch	2 hours/level (see text)	Will Negates
School of Transmutation / <i>Subjects can breathe air freely (CoR28).</i>								
	Air Breathing	S,M,DF	18	Harmless	1 Action	Touch	2 hours/level (see text)	Will Negates
School of Transmutation / <i>Subjects can breathe air freely (CoR28).</i>								
	Air Breathing	S,M,DF	18	Harmless	1 Action	Touch	2 hours/level (see text)	Will Negates
School of Transmutation / <i>Subjects can breathe air freely (CoR28).</i>								
	Align weapon, Mass	V,S,DF	18	Harmless/Obj	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
School of Transmutation / <i>As Align Weapon but on multiple weapons or projectiles (SpC9)</i>								
	Amanuensis	V,S	18	Object	1 Action	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates
School of Transmutation / <i>You cause writing from one source to be copied into a book, paper or parchment (SpC9)</i>								
	Anarchic Storm	V,S,M,DF	18	No	1 Action	Personal	1 round/level (D)	None
School of Conjuraction / <i>Chaotic-aligned rain falls in 20-ft. radius (PlanHB93)</i>								
	Anarchic Storm	V,S,M,DF	18	No	1 Action	Personal	1 round/level (D)	None
School of Conjuraction / <i>Chaotic-aligned rain falls in 20-ft. radius (PlanHB93)</i>								
	Animate Dead	V,S,M	18	No	1 Action	Touch	Instantaneous	None
School of Necromancy / <i>Turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands (PH198)</i>								
	Antidragon Aura	V,S,M,DF	18	Harmless	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
School of Abjuration / <i>Allies gain bonus to AC and saves against Dragons (Drac109).</i>								
	Anyspell	V,S,DF	18	-	15 Minutes	Personal	Instantaneous	None
School of Transmutation / <i>Allows you to read and cast any spell up to 2nd level from scroll or book, using required components.</i>								
	Anyspell	V,S,DF	18	-	15 Minutes	Personal	Instantaneous	None
School of Transmutation / <i>Allows you to read and cast any spell up to 2nd level from scroll or book, using required components.</i>								
	Attune Form	V,S,M,DF	18	No	1 Action	Touch	24 hours	None
School of Transmutation / <i>Attune the affected creatures to the plane you are currently on, negating the harmful effects of that plane (SpC17)</i>								
	Attune Form	V,S,M,DF	18	No	1 Action	Touch	24 hours	None
School of Transmutation / <i>Attune the affected creatures to the plane you are currently on, negating the harmful effects of that plane (SpC17)</i>								
	Augment Object	V,S,M	18	Object	1 Minute	25 ft.+5 ft./2 levels	1 day/level	None
School of Transmutation / <i>Adds +20 to objects break DC and doubles hardness and hit points (SBG41).</i>								
	Aura of Cold, Lesser	V,S,DF	18	Yes	1 Action	5 ft.	1 round/level (D)	None
School of Transmutation / <i>Intense cold deals 1d6 damage to creatures within 5 ft. (Frstbn88)</i>								
	Awaken Sin	V,S,DF	18	Yes	1 Action	Touch	Instantaneous	Will Negates
School of Enchantment / <i>Subject takes nonlethal damage and is stunned; if n=knocked out subject also takes Wisdom damage (SpC21)</i>								
	Axiomatic Storm	V,S,M,DF	18	No	1 Action	Personal	1 round/level (D)	None
School of Conjuraction / <i>Lawful-aligned rain falls in 20-ft. radius (PlanHB95)</i>								
	Axiomatic Storm	V,S,M,DF	18	No	1 Action	Personal	1 round/level (D)	None
School of Conjuraction / <i>Lawful-aligned rain falls in 20-ft. radius (PlanHB95)</i>								
	Battlemagic Perception	V,S	18	No	1 Action	Personal	10 minutes/level (D)	None
School of Divination / <i>Sense and counter spellcasting within 100 ft. (HoB125).</i>								
	Bestow Curse	V,S	18	Yes	1 Action	Touch	Permanent	Will Negates
School of Necromancy / <i>Places a curse on the subject. Choose one: -6 to ability; -4 on all rolls and checks; 50% chance to lose action (PH203)</i>								
	Binding Snow	V,S,DF,Frostfell	18	Yes	1 Action	100 ft.+10 ft./level	1 hour/level	Reflex Negates
School of Transmutation / <i>Snow freezes, impeding movement (Frstbn89)</i>								
	Black Sand	V,S	18	Yes	1 Action	100 ft.+10 ft./level	1 minute/level	Special; See text
School of Necromancy / <i>Creates a 20-ft.-radius area of black sand (Sand111).</i>								
	Blade of Pain and Fear	V,S,DF	18	Yes	1 Action	0 ft.	1 minute/level (D)	Will Partial
School of Evocation / <i>Creates blade of gnashing teeth (LM63).</i>								
	Bladebane	V,S,M	18	Harmless	1 Action	Touch	1 round/level	Will Negates
School of Transmutation / <i>A single bladed weapon gains the Bane ability against a creature type of your choosing. (UE48)</i>								
	Blessed Aim	V,S	18	No	1 Action	60 ft.	Concentration	Will Negates
School of Divination / <i>This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread. (CD154)</i>								
	Blessed Sight	V,S	18	No	1 Action	Personal	1 minute/level (D)	None
School of Divination / <i>Evil auras become visible to you (BoED92).</i>								
	Blessing of the Snake Mother	V,S,M	18	Harmless	1 Action	Touch	10 minutes/level	Fortitude Negates
School of Transmutation / <i>Target temporarily gains yuan-ti traits. (GW49)</i>								
	Blindness/Deafness	V	18	Yes	1 Action	100 ft.+10 ft./level	Permanent	Fortitude Negates
School of Necromancy / <i>You call upon the powers of unlife to render the subject blinded or deafened, as you choose (PH206)</i>								
	Blindsight	V,S	18	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / <i>Grants blindsight out to 30 ft. (PGtoFR100)</i>								
	Blindsight	V,S	18	Harmless	1 Action	Touch	1 minute/level	Will Negates
School of Transmutation / <i>Grants blindsight out to 30 ft. (PGtoFR100)</i>								
	Boneblade	V,S,F,Undead	18	-	1 Action	Touch	10 minutes/level	None
School of Necromancy / <i>The caster changes a bone at least 6 inches long into a longsword, short sword, or greatsword (caster's choice). (BoVD86)</i>								
1	Briar Web	V,S,DF	18	No	1 Action	100 ft.+10 ft./level	1 minute/level	Special; See text

	School of Transmutation / <i>This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine. (MOTW85)</i>												
1	Briar Web	V,S,DF	18	No	1 Action	100 ft.+10 ft./level	1 minute/level					Special; See text	
	School of Transmutation / <i>This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine. (MOTW85)</i>												
	Bridge of Sound	V,S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	Concentration +1 round/level					None	
	School of Conjuration / <i>Invisible bridge spans gap of 10 ft./Level (SS63)</i>												
	Brilliant Emanation	Sacrifice	18	Yes	1 Action	100 ft.+10 ft./level	1d4 rounds					Fortitude Partial	
	School of Evocation / <i>Reflective surfaces shed brilliant light that blinds evil creatures (BoED92)</i>												
	Burrow	V,S,F,DF	18	Harmless	1 Action	Touch	1 minute/level					Will Negates	
	School of Transmutation / <i>Subject gains claws & can dig through the earth at a speed of 10 ft. (Supercedes Magic of Faerun version) (Udrk 56)</i>												
	Cacophony	V	18	Yes	1 Action	25 ft.+5 ft./2 levels	3d6 rounds					Fortitude Partial	
	School of Transmutation / <i>Chaotic sounds deafen and daze creatures (splmgc67).</i>												
	Celestial Aspect	V,Sacrifice	18	No	1 Round	Touch	1 minute/level					Special; See text	
	School of Transmutation / <i>Target gains one of four celestial properties (BoED93).</i>												
	Chain of Eyes	V,S	18	Yes	1 Action	Touch	1 hour/level					Will Negates	
	School of Divination / <i>With the creatures will to resist brushed aside, you gaze out from its eyes to see your own satisfied smile (SpC45)</i>												
	Chain of Eyes	V,S	18	Yes	1 Action	Touch	1 hour/level					Will Negates	
	School of Divination / <i>With the creatures will to resist brushed aside, you gaze out from its eyes to see your own satisfied smile (SpC45)</i>												
	Checkmate's Light	V,S,DF	18	No	1 Action	Touch	1 round/level (D)					None	
	School of Evocation / <i>Imbue the touched weapon with an enhancement bonus, weapon glows red and grants a morale bonus on saves vs. fear (SpC46)</i>												
	Circle Dance	V,S	18	-	1 Minute	Personal	Instantaneous					None	
	School of Divination / <i>Indicates direction to known target.(MagFR84)</i>												
	Circle Dance	V,S	18	-	1 Minute	Personal	Instantaneous					None	
	School of Divination / <i>Indicates direction to known target.(MagFR84)</i>												
	Circle of Nausea	V,S,F	18	Yes	1 Action	Personal	1 minute/level					Fortitude Negates	
	School of Evocation / <i>Evil energy bursts in all directions from the spell's origin, filling the area with pain. (BoVD88)</i>												
	Cloak of Bravery	V,S	18	Harmless	1 Action	60 ft.	10 minutes/level					Will Negates	
	School of Abjuration / <i>You and your allies gain a bonus on saves against fear (Drac110).</i>												
	Cloak of Bravery	V,S	18	Harmless	1 Action	60 ft.	10 minutes/level					Will Negates	
	School of Abjuration / <i>You and your allies gain a bonus on saves against fear (Drac110).</i>												
	Close Wounds	V	18	Harmless	1	25 ft.+5 ft./2 levels	Instantaneous					Special; See text	
	School of Conjuration / <i>Speak words of power that cause the injuries to glow golden and begin to heal (SpC48)</i>												
	Clutch of Orcus	V,S	18	Yes	1 Action	100 ft.+10 ft./level	Concentration					Fortitude Negates	
	School of Necromancy / <i>Deals 1d3 damage/round and paralyzes foe with concentration (LM63).</i>												
	Clutch of Orcus	V,S	18	Yes	1 Action	100 ft.+10 ft./level	Concentration					Fortitude Negates	
	School of Necromancy / <i>Deals 1d3 damage/round and paralyzes foe with concentration (LM63).</i>												
	Conjure Ice Beast III	V,S,DF	18	No	1 Round	25 ft.+5 ft./2 levels	1 round/level (D)					None	
	School of Conjuration / <i>Conjures ice creature to fight for you. (Frstbn91)</i>												
	Contagion	V,S	18	Yes	1 Action	Touch	Instantaneous					Fortitude Negates	
	School of Necromancy / <i>The subject contracts a disease (see table), which strikes immediately, with no incubation period (PH213)</i>												
	Continual Flame	V,S,M	18	No	1 Action	Touch	Permanent					None	
	School of Evocation / <i>A magic flame, equal in brightness to a torch, springs forth from an object that you touch (PH213)</i>												
	Control Sand	V,S,DF	18	No	1 Action	400 ft.+40 ft./level	10 minutes/level (D)					Special; See text	
	School of Transmutation / <i>Raise or lower the level of sand (Sand112).</i>												
	Control Snow and Ice	V,S,DF	18	No	1 Action	400 ft.+40 ft./level	10 minutes/level (D)					None	
	School of Transmutation / <i>Raise or lower ice or snow (Frstbn92)</i>												
	Conviction, Legion's	V,S,M	18	Harmless	1 Action	100 ft.+10 ft./level	1 minute/level					Will Negates	
	School of Abjuration / <i>Allies gain +2 or higher save bonus. (MHB34)</i>												
	Conviction, Mass	V,S,M	18	Harmless	1 Action	100 ft.+10 ft./level	10 minutes/level					Will Negates	
	School of Abjuration / <i>Bolster the mental, physical and spiritual strengths of allies in the area (SpC52)</i>												
	Corona of Cold	V,S,DF	18	Yes	1 Action	10 ft.	1 round/level (D)					Fortitude Negates	
	School of Evocation / <i>Surround yourself by a protective aura of cold that also causes damage to others within its radius (SpC52)</i>												
	Create Food and Water	V,S	18	No	10 Minutes	25 ft.+5 ft./2 levels	24 hours; See Text					None	
	School of Conjuration / <i>The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland (PH214)</i>												
	Cure Serious Wounds	V,S	18	Harmless	1 Action	Touch	Instantaneous					Will Half	
	School of Conjuration / <i>Cures 3d8 +1/level damage [max +15] (PH190)</i>												
	Curse of Petty Failing	V,S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level					None	
	School of Necromancy / <i>The subject takes a -2 penalty to on attack rolls and saving throws. (MHB35)</i>												
	Curse of the Brute	V,S	18	Yes	1 Action	Touch	1 round/level					Fortitude Negates	
	School of Transmutation / <i>Up to +1/level Str, Dex, or Con; Int and Cha drop the same amount. (DotF82)</i>												
	Dark Way	V,S,DF	18	No	1 Action	25 ft.+5 ft./2 levels	1 round/level					None	
	School of Illusion / <i>Standing at the edge, a thin black bridge appears that arches across the canyon (SpC58)</i>												
	Darkfire	V,S	18	Yes	1 Action	0 ft.	1 round/level					None	
	School of Evocation / <i>Dark flames appear in your hand. (LoD186)</i>												
	Darkfire	V,S	18	Yes	1 Action	0 ft.	1 round/level					None	
	School of Evocation / <i>Dark flames appear in your hand. (LoD186)</i>												
	Daylight	V,S	18	No	1 Action	Touch	10 minutes/level (D)					None	
	School of Evocation / <i>The object touched sheds light as bright as daylight in a 60-foot radius, and additional dim light beyond that (PH216)</i>												
	Death Lock	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	10 minutes/level					Will Negates	
	School of Necromancy / <i>Target cannot become a ghost and goes to the True Afterlife if killed. (GW51)</i>												
	Deeper Darkness	V,S	18	No	1 Action	Touch	1 day/level (D)					None	
	School of Evocation / <i>Object radiates shadowy illumination in 60-ft. radius (PH191).</i>												
	Defile Snow and Ice	V,S	18	No	1 Action	100 ft.+10 ft./level	1 minute/level					None	
	School of Evocation / <i>Grants undead a +4 turning bonus and cold creatures SR 15 against fire spells. (Frstbn92)</i>												
	Delay Death	V,S,DF	18	Harmless	1	25 ft.+5 ft./2 levels	1 round/level					Will Negates	
	School of Necromancy / <i>The subject of this spell is unable to die from hit point damage (SpC63)</i>												
	Demon Dirge	V,S,DF	18	Yes and No; See Text	1 Action	25 ft.+5 ft./2 levels	Instantaneous (1d4 rounds)					Fortitude Negates or Partial; See text	
	School of Transmutation / <i>Demons are stunned and take 3d6 damage/round for 1d4 rounds (PlanHB97).</i>												
	Detect Metal and Minerals	V,S,M	18	No	1 Action	60 ft.	Concentration					None	
	School of Divination / <i>You can detect large deposits of metal and other minerals, whether worked or unworked. (RoFR189).</i>												
	Devil Blight	V,S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	1d6 rounds; see text					Special; See text	
	School of Transmutation / <i>Cry out the ancient words, and your foe lets out a shriek of agony as it stumbles under the force of the spell (SpC64)</i>												
	Devil Blight	V,S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	1d6 rounds; see text					Special; See text	
	School of Transmutation / <i>Cry out the ancient words, and your foe lets out a shriek of agony as it stumbles under the force of the spell (SpC64)</i>												
	Devil's Eye	V,S	18	-	1 Action	Personal	1 minute/level					None	
	School of Divination / <i>The caster gains the visual acuity of a devil. (BoVD92)</i>												
	Dispel Magic	V,S	18	No	1 Action	100 ft.+10 ft./level	Instantaneous					None	
	School of Abjuration / <i>Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell (PH223)</i>												
	Downdraft	V,S,M	18	Yes	1 Action	400 ft.+40 ft./level	Instantaneous					Reflex partial; see text	
	School of Evocation / <i>Send a turbulent column of air rushing towards the earth (SpC72)</i>												
	Energize Potion	V,S,M	18	Harmless	1 Action	25 ft.+5 ft./2 levels	Instantaneous					Reflex Half	
	School of Transmutation / <i>Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst (BoED 98).</i>												
	Energized Shield	V,S,DF	18	No	1 Action	Touch	1 round/level					None	

Light of Venya	V,S	18	Yes; See Text	1 Action	100 ft.+10 ft./level	10 minutes/level (D)	None
School of Evocation / Invoke the powers of good and you begin to glow with the soft pearly light of fabled Venya (SpC132)							
Locate Node	V,S,DF	18	No	1 Action	1 mile/level	1 minute/level	None
School of Divination / You sense the direction of any earth node within range. (Udrk 59)							
Locate Node	V,S,DF	18	No	1 Action	1 mile/level	1 minute/level	None
School of Divination / You sense the direction of any earth node within range. (Udrk 59)							
Locate Object	V,S,DF	18	No	1 Action	400 ft.+40 ft./level	1 minute/level	None
School of Divination / Senses direction toward object (specific or type) (PH249).							
Love's Pain	V,S,Corrupt	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Evocation / The caster blasts a lance-like projectile of greenish black energy from his hand. (BoVD98)							
Mace of Odo	V,S,DF	18	Yes	1 Action	0 ft.	1 round/level	Special; See text
School of Evocation / Creates a glowing mace that deals 1d6 damage/level and paralysis. (PGtoFR106)							
Magic Circle against Chaos	V,S,M,DF	18	Special	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / As protection spells, but 10-ft. radius and 10 min/level (PH249).							
Magic Circle against Evil	V,S,M,DF	18	Special	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / As protection spells, but 10-ft. radius and 10 min/level (PH249).							
Magic Circle against Good	V,S,M,DF	18	Special	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / As protection spells, but 10-ft. radius and 10 min/level (PH250).							
Magic Circle against Law	None	18	Special	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / As protection spells, but 10-ft. radius and 10 min/level (PH250).							
Magic Vestment	V,S,DF	18	Harmless/Obj	1 Action	Touch	1 hour/level	Will Negates
School of Transmutation / Armor or shield gains +1 enhancement per four levels. (PH251).							
Mantle of Chaos	V,S,M,DF	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / You gain SR 12 + caster level against spells opposite alignment descriptor (PlanHB100).							
Mantle of Chaos	V,S,M,DF	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / You gain SR 12 + caster level against spells opposite alignment descriptor (PlanHB100).							
Mantle of Evil	V,S	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / Gain spell resistance against spells with the Good descriptor (SpC137)							
Mantle of Evil	V,S	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / Gain spell resistance against spells with the Good descriptor (SpC137)							
Mantle of Good	V,S	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / Gain spell resistance against spells with the Evil descriptor (SpC137)							
Mantle of Good	V,S	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / Gain spell resistance against spells with the Evil descriptor (SpC137)							
Mantle of Law	V,S	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / Gain spell resistance against spells with the Chaos descriptor (SpC138)							
Mantle of Law	V,S	18	Yes	1 Action	Personal	10 minutes/level (D)	None
School of Abjuration / Gain spell resistance against spells with the Chaos descriptor (SpC138)							
Masochism	V,S,M	18	-	1 Action	Personal	1 round/level	None
School of Enchantment / For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks. (BoVD99)							
Mass Resist Elements	V,S,DF	18	Yes	1 Action	Touch	1 minute/level	None
School of Abjuration / All affected ignore first 12 damage from one energy type each round (T&B93)							
Meld into Ice	V,S,DF	18	-	1 Action	Personal	10 minutes/level	None
School of Transmutation / You and your gear merge with ice (Firstbn102)							
Meld into Stone	V,S,DF	18	-	1 Action	Personal	10 minutes/level	None
School of Transmutation / You and your gear merge with stone (PH252).							
Misrepresent Alignment	V,S,F,DF	18	Object	1 Action	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates
School of Illusion / Conceal the alignment of an object or creature from all forms of divination, rendering a misleading result (RoE188)							
Mold Touch	V,S,DF	18	No	1 Action	Touch	Instantaneous	None
School of Conjunction / Creates 5-ft. patch of brown mold. (PGtoFR106)							
Moon Blade	V,S,M,DF	18	Yes	1 Action	0 ft.	1 minute/level	None
School of Evocation / Attacks with melee touch attacks, doing 1d8 points damage +1 per 2 caster levels. 2d8 +1 per caster lvl against undead.							
Mystic Lash	V,S,DF	18	Yes	1 Action	15 ft.	1 round/level	Fortitude Partial
School of Evocation / Creates energy whip that deals 1d6/three levels electricity damage. (PGtoFR106)							
Nauseating Breath	V,S,M	18	No	1 Action	30 ft.	Instantaneous	Fortitude Negates
School of Conjunction / Breathe out a cone of nauseating vapors (SpC146)							
Necrotic Bloat	V,S,F	18	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Necromancy / Encysted subject takes 1d6 damage/level (LM67).							
Necrotic Claws	V,S,M	18	No	1 Action	Personal	2d6 rounds plus 1 round/level	None
School of Necromancy / Your hands are transformed into claws (splmgc79).							
Obscure Object	V,S,M,DF	18	Object	1 Action	Touch	8 hours (D)	Will Negates
School of Abjuration / Masks object against divination (PH258).							
Path of the Exalted	V,Abstinence	18	-	1 Action	Personal	Special; See Text	None
School of Divination / Caster receives divine guidance from a higher power (BoED 103).							
Phantom Plow	V,S,M	18	No	0 Action	Special; See Text	Permanent	Special; See text
School of Evocation / You turn aside raw earth in a furrow in a straight line (LoD187)							
Phieran's Resolve	V,S,DF	18	Harmless	1 Action	20 ft.	1 minute/level	Will Negates
School of Abjuration / +4 sacred bonus on saves against spells with the evil descriptor (BoED 103).							
Plague Carrier	V,S	18	Yes	1 Action	Touch	Special; See Text	Fortitude Negates
School of Necromancy / Infects subject with chosen disease after an incubation period during which it can spread. (RoFR190)							
Positive Energy Protection	V,S	18	No	1 Action	Touch	1 round/level	Will Negates
School of Abjuration / Touched creature gain partial protection from the from the effects of positive energy. (BBS46)							
Possess Animal	V,S,M	18	Yes	1 Round	25 ft.+5 ft./2 levels	1 round/level (D)	Will Negates
School of Necromancy / You possess a normal animal. (PGtoFR108).							
Prayer	V,S,DF	18	Yes	1 Action	40 ft.	1 round/level	None
School of Enchantment / Allies gain +1 on most rolls, and enemies suffer -1 (PH264).							
Protection from Dessication	V,S,DF	18	Harmless	1 Action	Touch	10 minutes/level or until discharged	Fortitude Negates
School of Abjuration / Absorb 10 points/level of dessication damage (Sand119).							
Protection from Energy	V,S,DF	18	Harmless	1 Action	Touch	10 minutes/level (D)	Fortitude Negates
School of Abjuration / Immune to damage from one kind of energy (PH266).							
Protection from Negative Energy	V,S	18	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / Guard subject from the effects of negative energy (SpC163)							
Protection from Positive Energy	V,S	18	Harmless	1 Action	Touch	10 minutes/level	Will Negates
School of Abjuration / Ignore 10 points of positive energy damage per attack (PlanHB104).							
Red Fester	V,S,Corrupt	18	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
School of Necromancy / The subject's skin turns red and blisters. (BoVD102)							
Redirect Spell	V,S,DF	18	Yes	1 Action	100 ft.+10 ft./level	1 round/level (D)	Will Negates
School of Abjuration / You create a magical connection between you and an ally such that any spells targeting the ally get you instead (ShS48)							
Refreshment	V,S	18	Harmless	1 Action	20 ft.	Instantaneous	Will Negates
School of Conjunction / Cures creatures of all nonlethal damage. (BoED105).							
Regenerate Moderate Wounds	V,S	18	Harmless	1 Action	Touch	10 rounds + 1 round/level	Will Negates
School of Conjunction / With a touch of your hand, you boost the subject's life energy, granting them the fast healing ability. (MOTW93)							
Rejuvenative Corpse	V,S,DF	18	Object	1 Action	Touch	24 hours or until discharged; see text	Will Negates
School of Necromancy / Charge a dead body with negative energy enabling undead who dine on it to heal wounds (SpC172)							
Remedy Moderate Wounds	V,S	18	Harmless	1 Action	Touch	10 Rounds +1/2 levels.	Will Negates
School of Conjunction / Target gains fast healing 2 for 10 rounds +1 round / 2 levels.(MagFR113)							
Remove Blindness/Deafness	V,S	18	Harmless	1 Action	Touch	Instantaneous	Fortitude Negates
School of Conjunction / Cures normal or magical conditions (PH270).							
Remove Curse	V,S	18	Harmless	1 Action	Touch	Instantaneous	Will Negates
School of Abjuration / Frees object or person from curse (PH270).							
Remove Disease	V,S	18	Harmless	1 Action	Touch	Instantaneous	Will Negates

	Touch of Juiblex	V,S,Corrupt	18	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
	School of Transmutation / <i>The subject turns into green slime over the course of 4 rounds. (BoVD107)</i>							
	Tremor	V,S,DF	18	No	1 Action	100 ft.+10 ft./level	1 round/3 levels	See text
	School of Evocation / <i>Detritus and loose debris rattle with the small quake, and creatures caught in the area stumble and fall (SpC223)</i>							
	Trove Sacrifice	V,S	18	No	1 Action	Personal	1 round/level (D)	None
	School of Abjuration / <i>Allow trove to be destroyed to protect self (splmgc85).</i>							
	Understand Device	V,S	18	-	1 Action	25 ft.+5 ft./2 levels	1 minute/level	None
	School of Divination / <i>Grants an insight bonus equal to caster level on Disable Device and Open Lock checks. (PGtoFR117)</i>							
	Unholy Storm	V,S,M/DF	18	No	1 Action	Personal	1 round/level (D)	None
	School of Conjunction / <i>Evil-aligned rain falls in 20-ft. radius (PlanHB106).</i>							
	Unholy Storm	V,S,M/DF	18	No	1 Action	Personal	1 round/level (D)	None
	School of Conjunction / <i>Evil-aligned rain falls in 20-ft. radius (PlanHB106).</i>							
	Unliving Weapon	V,S,M	18	Yes	1 Round	Touch	1 hour/level	Will Negates
	School of Necromancy / <i>This spell causes an undead creature to explode in a burst of powerful energy. (BoVD108)</i>							
	Venomfire	V,M	18	Harmless	1 Action	Touch	1 hour/level	Fortitude Negates
	School of Transmutation / <i>You cause the subject's venom to become caustic, dealing an additional 1d6/caster level acid damage (WotC-SK158).</i>							
	Vigor	V,S	18	Harmless	1 Action	Touch	10 rounds + 1 round/level	Will Negates
	School of Conjunction / <i>Subject gains fast healing 2; automatically healing 1 hit point per round until the spell ends - Max 25 rounds (SpC229)</i>							
	Vigor	V,S	18	Harmless	1 Action	Touch	10 rounds + 1 round/level	Will Negates
	School of Conjunction / <i>Subject gains fast healing 2; automatically healing 1 hit point per round until the spell ends - Max 25 rounds (SpC229)</i>							
1	Vigor, Mass Lesser	V,S	18	Harmless	1 Action	20 ft.	10 rounds + 1 round/level	Will Negates
	School of Conjunction / <i>Multiple subjects gain fast healing 1; automatically healing 1 hit point per round until the spell ends -Max 25 (SpC229)</i>							
1	Vigor, Mass Lesser	V,S	18	Harmless	1 Action	20 ft.	10 rounds + 1 round/level	Will Negates
	School of Conjunction / <i>Multiple subjects gain fast healing 1; automatically healing 1 hit point per round until the spell ends -Max 25 (SpC229)</i>							
	Vile Lance	V,S,M/DF	18	-	1 Action	Touch	10 minutes/level	None
	School of Evocation / <i>Creates a weapon of blackness that the caster (and only the caster) can wield with proficiency. (BoVD108)</i>							
	Visage of the Deity, Lesser	V,S,DF	18	-	1 Action	Personal	1 round/level	None
	School of Transmutation / <i>Feel the hand of your deity upon you; your appearance reflects her divine power; her touch grants resistances (SpC231)</i>							
	Visage of the Deity, Lesser [Evil]	V,S,DF	18	-	1 Action	Personal	1 round/level	None
	School of Transmutation / <i>Body changes to be more like your deity (CD187)</i>							
	Visage of the Deity, Lesser [Good]	V,S,DF	18	-	1 Action	Personal	1 round/level	None
	School of Transmutation / <i>Body changes to be more like your deity (CD187)</i>							
	Wall of Light	V,S,M	18	Yes; See Text	1 Action	25 ft.+5 ft./2 levels	1 minute/level (D)	None
	School of Evocation / <i>A wall of pure light springs into being (SpC234)</i>							
	Water Breathing	V,S,M/DF	18	Harmless	1 Action	Touch	Special; See Text	Will Negates
	School of Transmutation / <i>Subjects can breathe underwater (PH300).</i>							
	Water Walk	V,S,DF	18	Harmless	1 Action	Touch	10 minutes/level (D)	Will Negates
	School of Transmutation / <i>Subject treads on water as if solid (PH300).</i>							
	Weapon of Energy	V,S,DF	18	Harmless/Obj	1 Round	Personal	1 round/level	Fortitude Negates
	School of Transmutation / <i>Weapon deals extra energy damage (SS72)</i>							
	Weapon of Impact	V,S	18	Harmless	1 Action	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates
	School of Transmutation / <i>As keen edge, but aids blunt weapons.(MagFR134)</i>							
	Weapon of Impact	V,S	18	Harmless	1 Action	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates
	School of Transmutation / <i>As keen edge, but aids blunt weapons.(MagFR134)</i>							
	Weapon of the Deity	V,DF	18	Harmless/Obj	1 Action	0 ft.	1 round/level	None
	School of Transmutation / <i>Must use your deity's favored weapon to cast this spell (CD188)</i>							
	Wind Wall	V,S,M/DF	18	Yes	1 Action	100 ft.+10 ft./level	1 round/level	Special; See text
	School of Evocation / <i>Deflects arrows, smaller creatures, and gases (PH302).</i>							
	Wrack	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	Fortitude Negates
	School of Necromancy / <i>The subject is wracked with such pain that he doubles over and collapses. (BoVD110)</i>							
	Zone of Respite	V,S,M	18	No	2 Rounds	100 ft.+10 ft./level	10 minutes/level	None
	School of Abjuration / <i>You create a region that is temporarily proof against interplanar intrusion. (MotP40).</i>							
	Zone of Revelation	V,S,M/DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	None
	School of Divination / <i>All creatures and objects within the Zone of Revelation are made visible, including those in coexistent planes. (MotP40)</i>							

4th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Absorb Strength	V,S,F,Corrupt	19	-	1 Action	Personal	10 minutes/level	None
	School of Necromancy / <i>The caster eats at least a portion of the flesh of another creature's corpse gaining part of their strength (BoVD84)</i>							
	Abyssal Might	V,S,M,Demon	19	-	1 Action	Personal	10 minutes/level	None
	School of Conjunction / <i>The caster summons evil energy from the Abyss and imbues himself with its might. (BoVD84)</i>							
	Aerial Summoning Dance	V,S,DF	19	No	3 Rounds	25 ft.+5 ft./2 levels	1 round/level	None
	School of Conjunction / <i>As Summon Monster VI, except this spell requires a special dance by the caster and 4 others. (RoFR189)</i>							
	Aid, Legion's	V,S,DF	19	Harmless	1 Action	Touch	1 minute/level	None
	School of Enchantment / <i>+1 morale bonus on attacks and saves against fear, 1d8 +1/caster level temporary hit points. (MHB33)</i>							
	Air Walk	V,S,DF	19	Harmless	1 Action	Touch	10 minutes/level	None
	School of Transmutation / <i>Subject treads on air as if solid, and can climb at up to a 45-degree angle, at half speed (PH196)</i>							
	Align Weapon, Legion's	V,S,DF	19	Harmless/Obj	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates
	School of Transmutation / <i>Align weapon makes each allies weapon good-, evil-, lawful- or chaotic-aligned as you choose. (MHB33)</i>							
	Animate Legion	V,S,M	19	No	1 Action	25 ft.+5 ft./2 levels	1 round/level	None
	School of Necromancy / <i>Creates skeletons and zombies (HoB124)</i>							
	Antidragon Aura	V,S,M,DF	19	Harmless	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
	School of Abjuration / <i>Allies gain bonus to AC and saves against Dragons (Drac109).</i>							
	Armor of Deflection	V,S	19	Harmless	1 Action	Touch	1 minute/level	Will negates
	School of Abjuration / <i>The subject gains damage reduction and deflection AC bonus (splmgc64).</i>							
	Assay Resistance	V,S	19	-	1 Swift	Personal	1 round/level	None
	School of Divination / <i>+10 bonus on caster level checks to defeat one creature's spell resistance. (CA98)</i>							
	Assay Spell Resistance	V,S	19	-	1 Swift	Personal	1 round/level	None
	School of Divination / <i>This spell gives +10 bonus to overcome spell resistance of a specific creature (SpC17)</i>							
	Astral Hospice	V,S,M	19	No	1 Action	25 ft.+5 ft./2 levels	24 hours/level	None
	School of Conjunction / <i>Can only be cast on the Astral Plane; it opens a portal to demiplane of natural healing (SpC17)</i>							
	Astral Hospice	V,S,M	19	No	1 Action	25 ft.+5 ft./2 levels	24 hours/level	None
	School of Conjunction / <i>Can only be cast on the Astral Plane; it opens a portal to demiplane of natural healing (SpC17)</i>							
	Balor Nimbus	V,S,M/DF	19	-	1 Action	Personal	1 round/level	None
	School of Transmutation / <i>Flames created by this spell do not harm you but do damage to anyone you are grappling with (SpC24)</i>							
	Battlefield Illumination	V,S	19	No	1 Round	400 ft.+40 ft./level	10 minutes/level (D)	None
	School of Evocation / <i>Improve light in 80-ft.-radius cylinder (HoB125).</i>							
	Beast Claws	V,S,M	19	No	1 Action	Personal	1 round/level	None
	School of Transmutation / <i>These claws act as slashing melee weapons inflicting 1d6 damage plus any magical or normal bonuses (Str) crit 19-20 (CD1)</i>							
	Blindsight, Greater	V,S	19	Harmless	1 Action	Touch	1 minute/level	Will Negates
	School of Transmutation / <i>Grant the blindsight ability out to 60 feet (SpC32)</i>							
	Blood of the Martyr	V,S	19	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
	School of Necromancy / <i>You heal a target at range and take a like amount of damage (BoED92).</i>							
	Briartangle	V,S,DF	19	No	1 Action	400 ft.+40 ft./level	1 minute/level	Reflex Partial
	School of Transmutation / <i>As entangle, except that targets take 1d8 damage +1/two levels each round. (PGtoFR100)</i>							
	Castigate	V	19	Yes	1 Action	10 ft.	Instantaneous	Fortitude Half
	School of Evocation / <i>Rebuke your foes with the magic of your sacred words (SpC44)</i>							
	Castigate	V	19	Yes	1 Action	10 ft.	Instantaneous	Fortitude Half
	School of Evocation / <i>Rebuke your foes with the magic of your sacred words (SpC44)</i>							
	Celestial Brilliance	V,S	19	No	1 Action	Touch	1 day/level (D)	None
	School of Evocation / <i>Object sheds brilliant light to 120 feet, hurts undead and evil outsiders (BoED94).</i>							
	Claws of the Savage	V,S	19	-	1 Action	Touch	10 minutes/level	None
	School of Transmutation / <i>The caster grants one creature two long claws that replace it's appropriate appendage. (BoVD88)</i>							
	Conjure Ice Beast IV	V,S,DF	19	No	1 Round	25 ft.+5 ft./2 levels	1 round/level (D)	None
	School of Conjunction / <i>Conjures ice creature to fight for you. (Frstbn91)</i>							
	Consumptive Field	V,S	19	Yes	1 Action	30 ft.	1 round/level	Will Negates

School of Conjunction / <i>The caster summons evil energy from the nine hells and bathes himself in its power. (BoVD97)</i>									
Holy Transformation, Lesser	V,S,DF	19	-	1 Action	Personal	1 round/level (D)			None
School of Transmutation / <i>You feel a closeness to your deity as well as a noticeable increase in physical girth and power (SpC116)</i>									
Hypothermia	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous			Fortitude Partial
School of Evocation / <i>Subject falls to her knees, face pale and a bluish cast to her lips and fingers (SpC118)</i>									
Identify Transgressor	V,S,Drug,Location	19	-	10 Minutes	Personal	Instantaneous			None
School of Divination / <i>The caster is able to divine the answer to a single question. (BoVD97)</i>									
Imbue with Spell Ability	V,S,DF	19	Harmless	10 Minutes	Touch	Permanent until discharged (D)			Special; See text
School of Evocation / <i>Transfer spells to subject (PH243).</i>									
Infernal Transformation, Lesser	V,S,DF	19	-	1 Action	Personal	1 round/level (D)			None
School of Transmutation / <i>Utter evil imbues you with unholy power - Bearded Devil (SpC122)</i>									
Infernal Wounds	V,S	19	No	1 Action	Touch	1 round/level			None
School of Transmutation / <i>Weapon inflicts persistent, bleeding wounds (PlanHB99).</i>									
Inflict Critical Wounds	V,S	19	Yes	1 Action	Touch	Instantaneous			Will Half
School of Necromancy / <i>Touch attack, 4d8 +1/level damage (max +20) (PH244).</i>									
Iron Bones	V,S,F	19	Harmless	1 Action	Touch	10 minutes/level			Will Negates
School of Transmutation / <i>Undead subjects skeleton turns to iron (SpC125)</i>									
Iron Bones	V,S,F	19	Harmless	1 Action	Touch	10 minutes/level			Will Negates
School of Transmutation / <i>Undead subjects skeleton turns to iron (SpC125)</i>									
Know Vulnerabilities	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous			Will Negates
School of Divination / <i>Determine targets vulnerabilities and resistances.(MagFR104)</i>									
Life Ward	V,S,DF	19	Yes	1 Action	Touch	1 minute/level			Will Negates
School of Abjuration / <i>Surround the creature in crawling shadows, a cloak of negative energy that protects it (SpC131)</i>									
Lower Spell Resistance	V,S	19	No	1 Round	25 ft.+5 ft./2 levels	1 minute/level			Special; See text
School of Transmutation / <i>Subject`s spell resistance is reduced (Drac114).</i>									
Luminous Armor, Greater	Sacrifice	19	Harmless	1 Action	Touch	1 hour/level (D)			None
School of Abjuration / <i>Light around target grants +8 armor bonus, dispels magical darkness, and gives a -4 penalty on opponent`s melee attacks.</i>									
Magical Weapon, Greater	V,S,M,DF	19	Harmless/Obj	1 Action	25 ft.+5 ft./2 levels	1 hour/level			Will Negates
School of Transmutation / <i>+1 bonus/three levels (max +5) (PH251).</i>									
Make Manifest	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level			Will Negates
School of Abjuration / <i>Forces one creature on a coterminous or coexistent plane to manifest on your plane of existence. (MotP36).</i>									
Make Manifest	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level			Will Negates
School of Abjuration / <i>Forces one creature on a coterminous or coexistent plane to manifest on your plane of existence. (MotP36).</i>									
Manifest Desire	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	Concentration +3 rounds			Will Disbelief (if interacted with)
School of Illusion / <i>Target`s greatest desire appears before her (HH130).</i>									
Manifest Nightmare	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	Concentration +3 rounds			Will partial or disbelief (if interacted with)
School of Illusion / <i>Target`s greatest fear appears before him, making him shaken or panicked (HH130).</i>									
Moon Bolt	V,S	19	Yes	1 Action	400 ft.+40 ft./level	Instantaneous			Fortitude half (living) or Will negates (undead)
School of Evocation / <i>Strike unerringly against any living or undead creature in range (SpC143)</i>									
Nchaser`s Glowing Orb	V,S,F	19	No	1 Action	Touch	Permanent			None
School of Evocation / <i>Creates permanent magical light; you control brightness. (PGtoFR107)</i>									
Necrotic Domination	V,S,DF	19	Yes	1 Round	25 ft.+5 ft./2 levels	1 day/level			Will Negates
School of Necromancy / <i>Completely control encysted subject (LM68).</i>									
Negative Energy Aura	V,S	19	-	1 Action	Personal	1 round/level			None
School of Necromancy / <i>An aura of black crackling negative energy surrounds you (SpC146)</i>									
Negative Energy Aura	V,S	19	-	1 Action	Personal	1 round/level			None
School of Necromancy / <i>An aura of black crackling negative energy surrounds you (SpC146)</i>									
Neutralize Poison	V,S,M,DF	19	Harmless/Obj	1 Action	Touch	10 minutes/level			Will Negates
School of Conjunction / <i>Detoxifies venom in or on subject (PH257).</i>									
Night`s Mantle	V,S	19	No	1 Action	Personal	10 minutes/level (D)			None
School of Abjuration / <i>You imbue a creature with an invisible shield that protects it from all effects of sunlight (LoD187)</i>									
Open Chakra, Least	V,S	19	Harmless	1 Action	Touch	24 hours			Will Negates
School of Transmutation / <i>Allow target to bind to its crown, feet, or hands chakra.</i>									
Pact of Martyrdom	V,S	19	Harmless	1 Action	100 ft.+10 ft./level	Instantaneous			None
School of Necromancy / <i>You exchange hit point totals with the target. (PGtoFR108)</i>									
Panacea	V,S	19	Harmless	1 Action	Touch	Instantaneous			Special; See text
School of Conjunction / <i>Removes most afflictions. (MHB37)</i>									
Panacea	V,S	19	Harmless	1 Action	Touch	Instantaneous			Special; See text
School of Conjunction / <i>Removes most afflictions. (MHB37)</i>									
Planar Ally, Lesser	V,S,DF,XP	19	No	10 Minutes	25 ft.+5 ft./2 levels	Instantaneous			None
School of Conjunction / <i>Exchange services with a 6 HD outsider (PH261).</i>									
Planar Exchange, Lesser	V,S,DF	19	-	1 Round	0 ft.	1 round/level (D)			None
School of Conjunction / <i>Transport yourself to the planar creatures plane and it goes to where you were (SpC159)</i>									
Planar Exchange, Lesser	V,S,DF	19	-	1 Round	0 ft.	1 round/level (D)			None
School of Conjunction / <i>Transport yourself to the planar creatures plane and it goes to where you were (SpC159)</i>									
Planar Tolerance	V	19	Harmless	1 Action	20 ft.	1 hour/level			None
School of Abjuration / <i>Provides long-term protection against overtly damaging planar traits (PlanHB94)</i>									
Planar Tolerance	V	19	Harmless	1 Action	20 ft.	1 hour/level			None
School of Abjuration / <i>Provides long-term protection against overtly damaging planar traits (PlanHB94)</i>									
Poison	V,S,DF	19	Yes	1 Action	Touch	Instantaneous; See Text			Special; See text
School of Necromancy / <i>Touch inflicts 1d10 Con damage, repeats in 1 min (PH262).</i>									
Positive Energy Aura	V,S	19	No	1 Action	Personal	1 round/level			None
School of Conjunction / <i>10-ft. radius surrounding you heals 2 points of damage/round (PlanHB103).</i>									
Positive Energy Aura	V,S	19	No	1 Action	Personal	1 round/level			None
School of Conjunction / <i>10-ft. radius surrounding you heals 2 points of damage/round (PlanHB103).</i>									
Pronouncement of Fate	V,S	19	Special	1 Action	25 ft.+5 ft./2 levels	1 round/level			Will negates or Will partial; see text
School of Necromancy / <i>Imposes a -4 penalty on an offender`s attacks, damage, saves and checks; target loses actions (HH132).</i>									
Proper State	V,S,DF	19	No	1 Round	25 ft.+5 ft./2 levels	Instantaneous			None
School of Necromancy / <i>Transforms willing incorporeal undead into a ghost. (GW56)</i>									
Psychic Poison	V,S,M,DF	19	-	10 Minutes	25 ft.+5 ft./2 levels	1 hour/level			None
School of Abjuration / <i>The caster taints an area, creature, or object. (BoVD101)</i>									
Raise Ghost	V,S,M,DF	19	Harmless	1 Minute	Touch	Instantaneous			Special; See text
School of Conjunction / <i>Restores dead person or ghost as a ghost. (GW57)</i>									
Recitation	V,S,DF	19	Yes	1 Action	60 ft.	1 round/level			None
School of Conjunction / <i>Allies gain +2 or +3 on attacks & saves, enemies suffer -2. (DotF89)</i>									
Recitation	V,S,DF	19	Yes	1 Action	60 ft.	1 round/level			None
School of Conjunction / <i>Allies gain +2 or +3 on attacks & saves, enemies suffer -2. (DotF89)</i>									
Recitation	V,S,DF	19	Yes	1 Action	60 ft.	1 round/level			None
School of Conjunction / <i>Allies gain +2 or +3 on attacks & saves, enemies suffer -2. (DotF89)</i>									
Remove Fatigue	S	19	Harmless	10 Minutes	Touch	Instantaneous			Fortitude Negates
School of Transmutation / <i>Removes affects of fatigue as 8 hours of rest (BoED 105).</i>									
Repel Vermin	V,S,DF	19	Yes	1 Action	10 ft.	10 minutes/level (D)			Special; See text
School of Abjuration / <i>Insects stay 10 ft. away (PH271).</i>									
Resistance, Greater	V,S,DF	19	Harmless	1 Action	Touch	24 hours			Will Negates

	School of Abjuration / <i>A feeling of peace and watchful guardianship fills your being (SpC174)</i>										
Restoration	V,S	19	Harmless	3 Rounds	Touch		Instantaneous			Will Negates	
	School of Conjunction / <i>Restores level and ability score drains (PH272).</i>										
Resurgence, Mass	V,S,DF	19	Harmless	1 Action	25 ft.+5 ft./2 levels		Instantaneous			Will Negates	
	School of Abjuration / <i>Convince a higher power to grant a group pf allies another chance (SpC175)</i>										
Reverence	V,S,DF	19	Harmless	1 Action	Touch		1 minute/level			Special; See text	
	School of Conjunction / <i>You touch a recently slain ally and temporarily restore her to life so she may continue to fight. (CD178)</i>										
Reverence	V,S,DF	19	Harmless	1 Action	Touch		1 minute/level			Special; See text	
	School of Conjunction / <i>You touch a recently slain ally and temporarily restore her to life so she may continue to fight. (CD178)</i>										
Sending	V,S,M/DF	19	No	10 Minutes	Special;	See Text		Special; See Text		None	
	School of Evocation / <i>Delivers short message anywhere, instantly (PH275).</i>										
Shadowblast	V,S,M	19	Yes	1 Action	400 ft.+40 ft./level		Instantaneous			Fortitude Negates	
	School of Evocation / <i>Disperse portals to the Plane of Shadow and stun creatures that fear the light (SpC186)</i>										
Shadowblast	V,S,M	19	Yes	1 Action	400 ft.+40 ft./level		Instantaneous			Fortitude Negates	
	School of Evocation / <i>Disperse portals to the Plane of Shadow and stun creatures that fear the light (SpC186)</i>										
Shape Metal	V,S,M/DF	19	No	1 Action	Touch		Instantaneous			Fortitude Negates	
	School of Transmutation / <i>Sculpts metal into any shape (RoFR191).</i>										
Sheltered Vitality	V,S,DF	19	Harmless	1 Action	Touch		1 minute/level			Fortitude Negates	
	School of Abjuration / <i>Subject gains immunity to fatigue, exhaustion, ability damage and ability drain (SpC188)</i>										
Shield of Faith, Legion`s	V,S,M	19	Object	1 Action	100 ft.+10 ft./level		Instantaneous			Special; See text	
	School of Universal / <i>Allies gain +2 or higher AC bonus. (EBCS115)</i>										
Shield of Faith, Legion`s (MHB)	V,S,M	19	Harmless	1 Action	100 ft.+10 ft./level		1 minute/level			Will Negates	
	School of Abjuration / <i>Allies gain +3 or higher deflection bonus to AC. (MHB39)</i>										
Shield of Faith, Mass	V,S,M	19	Harmless	1 Action	25 ft.+5 ft./2 levels		1 minute/level			Will Negates	
	School of Abjuration / <i>Grants AC bonus for multiple targets (SpC188)</i>										
Skull of Secrets	V,S	19	No	1 Round	25 ft.+5 ft./2 levels		Permanent until discharged			Special; See text	
	School of Illusion / <i>Creates an illusory flaming skull that speaks a message and spits a tongue of flame for 1d8/two levels. (PGtoFR111)</i>										
Sound Lance	V,S	19	Yes	1 Action	100 ft.+10 ft./level		Instantaneous			Fortitude Half	
	School of Evocation / <i>Unleash a shrill, piercing cry at your target, sending a translucent lance hurtling through the air (SpC196)</i>										
Spell Immunity	V,S,DF	19	Harmless	1 Action	Touch		10 minutes/level			Will Negates	
	School of Abjuration / <i>Subject is immune to one spell/four levels (PH282).</i>										
Spell Vulnerability	V,S	19	No	1 Round	25 ft.+5 ft./2 levels		1 minute/level			Special; See text	
	School of Transmutation / <i>Reduce target creature`s spell resistance by 1 per caster level (max reduction 15) (PlanHB104).</i>										
Spell Vulnerability	V,S	19	No	1 Round	25 ft.+5 ft./2 levels		1 minute/level			Special; See text	
	School of Transmutation / <i>Reduce target creature`s spell resistance by 1 per caster level (max reduction 15) (PlanHB104).</i>										
Stars of Arvandar	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels		1 minute/level (D)			None	
	School of Evocation / <i>Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 damage (all lethal) to evil creatures (BoED108).</i>										
Stone Metamorphosis	V,S,M,DF	19	No	1 Action	Touch		Instantaneous			None	
	School of Transmutation / <i>You can change a type of rock into another type of rock (Udrc 61)</i>										
Stop Heart	S,Drug	19	Yes	1 Action	Touch		Instantaneous			Fortitude Negates	
	School of Necromancy / <i>Channeling hatred and spite, the caster calls upon dark power to give the subject a massive heart attack. (BoVD106)</i>										
Strength of the Beast	V,F	19	-	1 Action	Personal		1 round/level			None	
	School of Transmutation / <i>You gain the benefits of your lycanthropic animal form while in human form. (PGtoFR114)</i>										
Summon Bearded Devil	V,S,DF	19	No	1 Round	25 ft.+5 ft./2 levels		Concentration (max of 1 round/level) plus 1 round			None	
	School of Conjunction / <i>Summon a bearded devil to follow your commands (PlanHB105).</i>										
Summon Hound Archon	V,S,DF	19	No	1 Round	25 ft.+5 ft./2 levels		Concentration, up to 1 round/level + 1 round			None	
	School of Conjunction / <i>A brilliant beam stabs from the heavens above, out of the beam strides a dog-headed humanoid with a greatsword (SpC214)</i>										
Summon Hound Archon	V,S,DF	19	No	1 Round	25 ft.+5 ft./2 levels		Concentration, up to 1 round/level + 1 round			None	
	School of Conjunction / <i>A brilliant beam stabs from the heavens above, out of the beam strides a dog-headed humanoid with a greatsword (SpC214)</i>										
Summon Monster IV	V,S,F/DF	19	No	1 Round	25 ft.+5 ft./2 levels		1 round/level (D)			None	
	School of Conjunction / <i>Calls outsider to fight for you (PH286).</i>										
Summon Undead IV	V,S,F/DF	19	No	1 Round	25 ft.+5 ft./2 levels		1 round/level			None	
	School of Conjunction / <i>The undead you summon appear in a burst of smoke and fog (SpC215)</i>										
Summon Undead IV	V,S,F/DF	19	No	1 Round	25 ft.+5 ft./2 levels		1 round/level			None	
	School of Conjunction / <i>The undead you summon appear in a burst of smoke and fog (SpC215)</i>										
Summon Undead IV	V,S,F/DF	19	No	1 Round	25 ft.+5 ft./2 levels		1 round/level			None	
	School of Conjunction / <i>The undead you summon appear in a burst of smoke and fog (SpC215)</i>										
Sunmantle	S,Sacrifice	19	Yes	1 Action	Touch		1 round/level			None	
	School of Abjuration / <i>Illuminates as a daylight spell; target gains DR 5/-; lashes foe for 5 damage each time target takes damage (BoED109).</i>										
Sustain	V,S,M	19	Harmless	1 Round	Touch		6 hours/level			None	
	School of Transmutation / <i>Recipients need no food or drink for 6 hours/level (BoED109).</i>										
Sword and Hammer	V,S,DF	19	Yes	1 Action	100 ft.+10 ft./level		1 round/level (D)			None	
	School of Evocation / <i>As spiritual weapon but creates a longsword and warhammer of force. (PGtoFR115)</i>										
Sword of Conscience	V,DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		Instantaneous; See Text			Will Negates	
	School of Enchantment / <i>Evil creature confesses crimes, takes wisdom damage (BoED109).</i>										
Thorn Spray	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels		Instantaneous			Fortitude Partial	
	School of Transmutation / <i>Your ranged attack deals 1d6 damage/level (max 20d6), divided among multiple targets. (PGtoFR115)</i>										
Tongues	V,M/DF	19	No	1 Action	Touch		10 minutes/level			Will Negates	
	School of Divination / <i>Speak any language (PH294).</i>										
Undead Bane Weapon	V,S,DF	19	Harmless/Obj	1 Action	Touch		1 minute/level			None	
	School of Transmutation / <i>Weapon gains the bane property and is aligned good. (PGtoFR117)</i>										
Undead Bane Weapon	V,S,DF	19	Harmless/Obj	1 Action	Touch		1 minute/level			None	
	School of Transmutation / <i>Weapon gains the bane property and is aligned good. (PGtoFR117)</i>										
Unfailing Endurance	V,S	19	Yes	1 Round	Touch		1 day/level			None	
	School of Transmutation / <i>+4 bonus against weakness or fatigue, endurance bonus. (DotF91)</i>										
Unshape Soulmeld	V,S	19	No	1 Action	100 ft.+10 ft./level		1 round/level			None	
	School of Abjuration / <i>One of targets soulmelds is destroyed.</i>										
Valiant Spirit	V,S(E)	19	Harmless	1 Action	Touch		1 hour/level or until discharged			Will Negates	
	School of Divination / <i>Spirit grants +2 (+1/essentia) attack, damage, Fortitude saves, and strength checks.</i>										
Wall of Chaos	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			Will Negates	
	School of Abjuration / <i>As magic circle against law, except as a one-sided wall. (MagFR131)</i>										
Wall of Chaos	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			Will Negates	
	School of Abjuration / <i>As magic circle against law, except as a one-sided wall. (MagFR131)</i>										
Wall of Evil	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			See text	
	School of Abjuration / <i>Create an immobile barrier that inhibits Good creatures (SpC233)</i>										
Wall of Evil	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			See text	
	School of Abjuration / <i>Create an immobile barrier that inhibits Good creatures (SpC233)</i>										
Wall of Good	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			Will Negates	
	School of Abjuration / <i>As magic circle against Evil, except as a one-sided wall. (MagFR131)</i>										
Wall of Good	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			Will Negates	
	School of Abjuration / <i>As magic circle against Evil, except as a one-sided wall. (MagFR131)</i>										
Wall of Law	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			Will Negates	
	School of Abjuration / <i>As magic circle against chaos, except as a one-sided wall. (MagFR132)</i>										
Wall of Law	V,S,M/DF	19	Yes	1 Action	25 ft.+5 ft./2 levels		10 minutes/level			Will Negates	
	School of Abjuration / <i>As magic circle against chaos, except as a one-sided wall. (MagFR132)</i>										
Wall of Moonlight	V,S	19	Yes	1 Action	100 ft.+10 ft./level		1 round/level			None	

	School of Evocation / <i>Creates a luminous wall that deals 4d12 to undead and 2d10 to evil creatures. (PGtoFR118)</i>							
Wall of Pain	V,S,F	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)		Will Negates
	School of Necromancy / <i>You fill an area with horrid energy that inflicts severe pain upon any who pass through it (ShS51)</i>							
Wall of Salt	V,S,M/DF	19	No	1 Action	100 ft.+10 ft./level	Instantaneous		See text
	School of Conjuraction / <i>Wall of salt that can be shaped (Sand127).</i>							
Wall of Sand	V,S,M/DF	19	No	1 Action	100 ft.+10 ft./level	Concentration +1 round/level		None
	School of Conjuraction / <i>A swirling wall of blowing sand leaps into being (SpC235)</i>							
Wall of Sand	V,S,M/DF	19	No	1 Action	100 ft.+10 ft./level	Concentration +1 round/level		None
	School of Conjuraction / <i>A swirling wall of blowing sand leaps into being (SpC235)</i>							
Wall of Water	V,S,M/DF	19	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)		None
	School of Conjuraction / <i>Wall impedes movement and can drown creatures (Sand128).</i>							
Watchful Ancestors	V,S,M/DF	19	-	1 Action	Personal	1 minute/level		None
	School of Conjuraction / <i>You are surrounded by manifestations of the spirits of your ancestors providing you with protection in battle (MoE103)</i>							
Weapon of Energy	V,S,DF	19	Harmless/Obj	1 Round	Personal	1 round/level		Fortitude Negates
	School of Transmutation / <i>Weapon deals extra energy damage (SS72)</i>							
Weapon of the Deity	V,DF	19	Harmless/Obj	1 Action	0 ft.	1 round/level		None
	School of Transmutation / <i>Must use your deity's favored weapon to cast this spell (CD188)</i>							
Weapon of the Deity	V,DF	19	Harmless/Obj	1 Action	0 ft.	1 round/level		None
	School of Transmutation / <i>Must use your deity's favored weapon to cast this spell (CD188)</i>							
Weather Eye	V,S,M,DF	19	No	1 Hour	Special; See Text	Instantaneous		None
	School of Divination / <i>Accurately predict the weather up to 1 week into the future. (CD189)</i>							
Winters Embrace	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level		Fortitude Negates
	School of Evocation / <i>Subject takes 1d8 damage/round; can cause fatigue (Frstbn106)</i>							
Wrack	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level		Fortitude Negates
	School of Necromancy / <i>The subject is wracked with such pain that he doubles over and collapses. (BoVD110)</i>							

Quick Reference Notes

Travel Domain - Granted Powers:

1) For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of

movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.

2) Add Survival to your list of cleric class skills.

Buff spells:

Level 1

Shield of Faith [PH 278]

Aura grants +2 +1/6 lvl deflection bonus (max +5). Dus op level 7: +3 deflection bonus op AC.

Divine Favor [PHB 224]

+1/3 lvl on attack & damage [max+3].Dus op lvl 7: +2 attack & damage. Duur: 1 minuut = 10 rondes

Vigor, Mass Lesser [CD 186]

Boost subject's life energy. Healing: 1 hp/round for 10 rounds + 1 round/lvl [max 25 rounds]

Werkt op 1 creature/2 lvls, max 30ft van elkaar verwijderd (dus 3 creaturen op lvl7, 4 op lvl 8)

Level 2:

Bull's strength (STR+4);

Bear's Endurance (CON +4)

Spreuken om je vrienden te helpen:

Level 1

Bless [PHB 205]

Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane

Level 2

Divine Protection [SpC 70]

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

Dark Way [SpC 58] Illusionaire brug maken

brug is 5 ft breed en 20 ft/lvl lang. Duurt slechts 1 ronde/lvl, dus is wel rennen om erover te komen!

Level 3

Dispel Magic [PH 223]

Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell

Vigor, Mass Lesser [CD 186]

Boost subject's life energy. Healing: 1 hp/round for 10 rounds + 1 round/lvl [max 25 rounds]

Werkt op 1 creature/2 lvls, max 30ft van elkaar verwijderd (dus 3 creaturen op lvl7, 4 op lvl 8)

Level 4

Recitation [DotF 89]

Allies gain +2 (or +3) on attacks & saves, enemies suffer -2. 60ft radius centered on caster. 1 round/lvl, no save, casting time = 1 action

Shield of Faith, Mass [SpC 188 / PHB278]

+2 AC + 1AC/6lvl, 1 creature/lvl. Dus op lvl 7: +3 AC voor max 7 personen welke binnen 30 ft van elkaar moeten staan,

Aanvals spreuken:

Level 1:

Handfire [Players Guide to Faerun 103] NO SAVE

Your melee touch attack deals 1d8+1/level to living creatures[max +5], or 2d6+1/level to undead (PGtoFR103),max 1 aanval/2 caster levels.

Level 2:

Silence [PH 279] - Erg goed om spellcaster mee uit te schakelen.

Negates sound in 20-ft. radius

Frostbreath [SpC100]

Breathe a cone of intense cold at your foes. 1D4/2 lvl cold damage [max 5D4] +1 dazed for 1 round, reflex for half damage and not dazed.

Level 3:

Briar Web [Complete Divine 156] Erg nuttig tegen groepen!!! Zoek even op in boek voor volledige info.

Causes grasses, weeds, bushes and trees to grow thorns and wrap around creatures in or entering the area. (CD156) 20ft radius, range 100ft +10 ft/lvl; Reflex negates, but still half movement.

Darkfire [SpC 59] (Handig om op afstand schade te doen. GEEN SAVE, wel spell resistance)

1D6/2 lvl Fire damage [max 5D6], dus 3D6 op lvl 7, 4D6 op lvl 8. Werkt 1 ronde/lvl, elke ronde opnieuw gooien. Range touch (30 ft), of gooien (range attack) zonder range penalties (max 120 ft)

Searing Light [PH275] GEEN SAVE

Ray deals 1d8/two levels (max 5d8), undead take more, see book for details.

Level 4:

Moon bolt [SpC 143]:

Living target 1D4/3 lvl Strength damage. Erg nuttig tegen tegenstander met hoge STR.

Fort save vs half STR damage (dus nog steeds nuttig)

Diamond Spray [BoED96] (Is een GOOD spreuk...dus eigenlijk niet voor Chaotic Neutral)

Dazzles evil creatures for 2d6 rounds and deal 1d6 damage per level (max 10d6) to evil creatures

Level 5 (lvl 2 volgens e-tools):

Darkbolt [(FR Camp Setting 67]

Range: 100 ft + 10ft/lvl, one ray/2 caster levels (max 7). Range touch attack voor 2D8 schade op levend creatuur. 1 ronde 'dazed', tenzij Will save wordt gehaald. Verder geen save.

Bolt Gooien is free action. Keuze: 1 bolt per ronde (niet gooien=weg), of alle bolts tegelijk (op targets binnen 60 ft van elkaar.

Miscellaneous Notes

Darkberry:

When ripe it creates a 5ft diameter circle of blackness (MagFR181)

Fogrock:

When dropped in water make fog (MagFR181)

Scentbreaker:

This small bag contains herbs or a scented alchemical mixture to confound a creatures sense of smell.

Chortlebomb:

A thrown, grenade-like weapon. Anyone within 5ft. of impact must succeed at a DC16 Fort. save or fall into fits of laughter for 1d4+1 rounds. (Ar&Ar)