

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	CLASSES and LEVELS		
8	Cleric 8		
CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
28,000	36,000	8,000	

HP TRACK	NON LETHAL		AC TRACK
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES											
STR	17	+3			82	8d8		SPEED MOVE	20										
DEX	16	+3			AC ARMOR	24	22	13	= 10	+ 11	+ 0	+ 2	+ 0	+ 0	+ 1	35	-5	+2	
CON	18	+4			FORTITUDE CON	+10	= 6	+ 4	+ 0	+ 0									
INT	15	+2			REFLEX DEX	+5	= 2	+ 3	+ 0	+ 0									
WIS	20	+5			WILL WIS	+11	= 6	+ 5	+ 0	+ 0									
CHA	13	+1																	

GRAPPLE	MELEE	RANGED	SKILLS					MAX RANKS 11/5.5			
ATTACK BONUS	ATTACK BONUS	ATTACK BONUS	NAME (KEY ABILITY)					TOT	RNK	ABL	MSC
+9	+9/4	+9/4	♦Appraise (Int)	♦Autohypnosis (Wis)	♦Balance (Dex)*	♦Bluff (Cha)	2	=	+ 2		
			♦Climb (Str)*	♦Concentration (Con)	♦Control Shape (Wis)	♦Craft-Armorsmithing (Int)	7	=	.5	+ 5	+ 2
			♦Craft-Blacksmithing (Int)	♦Craft-Stonemasonry (Int)	♦Craft-Weaponsmithing (Int)	♦Diplomacy (Cha)	-2	=	+ 3	- 5	
			♦Disguise (Cha)	♦Escape Artist (Dex)*	♦Forgery (Int)	♦Gather Information (Cha)	1	=	+ 1		
			♦Heal (Wis)	♦Hide (Dex)*	♦Intimidate (Cha)	♦Jump (Str)*	-2	=	+ 3	- 5	
			Knowledge-Arcana (Int)	Knowledge-History (Int)	Knowledge-Religion (Int)	Knowledge-Undead (Int)	1	=	+ 1		
			Knowledge-War (Int)	♦Listen (Wis)	♦Literacy ()	♦Move Silently (Dex)*	10	=	5	+ 5	
			♦Perform-Act (Cha)	♦Perform-Comedy (Cha)	♦Perform-Dance (Cha)	♦Perform-Keyboards Instruments (Cha)	-2	=	+ 3	- 5	
			♦Perform-Oratory (Cha)	♦Perform-Percussion (Cha)	♦Perform-Sing (Cha)	♦Perform-String Instruments (Cha)	1	=	+ 1		
			♦Perform-Weapon Drill (Cha)	♦Perform-Wind Instruments (Cha)	Profession-Miner (Wis)	Remote View (Int)	1	=	+ 1		
			♦Ride (Dex)	♦Search (Int)	♦Sense Motive (Wis)	Spellcraft (Int)	1	=	+ 1		
			♦Spot (Wis)	♦Survival (Wis)	♦Swim (Str)*	♦Use Rope (Dex)	1	=	+ 1		
							7	=	+ 5	+ 2	
							2	=	+ 2		
							3	=	+ 3		
							2	=	+ 2		
							5	=	+ 5		
							3	=	1	+ 2	
							5	=	+ 5		
							10	=	5	+ 5	
							-6	=	1	+ 3	- 10
							3	=	+ 3		

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
2 +1 Greataxe (M/S)	11/6	1d12+5	x3	12
Handaxe (M/S)	5/0	1d6+3	x3	3
Dagger (M/P)	9/4	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
5/0	3/-2	1/-4	-1/-6	-3/-8
400 - 479 FT	480 - 559 FT	560 - 639 FT	640 - 719 FT	720 - 799 FT
-5/-10	-7/-12	-9/-14	-11/-16	-13/-18
Sling (M/B)		1d4+3	x2	-
0 - 49 FT	50 - 99 FT	100 - 149 FT	150 - 199 FT	200 - 249 FT
9/4	7/2	5/0	3/-2	1/-4
Chortlebomb (M/-)		1d6	x2	1
0 - 9 FT	10 - 19 FT	20 - 29 FT	30 - 39 FT	40 - 49 FT
9/4	7/2	5/0	3/-2	1/-4
Unarmed strike (M/B)	9/4	1d3+3	x2	-

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX CHECK	ARMOR 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+
4	5	6	7	8	9	10	11	12
TURNS PER DAY	TURNING CHECK		TURNING DAMAGE		DESTROYED HD			
4	1d20+3		2d6+8+1		4			

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

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
♦ +1 Dwarven plate	3,150 g	1	55	☐ Pouch, belt	1 g	1	(0½)
☐	6 s	1	(-)	☐ Prayer book or scripture, Compact	15 g	1	(1)
☐	5 q	1	(-)	☐ Ram, portable	10 g	1	(20)
☐ Ale, gallon (5)	10 s	1	(40)	☐ 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)

☒ Bread, loaf	2 c 1 (0½)	☒ Potion of Cure Light Wounds (CL1)	50 g 4 (-)
☒ Chalk, 1 piece	1 c 1 (-)	☒ Potion of Cure Moderate Wounds (CL4)	400 g 2 (-)
☒ Cheese, hunk of (2)	2 s 1 (1)	☒ Scroll of Spiritual Weapon (CL3)	150 g 1 (-)
☒ Coin: cp	1 c 1 (-)	☒ +1 Greataxe	2,320 g 1 12
☒ Coin: gp (33)	33 g 1 (0.7)	☒ Bolts, crossbow (10)	1 g 2 (2)
☒ Coin: sp	1 s 1 (-)	☒ Bullets, sling (10)	1 s 2 (10)
☒ Darkberry	5 g 1 (-)	☒ Chortlebomb	10 g 2 (2)
☒ Flint and steel	1 g 1 (-)	☒ Crossbow, light	35 g 1 (4)
☒ Fog Rock	5 s 1 (-)	☒ Dagger	2 g 1 (1)
☒ Grappling hook	1 g 1 (4)	☒ Handaxe	6 g 1 (3)
☒ Hammer	5 s 1 (2)	☒ Sling	0 g 1 -
☒ Holy Symbol, Bronze	10 g 1 1	☒ Bag of Holding, type I	2,500 g 1 15
☒ Honey Leather, Small Pup Tent	30 g 1 (2)	☒ Bracers of Protection +1	1,000 g 1 1
☒ Ink (vial)	8 g 1 (-)	☒ Periapt of Wisdom +2	4,000 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 (-)		
☒ Pot, iron	5 s 1 (10)		

CARRIED WEIGHT	1-86	87-173	174-260	260	520	1300	◆ Armor	◇ Gem Art	☒ Goods	☒ Potion	○ Ring	♁ Rod
86 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG	☒ 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 This item adds a +1 armor bonus to the wearer's AC (DMG250).	Armor +1		1			
Bag of Holding, type I This bag weighs just 15 lbs and can carry up to 250 lbs. of gear (DMG248).			15			
Periapt of Wisdom +2 This item grants a +2 enhancement bonus to Wis (DMG263).	Enhancement +2		-			

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)

MUCH THANKS TO...

Barak of CMP for the original sheet code and design.
Rlphay for beta testing, bug reports, and the initial intelligent items section. **Thrombin** for the original Turning table, sections of the Spell Table, Touch AC code, Spell Prep corrections, Companion fix for Natural Armor and Epic bonus. **Lestat** for sections of the Spell Table.

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 4+1 3+1 - - - - -

0 LEVEL

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

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)							
Inflct 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	Yes	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 Conjuratun / 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 Conjuratun / Create 1 lb./level of raw ectoplasm. (GW50)								
	Cure Light Wounds	V,S	16	Harmless	1 Action	Touch	Instantaneous	Will Half
School of Conjuratun / 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 Conjuratun / 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 / Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224)									
1	Divine Inspiration	Sacrifice	16	Harmless	1 Action	Touch	1d4 rounds		None	
	School of Divination / Target gains +3 sacred bonus on attack rolls against evil creatures (BoED96).									
	Doom	V,S,DF	16	Yes	1 Action	100 ft.+10 ft./level	1 minute/level		Will Negates	
	School of Necromancy / This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)									
	Drug Resistance	V,M	16	Yes	1 Action	Touch	1 hour/level		Fortitude Negates	
	School of Enchantment / The creature touched is immune to the possibility of addiction to drugs. (BoVD93)									
	Ease of Breath	V,S,DF	16	No	1 Action	Touch	1 hour/level		None	
	School of Necromancy / +20 inherent bonus on Fortitude saves to resist altitude sickness. (Frstbn93)									
	Ebon Eyes	V,S,M	16	Harmless	1 Action	Touch	10 minutes/level		None	
	School of Transmutation / Subject gains the ability to see normally in natural and magical darkness (SpC77)									
	Endure Elements	V,S	16	Yes	1 Action	Touch	24 hours		Will Negates	
	School of Abjuration / Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)									
1	Entropic Shield	V,S	16	-	1 Action	Personal	1 minute/level (D)		Will Negates	
	School of Abjuration / A magical field appears around you, deflecting incoming arrows, rays, and other ranged attacks (20% miss chance) (PH227)									
	Extract Drug	V,S,F	16	-	1 Minute	Touch	Permanent		None	
	School of Conjunction / The caster infuses a substance with energy and creates a magical version of a drug. (BoVD94)									
	Eyes of the Avoral	S	16	Harmless	1 Action	Touch	10 minutes/level		Will Negates	
	School of Transmutation / Subject gets +8 on spot check (BoED 99).									
	Faith Healing	V,S	16	Harmless	1 Action	Touch	Instantaneous		Special; See text	
	School of Conjunction / Cures 8 hp +1/level damage (max +5) to worshiper of your patron.(MagFR93)									
	Faith Healing	V,S	16	Harmless	1 Action	Touch	Instantaneous		Special; See text	
	School of Conjunction / Cures 8 hp +1/level damage (max +5) to worshiper of your patron.(MagFR93)									
	Favorable Sacrifice	V,S,M	16	Harmless	1 Action	Touch	1 hour/level		Will Negates	
	School of Abjuration / Subject receives the protection of a divine power commensurate with value of Material component expended (SpC89)									
	Fortify Cold Creatures	V,S,DF	16	No	1 Action	25 ft.+5 ft./2 levels	1 round/level		None	
	School of Transmutation / Cold subtype creatures gain +1 sacred bonus on attacks and saves against fire effects. (Frstbn94)									
	Foundation of Stone	V,S,DF	16	No	1 Action	25 ft.+5 ft./2 levels	1 round/level		None	
	School of Transmutation / Calling upon the strength of the earth, you lend some of the stability of stone to your allies (SpC99)									
	Grave Strike	V,DF	16	No	1 Swift	Personal	1 round		None	
	School of Divination / Swift. You can sneak attack undead for 1 round (CADv150).									
	Grave Strike	V,DF	16	No	1 Swift	Personal	1 round		None	
	School of Divination / Swift. You can sneak attack undead for 1 round (CADv150).									
	Guiding Light	V,S	16	Yes	1 Action	400 ft.+40 ft./level	1 minute/level		None	
	School of Evocation / +1 on ranged attacks against creatures in illuminated area. (MHB36)									
	Guiding Light	V,S	16	Yes	1 Action	400 ft.+40 ft./level	1 minute/level		None	
	School of Evocation / +1 on ranged attacks against creatures in illuminated area. (MHB36)									
	Handfire	V,S	16	Yes	1 Action	Touch	Instantaneous		None	
	School of Evocation / Your melee touch attack deals 1d8+1/level to living creatures, or 2d6+1/level to undead (PGtoFR103)									
	Healthful Rest	V,S	16	Harmless	10 Minutes	25 ft.+5 ft./2 levels	24 hours		Will Negates	
	School of Conjunction / Subjects of your spell look relaxed and rested, the stresses of the day forgotten (SpC111)									
	Heartache	V,S,DF	16	Yes	1 Round	25 ft.+5 ft./2 levels	1 round		Will Negates	
	School of Enchantment / The caster fills the subject with heartwrenching sorrow that renders it incapacitated. (BoVD97)									
	Hide from Undead	V,S,DF	16	Yes	1 Action	Touch	10 minutes/level (D)		Special; See text	
	School of Abjuration / Undead cannot see, hear, or smell the warded creatures. Nonintelligent undead creatures receive no save (PH241)									
	Ice Gauntlet	V,DF	16	-	1 Action	Personal	1 minute/level (D)		None	
	School of Evocation / A large bristling ball of rock-hard ice spikes surrounds your fist, a cold mist enshrouding your forearm (SpC119)									
	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 / Creates a 20-ft. square of slippery ice (Frstbn100)									
	Incite	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level		Will Negates	
	School of Enchantment / Subject can't ready actions or delay. (MHB36)									
	Incite	V,S	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level		Will Negates	
	School of Enchantment / Subject can't ready actions or delay. (MHB36)									
	Inflict Light Wounds	V,S	16	Yes	1 Action	Touch	Instantaneous		Will Half	
	School of Necromancy / Touch, 1d8 +1/level damage (max +5) (PH244).									
	Inhibit	V,S	16	Yes	1 Action	100 ft.+10 ft./level	Instantaneous		Will Negates	
	School of Enchantment / A spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand (SpC123)									
	Inhibit	V,S	16	Yes	1 Action	100 ft.+10 ft./level	Instantaneous		Will Negates	
	School of Enchantment / A spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand (SpC123)									
	Ironguts	V,S,M	16	Yes	1 Action	Touch	10 minutes/level		Will Negates	
	School of Abjuration / Enable a creature to better fight off the effects of poison (SpC126)									
	Lantern Light	S,Abstinence	16	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level		None	
	School of Evocation / Ranged touch attacks deal 1d6 points of damage (BoED 101).									
	Light of Lunia	V,S	16	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 silver light of fabled Lunia (SpC132)									
	Light of Lunia	V,S	16	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 silver light of fabled Lunia (SpC132)									
	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 / Reveals location, size, and quality of water sources (Sand117).									
+1	Longstrider	V,S,M	16	-	1 Action	Personal	1 hour/level (D)		None	
	School of Transmutation / Increases your base land movement by +10 (PH249)									
	Magic Stone	V,S,DF	16	Harmless/Obj	1 Action	Touch	30 minutes or until discharged		Will Negates	
	School of Transmutation / Three stones become +1 projectiles, 1d6+1 damage (PH251).									
	Magic Weapon	V,S,DF	16	Harmless/Obj	1 Action	Touch	1 minute/level		Will Negates	
	School of Transmutation / Weapon gains +1 bonus (PH251).									
	Moon Lust	V,S,F	16	Yes	1 Action	100 ft.+10 ft./level	1 round/level		Will Partial	
	School of Illusion / Instills in the target an obsessive fascination with the moon (SpC143)									
	Necrotic Awareness	V,S,F	16	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)		None	
	School of Necromancy / Sense encysted subjects (LM67).									
	Nightshield	V,S	16	-	1 Action	Personal	1 minute/level (D)		None	
	School of Abjuration / A field of shadowy energy cloaks your body (SpC148)									
	Nimbus of Light	V,S,DF	16	-	1 Action	Personal	1 minute/level or until discharged (D)		None	
	School of Evocation / A glittering corona of sunlight surrounds you - then you release it as a focused blast of divine energy (SpC148)									
	Nimbus of Light	V,S,DF	16	-	1 Action	Personal	1 minute/level or until discharged (D)		None	
	School of Evocation / A glittering corona of sunlight surrounds you - then you release it as a focused blast of divine energy (SpC148)									
	Obscuring Mist	V,S	16	No	1 Action	20 ft.	1 minute/level		None	
	School of Conjunction / Fog surrounds you (PH258).									
	Omen of Peril	V,F	16	-	1 Round	Personal	Instantaneous		None	
	School of Divination / You know how dangerous the future will be.(RoD166)									
	Omen of Peril	V,F	16	-	1 Round	Personal	Instantaneous		None	
	School of Divination / You know how dangerous the future will be.(RoD166)									
	Painless Death	V,S,DF	16	No	1 Action	Touch	Instantaneous		None	
	School of Necromancy / Willing creature dies instantly and painlessly. (GW56)									
	Pleasant Visage	V,S	16	Harmless	1 Action	Touch	24 hours		Will Negates	
	School of Illusion / Makes gruesome ghost appear normal and unbound. (GW56)									
	Portal Beacon	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level		None	
	School of Transmutation / Allow others to be drawn to a portal as it sends out information about itself (SpC161)									
	Portal Beacon	V,S	16	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level		None	
	School of Transmutation / Allow others to be drawn to a portal as it sends out information about itself (SpC161)									
	Protection from Chaos	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 Evil	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 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)								
	Rosemantle	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 (Firstbn104)								
	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).								
	Updraft	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	
School of Transmutation / <i>Align weapon makes a weapon good, evil, lawful or chaotic as you choose (PH197)</i>								
Augury	V,S,M,F	17	-	1 Minute	Personal	Instantaneous	None	
School of Divination / <i>Tells you whether a particular action will bring good or bad results for you in the immediate future (PH202)</i>								
Aura against Flame	V,S	17	-	1 Action	Personal	1 round/level	None	
School of Abjuration / <i>Create an aura of blue mist that protects you against fire; can also snuff out flames (SpC18)</i>								
Aura against Flame	V,S	17	-	1 Action	Personal	1 round/level	None	
School of Abjuration / <i>Create an aura of blue mist that protects you against fire; can also snuff out flames (SpC18)</i>								
Avoid Planar Effects	V	17	Harmless	1	Immediate	20 ft.	1 minute/level	None
School of Abjuration / <i>You gain a temporary respite from the natural effects of a specific plane (SpC19)</i>								
Avoid Planar Effects	V	17	Harmless	1	Immediate	20 ft.	1 minute/level	None
School of Abjuration / <i>You gain a temporary respite from the natural effects of a specific plane (SpC19)</i>								
Ayaila's Radiant Burst	V,S,Sacrifice	17	Harmless	1 Action	60 ft.	Instantaneous	Special; See text	
School of Evocation / <i>Evil creatures are blinded for 1 round and take 1d6 damage/2 levels (BoED91).</i>								
Balor Nimbus	V,S,M,DF	17	-	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>								
Bear's Endurance	V,S,DF	17	Yes	1 Action	Touch	1 minute/level	Will Negates	
School of Transmutation / <i>The affected creature gains greater vitality and stamina; the spell grants a +4 enhancement bonus to Constitution (PH203)</i>								
Black Lungs	V,S	17	Yes	1 Action	Touch	1 hour/level	Fortitude Negates	
School of Necromancy / <i>Target gains a debilitating lung infection. (GW49)</i>								
Black Talon	V,S	17	-	1 Action	Personal	1 round/level	Special; See text	
School of Necromancy / <i>Your arm becomes a claw that gives +5 ft. reach and +1/four levels to hit, and deal 1d6+1/level damage. (PGtoFR100)</i>								
Blade of Pain and Fear	V,S,DF	17	Yes	1 Action	0 ft.	1 minute/level (D)	Will Partial	
School of Evocation / <i>Creates blade of gnashing teeth (LM63).</i>								
Blood Snow	V,S	17	Yes	1 Action	100 ft.+10 ft./level	1 round/level	Fortitude Negates	
School of Necromancy / <i>Area of fallen snow drains 1d2 points of Con/round and causes nausea (Frstbn89)</i>								
Blood Wind	V,S	17	Harmless	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates	
School of Evocation / <i>Subject uses natural weapon as thrown weapon (SS63)</i>								
Body Blades	V,S	17	-	1 Action	Personal	1 minute/level	None	
School of Transmutation / <i>Sprout daggerlike blades from all the surfaces of your body and clothing (SpC35)</i>								
Body Blades	V,S	17	-	1 Action	Personal	1 minute/level	None	
School of Transmutation / <i>Sprout daggerlike blades from all the surfaces of your body and clothing (SpC35)</i>								
Boneblast	V,S,M,Undead	17	Yes	1 Action	Touch	Instantaneous	Fortitude Half	
School of Necromancy / <i>The caster causes some bone within a touched creature to break or crack. (BoVD86)</i>								
Brambles	V,S,M	17	No	1 Action	Touch	1 round/level	None	
School of Transmutation / <i>Small magical thorns or spikes protrude from the surface of a wooden weapon. Becomes +1 enh bonus attacks/damage (CD156)</i>								
Brambles	V,S,M	17	No	1 Action	Touch	1 round/level	None	
School of Transmutation / <i>Small magical thorns or spikes protrude from the surface of a wooden weapon. Becomes +1 enh bonus attacks/damage (CD156)</i>								
Brumal Stiffening	V,S	17	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	Reflex Negates	
School of Transmutation / <i>Brittle weapon's hardness reduced by 5 (Frstbn89)</i>								
Bull's Strength	V,S,M,DF	17	Harmless	1 Action	Touch	1 minute/level	Will Negates	
School of Transmutation / <i>The subject becomes stronger. the spell grants a +4 enhancement bonus to Strength (PH207)</i>								
Calm Emotions	V,S,DF	17	Yes	1 Action	100 ft.+10 ft./level	Concentration, up to 1 round/level (D)	Will Negates	
School of Enchantment / <i>This spell calms agitated creatures, and can stop raging creatures from fighting or joyous ones from reveling (PH207)</i>								
Close Wounds	V	17	Harmless	1	Immediate	25 ft.+5 ft./2 levels	Instantaneous	Special; See text
School of Conjunction / <i>Speak words of power that cause the injuries to glow golden and begin to heal (SpC48)</i>								
Conjure Ice Beast II	V,S,DF	17	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>								
Conjure Ice Object	V,S,DF	17	No	1 Action	Personal	1 minute/level	None	
School of Conjunction / <i>Conjures an object made of ice (Frstbn91)</i>								
Consecrate	V,S,M,DF	17	No	1 Action	25 ft.+5 ft./2 levels	2 hours/level	None	
School of Evocation / <i>Blesses an area with positive energy, making undead weaker. Counters and dispels Desecrate (PH212)</i>								
Cure Moderate Wounds	V,S	17	Harmless	1 Action	Touch	Instantaneous	Will Half	
School of Conjunction / <i>Cures 2d8+1/level damage [max +10] (PH216)</i>								
Curse of Ill Fortune	V,S,DF	17	Yes	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates	
School of Transmutation / <i>You place a temporary curse upon the subject, giving -3 on attacks, saves, ability checks & skill checks. (CD160)</i>								
Curse of Ill Fortune	V,S,DF	17	Yes	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates	
School of Transmutation / <i>You place a temporary curse upon the subject, giving -3 on attacks, saves, ability checks & skill checks. (CD160)</i>								
Dance of Ruin	V,S	17	Yes	1 Round	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	
School of Necromancy / <i>To cast this spell, the caster dances wildly and chants. (BoVD90)</i>								
Dark Way	V,S,DF	17	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>								
Darkbolt	V,S	17	Yes	1 Action	100 ft.+10 ft./level	Instantaneous; See Text	Will Partial	
School of Evocation / <i>You hurl one/two levels beams of darkness dealing 2d8 damage/round and may daze target for 1 round (FRCS67).</i>								
Darkness	V,M,DF	17	No	1 Action	Touch	10 minutes/level (D)	None	
School of Evocation / <i>Causes an object to radiate shadowy illumination out to a 20-foot radius (PH216)</i>								
Death Knell	V,S	17	Yes	1 Action	Touch	Special; See Text	Will Negates	
School of Necromancy / <i>You draw forth the ebbing life force of a creature and use it to fuel your own power (PH217)</i>								
Deific Vengeance	V,S,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Half	
School of Conjunction / <i>Call out to deity urging the deity to punish the miscreant. (CD161)</i>								
Deific Vengeance	V,S,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Half	
School of Conjunction / <i>Call out to deity urging the deity to punish the miscreant. (CD161)</i>								
Delay Manifestation	V,S	17	Yes	1 Action	Touch	1 hour/level	Will Negates	
School of Abjuration / <i>Delays creature from manifesting as a ghost if killed. (GW51)</i>								
Delay Poison	V,S,DF	17	Harmless	1 Action	Touch	1 hour/level	Fortitude Negates	
School of Conjunction / <i>The subject becomes immune to poison in its system or any to which it is exposed during the spells duration (PH217)</i>								
Desecrate	V,S,M,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels	2 hours/level	None	
School of Evocation / <i>Imbues area with negative energy, making undead stronger (PH218)</i>								
Desiccate	V,S,M	17	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	
School of Necromancy / <i>Deals 1d6/2 levels dessication damage and dehydrates living creature (Sand114).</i>								
Detect Aberration (LoM)	V,S	17	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None	
School of Divination / <i>Detect the presence of aberrations (LoM210).</i>								
Devil's Tongue	S,Corrupt	17	-	1 Action	Personal	1 minute/level	None	
School of Transmutation / <i>The caster's tongue lengthens and strengthens, allowing her to make grapple or disarm attacks. (BoVD92)</i>								
Dispel Fog	V,S	17	Yes	1 Action	100 ft.+10 ft./level	1 minute/level; see text	Special; See text	
School of Abjuration / <i>You make normal or magical fog within the affected area instantly and completely vanish (ShS46)</i>								
Divine Flame	V,S	17	Yes	1 Action	15 ft.	1 round/level	Fortitude Half	
School of Abjuration / <i>Wards area against cold creatures. (DotF85)</i>								
Divine Insight	V,S,DF	17	No	1 Action	Personal	1 hour/level or until discharged (D)	None	
School of Divination / <i>You gain insight bonus of 5 + caster level on one single skill check (CAAdv147).</i>								
Divine Insight	V,S,DF	17	No	1 Action	Personal	1 hour/level or until discharged (D)	None	
School of Divination / <i>You gain insight bonus of 5 + caster level on one single skill check (CAAdv147).</i>								
Divine Interdiction	V	17	(object); see text	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will negates or None	
School of Abjuration / <i>Call upon your deity to quell the power of another deity's follower (SpC70)</i>								
Divine Protection	V,S,DF	17	Harmless	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates	
School of Enchantment / <i>Allies gain a +1 morale bonus to their Armor Class and on saving throws. (MHB35)</i>								
Divine Protection	V,S,DF	17	Harmless	1 Action	100 ft.+10 ft./level	1 minute/level	Will Negates	
School of Enchantment / <i>Allies gain a +1 morale bonus to their Armor Class and on saving throws. (MHB35)</i>								
Divine Zephyr	V,S	17	Yes	1 Action	15 ft.	1 round/level	Fortitude Half	

	School of Abjuration / <i>Wards area against fire creatures. (DotF85)</i>									
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 Conjuration / <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 Conjuration / <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 (CADv151)</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 (CADv151)</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 Conjuration / <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 Conjuration / <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 Conjuration / <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 (CADv153).</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 (CADv153).</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 Conjuration / <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>									
Magic 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 / Repairs an object (PH252).										
Mark of the Occult	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 Occult	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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjuratation / 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 Conjurat	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 Conjurat	Summons undead to fight for you. (PGtoFR114)								
	Sun Bolt	V,S	17	Yes	1 Action	100 ft.+10 ft./level		1 round		Reflex Partial
	School of Evocat	A ray of burning sunlight springs forth from your hand; requires ranged touch to hit target (ShS51)								
	Suppress Magic	V,S(E)	17	No	1 Action	100 ft.+10 ft./level		1 round/level (D)		See text
	School of Abjurat	Magic item or soulmeld is suppressed for 1 round/level.								
	Thin Air	V,S	17	No	1 Action	100 ft.+10 ft./level		1 minute/level		Fortitude Negates
	School of Necromancy	Creatures suffer from altitude sickness (Frstbn105)								
	Undead Eyes	V,S,F	17	No	1 Round	Touch		1 day/level		None
	School of Necromancy	Forms a telepathic link with an undead creature that the caster has first cast control undead upon (SotLW20).								
	Undetectable Alignment	V,S	17	Object	1 Action	25 ft.+5 ft./2 levels		24 hours		Will Negates
	School of Abjurat	Conceals subject's alignment for 24 hours (PH297).								
	Unseen Crafter	V,S	17	No	1 Action	25 ft.+5 ft./2 levels		1 day/level (D)		None
	School of Conjurat	As unseen servant except the crafter can be assigned any one task accomplished through the craft skill (RoE191)								
	Veil of Shadow	V,S	17	-	1 Action	Personal		1 minute/level		None
	School of Evocat	Darkness grants you concealment (20% miss chance). (MHB40)								
	Veil of Shadow	V,S	17	-	1 Action	Personal		1 minute/level		None
	School of Evocat	Darkness grants you concealment (20% miss chance). (MHB40)								
	Warning	V,S	17	Harmless	1 Action	Touch		10 minutes/level		Will Negates
	School of Divinat	Grants uncanny dodge and +4 insight bonus on Listen and Spot checks. (PGtoFR118)								
	Wave of Grief	V,S,M	17	Yes	1 Action	30 ft.		1 round/level		Will Negates
	School of Enchantm	Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness (SpC236)								
	Wave of Grief	V,S,M	17	Yes	1 Action	30 ft.		1 round/level		Will Negates
	School of Enchantm	Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness (SpC236)								
	Whispering Flame	V,S,M,DF	17	No	1 Action	Touch		1 day/level		None
	School of Divinat	Allows verbal communication via two candles (Eb5Nat155)								
	Wings of the Sea	S,M	17	Harmless	1 Action	Touch		1 minute/level		Fortitude Negates
	School of Transmutat	Increase the touched creatures swim speed by 30 feet (SpC240)								
	Wither Limb	V,S	17	Yes	1 Action	25 ft.+5 ft./2 levels		Permanent		Fortitude Negates
	School of Necromancy	Cause enemy's limbs to wither (LM72).								
	Zone of Truth	V,S,DF	17	Yes	1 Action	25 ft.+5 ft./2 levels		1 minute/level		Will Negates
	School of Enchantm	Subjects within range cannot lie (PH303).								

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

										Special; See text
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
	School of Abjuration / <i>A silver aura surrounds the touched shield for a moment before it appears to transform into energy (SpC79)</i>								
	Energy Vortex	V,S	18	Yes	1 Action	20 ft.	Instantaneous		Reflex Half
	School of Evocation / <i>Energy wells up inside you and explodes outward in a furious burst (SpC81)</i>								
	Entropic Shield, Mass	V,S	18	No	1 Action	25 ft.+5 ft./2 levels	1 minute/level (D)		Will Negates
	School of Abjuration / <i>This spell functions like entropic shield except it affects multiple targets (ShS46)</i>								
	Favorable Sacrifice	V,S,M	18	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>								
	Fell the Greatest Foe	V,S,M	18	Harmless	1 Action	Touch	1 round/level		Fortitude Negates
	School of Transmutation / <i>Subject gains ability to deal greater damage to larger foes (SpC90)</i>								
	Flame of Faith	V,S,M	18	No	1 Action	Touch	1 round/level		None
	School of Evocation / <i>Temporarily turn a normal or masterwork weapon into a flaming one, act as +1 flaming burst weapon. (CD166)</i>								
	Flame of Faith	V,S,M	18	No	1 Action	Touch	1 round/level		None
	School of Evocation / <i>Temporarily turn a normal or masterwork weapon into a flaming one, act as +1 flaming burst weapon. (CD166)</i>								
	Flamebound Symbol	V,S,DF	18		1 Swift	Personal	1 round		None
	School of Transmutation / <i>Your turn undead ability deals sacred damage to undead instead (Eb5Nat154)</i>								
	Flesh Ripper	V,S,Undead,Fiend	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous		None
	School of Evocation / <i>The caster evokes pure evil power in the form of a black claw that flies at the target. (BoVD96)</i>								
+1	Fly	V,S,F/DF	18	Harmless	1 Action	Touch	1 minute/level		Will Negates
	School of Transmutation / <i>The subject can fly at a speed of 60 feet (40 if it wears medium/heavy armor, or carries a medium/heavy load) (PH232)</i>								
	Forced Incorporeality	V,S	18	Yes	1 Action	100 ft.+10 ft./level	1 round/level		Will Negates
	School of Transmutation / <i>Manifested creature become incorporeal. (GW52)</i>								
	Forced Manifestation	V,S	18	Yes	1 Action	100 ft.+10 ft./level	1 round/level		Will Negates
	School of Transmutation / <i>Incorporeal creature manifests fully. (GW52)</i>								
	Forceward	V,S,DF	18	Yes	1 Round	10 ft.	1 minute/level		Special; See text
	School of Abjuration / <i>Creates a sphere of force that prevents entry by all but you and your allies. (PGtoFR103)</i>								
	Force Within	V,S,DF,dwarf	18	Yes	1 Action	10 ft.	Instantaneous		Reflex Half
	School of Evocation / <i>Casting this spell releases a great burst of energy that sets fire to combustibles and damages objects (RoE185)</i>								
	Fuse Arm	V,S	18	Harmless	1 Action	Touch	10 minutes/level		Fortitude Negates
	School of Transmutation / <i>Multiple arm/tentacles become one pair of stronger limbs (SS66)</i>								
	Ghost Touch Weapon	V,S	18	Harmless/Obj	1 Action	25 ft.+5 ft./2 levels	1 minute/level		Will Negates
	School of Transmutation / <i>Empower a weapon to strike true against incorporeal foes (SpC102)</i>								
	Girallon's Blessing	V,S,M	18	Harmless	1 Action	Touch	10 minutes/level		Fortitude Negates
	School of Transmutation / <i>Subject gains one additional pair of arms per four levels (SS66)</i>								
	Girallon's Blessing	V,S,M	18	Harmless	1 Action	Touch	10 minutes/level		Fortitude Negates
	School of Transmutation / <i>Subject gains one additional pair of arms per four levels (SS66)</i>								
	Glyph of Turning	V,S,M	18	Yes	10 Minutes	Touch	Permanent until discharged		Special; See text
	School of Abjuration / <i>As glyph of warding, except channeling positive or negative energy. (GW54)</i>								
	Glyph of Warding	V,S,M	18	Yes	10 Minutes	Touch	Permanent until discharged (D)		Special; See text
	School of Abjuration / <i>Harms (1d8 damage/2 caster levels, max 5d8) those who enter, pass, or open the warded area or object (PH236)</i>								
	Grace	V	18	-	1 Swift	Personal	1 round/level		None
	School of Transmutation / <i>Your body glows with silvery light and you feel quick and light on your feet (SpC107)</i>								
	Guardian Spirit	V,S(E)	18	Harmless	1 Action	Touch	1 hour/level or until discharged		Will Negates
	School of Divination / <i>Spirit grants +2 (+1/essentia) on AC, Reflex saves, Initiative, and all Dexterity checks.</i>								
	Haboob	V,S,M	18	No	1 Action	100 ft.+10 ft./level	1 minute/level		Special; See text
	School of Conjunction / <i>Cloud of dust obscures sight and abrades those passing through it (Sand117).</i>								
	Hamatula Barbs	V,S,M/DF	18	Harmless	1 Action	Touch	10 minutes/level		Fortitude Negates
	School of Transmutation / <i>Subject grows barbs, which damage foes that attack subject in melee (PlanHB98).</i>								
	Hamatula Barbs	V,S,M	18	Harmless	1 Action	Touch	10 minutes/level		Fortitude Negates
	School of Transmutation / <i>Invoke the dark nature of the spell and slender, sharp-edged barbs sprout from your body (SpC109)</i>								
	Hammer of Righteousness	V,S,Sacrifice	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous		Fortitude Half
	School of Evocation / <i>Deals 1d6 points of damage per caster level, or 1d8/level if target is evil (BoED 100).</i>								
	Handfang	V,S	18	No	1 Action	Personal	1 round/level		None
	School of Transmutation / <i>You create a fanged, biting mouth in the palm of your hand (WotC-SK156).</i>								
	Heart's Ease	V,S,DF	18	Harmless	1 Action	25 ft.+5 ft./2 levels	Permanent		Will Negates
	School of Enchantment / <i>Removes several mind-influencing effects and restores 2d4 points of Wisdom damage (BoED 100).</i>								
	Helping Hand	V,S,DF	18	No	1 Action	5 miles	1 hour/level		None
	School of Evocation / <i>You create the ghostly image of a hand, which you can send to find a creature within 5 miles (PH239)</i>								
	Hold Person or Ghost	V,S,F/DF	18	Yes	1 Action	100 ft.+10 ft./level	1 round/level		Will Negates
	School of Enchantment / <i>Holds one person or ghost helpless; 1 round/level. (GW54)</i>								
	Holy Storm	V,S,M,DF	18	No	1 Action	20 ft.	1 round/level (D)		None
	School of Conjunction / <i>Call upon the forces of good, and a heavy rain begins to fall, its raindrops soft and warm (SpC115)</i>								
	Holy Storm	V,S,M,DF	18	No	1 Action	20 ft.	1 round/level (D)		None
	School of Conjunction / <i>Call upon the forces of good, and a heavy rain begins to fall, its raindrops soft and warm (SpC115)</i>								
	Humanoid Essence, Lesser	V,S	18	Harmless	1 Action	Touch	1 round/level		Will Negates
	School of Transmutation / <i>Construct takes on more of the qualities of a living creature (RoE187)</i>								
	Ice Axe	V,S,M	18	Yes	1 Action	0 ft.	1 round/level (D)		None
	School of Evocation / <i>Shards of ice descend from the sky and coalesce into the form of a battleaxe (SpC118)</i>								
	Ice Shape	V,S,M/DF	18	No	1 Action	Touch	Instantaneous		None
	School of Transmutation / <i>Sculpts ice into any shape (Frstbn99)</i>								
	Inflict Serious Wounds	V,S	18	Yes	1 Action	Touch	Instantaneous		Will Half
	School of Necromancy / <i>Touch attack, 3d8 +1/level damage (max +15) (PH217).</i>								
	Insignia of Blessing	V,S,F	18	Harmless	1 Action	400 ft.+40 ft./level	1 minute/level		None
	School of Enchantment / <i>Bearers of special insignia gain +1 bonus on attacks and saves against fear. (RoD166)</i>								
	Insignia of Healing	V,S,F	18	Harmless	1 Action	400 ft.+40 ft./level	Instantaneous		Special; See text
	School of Conjunction / <i>Bearers of special insignia healed 1d8 damage +1 point/level (max +10) (RoD166)</i>								
	Insignia of Warding	V,S,F	18	Harmless	1 Action	400 ft.+40 ft./level	1 minute/level		Will Negates
	School of Abjuration / <i>Bearers of special insignia gain +1 to AC, Fortitude saves. (RoD166)</i>								
	Inspired Aim	V	18	Harmless	1 Action	40 ft.	Concentration		Will Negates
	School of Enchantment / <i>Allies within 40 ft. gain +2 insight bonus on ranged attack rolls (BoED 101).</i>								
	Interplanar Message	V,S	18	Harmless	1 Action	Special; See Text	1 round		Will Negates
	School of Transmutation / <i>Transmits up to 25 words through the Astral Plane to the target. (MotP36).</i>								
	Interplanar Message	V,S	18	Harmless	1 Action	Special; See Text	1 round		Will Negates
	School of Transmutation / <i>Transmits up to 25 words through the Astral Plane to the target. (MotP36).</i>								
	Invisibility Purge	V,S	18	-	1 Action	Personal	1 minute/level (D)		None
	School of Evocation / <i>Dispels invisibility within 5 ft. /level (PH245).</i>								
	Invoke the Cerulean Sign	S	18	No	1 Action	30 ft.	Instantaneous		Fortitude Negates
	School of Evocation / <i>Aberrations become sickened, nauseated, dazed, or stunned (LoM211).</i>								
	Irian's Light	V,S,DF	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous		None
	School of Evocation / <i>You channel the light of Irian, the eternal day, into one or more brilliant rays of positive energy (RoE188)</i>								
	Knight's Move	V,S,DF	18	-	1 Swift	5 ft./2 levels; see text	Instantaneous		None
	School of Transmutation / <i>Time stops for you as you move without walking to the indicated location (SpC129)</i>								
	Know Opponent	S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous		Will Negates
	School of Divination / <i>Magical words describe the creatures strengths/weaknesses as you desire (SpC129)</i>								
	Know Vulnerabilities	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous		Will Negates
	School of Divination / <i>Determine targets vulnerabilities and resistances. (MagFR104)</i>								
	Laogzed's Breath	V,S,M	18	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous		

	School of Conjuration / <i>As Stinking Cloud, except that the nauseating vapors persist for 10 rounds (WotC-SK156).</i>							Special; See text
Light of Venya	V,S	18	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 soft pearly light of fabled Venya (SpC132)</i>							
Locate Node	V,S,F/DF	18	No	1 Action	1 mile/level		1 minute/level	None
	School of Divination / <i>You sense the direction of any earth node within range. (Udrk 59)</i>							
Locate Node	V,S,F/DF	18	No	1 Action	1 mile/level		1 minute/level	None
	School of Divination / <i>You sense the direction of any earth node within range. (Udrk 59)</i>							
Locate Object	V,S,F/DF	18	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>							
Love's Pain	V,S,Corrupt	18	Yes	1 Action	100 ft.+10 ft./level		Instantaneous	None
	School of Evocation / <i>The caster blasts a lancelike projectile of greenish black energy from his hand. (BoVD98)</i>							
Mace of Odo	V,S,DF	18	Yes	1 Action	0 ft.		1 round/level	Special; See text
	School of Evocation / <i>Creates a glowing mace that deals 1d6 damage/level and paralysis. (PGtoFR106)</i>							
Magic Circle against Chaos	V,S,M/DF	18	Special	1 Action	Touch		10 minutes/level	Will Negates
	School of Abjuration / <i>As protection spells, but 10-ft. radius and 10 min/level (PH249).</i>							
Magic Circle against Evil	V,S,M/DF	18	Special	1 Action	Touch		10 minutes/level	Will Negates
	School of Abjuration / <i>As protection spells, but 10-ft. radius and 10 min/level (PH249).</i>							
Magic Circle against Good	V,S,M/DF	18	Special	1 Action	Touch		10 minutes/level	Will Negates
	School of Abjuration / <i>As protection spells, but 10-ft. radius and 10 min/level (PH250).</i>							
Magic Circle against Law	None	18	Special	1 Action	Touch		10 minutes/level	Will Negates
	School of Abjuration / <i>As protection spells, but 10-ft. radius and 10 min/level (PH250).</i>							
Magic Vestment	V,S,DF	18	Harmless/Obj	1 Action	Touch		1 hour/level	Will Negates
	School of Transmutation / <i>Armor or shield gains +1 enhancement per four levels. (PH251).</i>							
Mantle of Chaos	V,S,M/DF	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>You gain SR 12 + caster level against spells opposite alignment descriptor (PlanHB100).</i>							
Mantle of Chaos	V,S,M/DF	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>You gain SR 12 + caster level against spells opposite alignment descriptor (PlanHB100).</i>							
Mantle of Evil	V,S	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>Gain spell resistance against spells with the Good descriptor (SpC137)</i>							
Mantle of Evil	V,S	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>Gain spell resistance against spells with the Good descriptor (SpC137)</i>							
Mantle of Good	V,S	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>Gain spell resistance against spells with the Evil descriptor (SpC137)</i>							
Mantle of Good	V,S	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>Gain spell resistance against spells with the Evil descriptor (SpC137)</i>							
Mantle of Law	V,S	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>Gain spell resistance against spells with the Chaos descriptor (SpC138)</i>							
Mantle of Law	V,S	18	Yes	1 Action	Personal		10 minutes/level (D)	None
	School of Abjuration / <i>Gain spell resistance against spells with the Chaos descriptor (SpC138)</i>							
Masochism	V,S,M	18	-	1 Action	Personal		1 round/level	None
	School of Enchantment / <i>For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks. (BoVD99)</i>							
Mass Resist Elements	V,S,DF	18	Yes	1 Action	Touch		1 minute/level	None
	School of Abjuration / <i>All affected ignore first 12 damage from one energy type each round (T&B93)</i>							
Meld into Ice	V,S,DF	18	-	1 Action	Personal		10 minutes/level	None
	School of Transmutation / <i>You and your gear merge with ice (Frstbn102)</i>							
Meld into Stone	V,S,DF	18	-	1 Action	Personal		10 minutes/level	None
	School of Transmutation / <i>You and your gear merge with stone (PH252).</i>							
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 / <i>Conceal the alignment of an object or creature from all forms of divination, rendering a misleading result (RoE188)</i>							
Mold Touch	V,S,DF	18	No	1 Action	Touch		Instantaneous	None
	School of Conjuration / <i>Creates 5-ft. patch of brown mold. (PGtoFR106)</i>							
Moon Blade	V,S,M/DF	18	Yes	1 Action	0 ft.		1 minute/level	None
	School of Evocation / <i>Attacks with melee touch attacks, doing 1d8 points damage +1 per 2 caster levels. 2d8 +1 per caster lvl against undead.</i>							
Mystic Lash	V,S,DF	18	Yes	1 Action	15 ft.		1 round/level	Fortitude Partial
	School of Evocation / <i>Creates energy whip that deals 1d6/three levels electricity damage. (PGtoFR106)</i>							
Nauseating Breath	V,S,M	18	No	1 Action	30 ft.		Instantaneous	Fortitude Negates
	School of Conjuration / <i>Breathe out a cone of nauseating vapors (SpC146)</i>							
Necrotic Bloat	V,S,F	18	No	1 Action	100 ft.+10 ft./level		Instantaneous	None
	School of Necromancy / <i>Encysted subject takes 1d6 damage/level (LM67).</i>							
Necrotic Claws	V,S,M	18	No	1 Action	Personal		2d6 rounds plus 1 round/level	None
	School of Necromancy / <i>Your hands are transformed into claws (splmgc79).</i>							
Obscure Object	V,S,M/DF	18	Object	1 Action	Touch		8 hours (D)	Will Negates
	School of Abjuration / <i>Masks object against divination (PH258).</i>							
Path of the Exalted	V,Abstinence	18	-	1 Action	Personal		Special; See Text	None
	School of Divination / <i>Caster receives divine guidance from a higher power (BoED 103).</i>							
Phantom Plover	V,S,M	18	No	0 Action	Special; See Text		Permanent	Special; See text
	School of Evocation / <i>You turn aside raw earth in a furrow in a straight line (LoD187)</i>							
Phieran's Resolve	V,S,DF	18	Harmless	1 Action	20 ft.		1 minute/level	Will Negates
	School of Abjuration / <i>+4 sacred bonus on saves against spells with the evil descriptor (BoED 103).</i>							
Plague Carrier	V,S	18	Yes	1 Action	Touch		Special; See Text	Fortitude Negates
	School of Necromancy / <i>Infects subject with chosen disease after an incubation period during which it can spread. (RoFR190)</i>							
Positive Energy Protection	V,S	18	No	1 Action	Touch		1 round/level	Will Negates
	School of Abjuration / <i>Touched creature gain partial protection from the from the effects of positive energy. (BBS46)</i>							
Possess Animal	V,S,M	18	Yes	1 Round	25 ft.+5 ft./2 levels		1 round/level (D)	Will Negates
	School of Necromancy / <i>You possess a normal animal. (PGtoFR108).</i>							
Prayer	V,S,DF	18	Yes	1 Action	40 ft.		1 round/level	None
	School of Enchantment / <i>Allies gain +1 on most rolls, and enemies suffer -1 (PH264).</i>							
Protection from Dessication	V,S,DF	18	Harmless	1 Action	Touch		10 minutes/level or until discharged	Fortitude Negates
	School of Abjuration / <i>Absorb 10 points/level of dessication damage (Sand119).</i>							
Protection from Energy	V,S,DF	18	Harmless	1 Action	Touch		10 minutes/level (D)	Fortitude Negates
	School of Abjuration / <i>Immune to damage from one kind of energy (PH266).</i>							
Protection from Negative Energy	V,S	18	Harmless	1 Action	Touch		10 minutes/level	Will Negates
	School of Abjuration / <i>Guard subject from the effects of negative energy (SpC163)</i>							
Protection from Positive Energy	V,S	18	Harmless	1 Action	Touch		10 minutes/level	Will Negates
	School of Abjuration / <i>Ignore 10 points of positive energy damage per attack (PlanHB104).</i>							
Red Fester	V,S,Corrupt	18	Yes	1 Action	Touch		Instantaneous	Fortitude Negates
	School of Necromancy / <i>The subject's skin turns red and blisters. (BoVD102)</i>							
Redirect Spell	V,S,DF	18	Yes	1 Action	100 ft.+10 ft./level		1 round/level (D)	Will Negates
	School of Abjuration / <i>You create a magical connection between you and an ally such that any spells targeting the ally get you instead (ShS48)</i>							
Refreshment	V,S	18	Harmless	1 Action	20 ft.		Instantaneous	Will Negates
	School of Conjuration / <i>Cures creatures of all nonlethal damage. (BoED105).</i>							
Regenerate Moderate Wounds	V,S	18	Harmless	1 Action	Touch		10 rounds + 1 round/level	Will Negates
	School of Conjuration / <i>With a touch of your hand, you boost the subject's life energy, granting them the fast healing ability. (MOTW93)</i>							
Rejuvenate Corpse	V,S,DF	18	Object	1 Action	Touch		24 hours or until discharged; see text	Will Negates
	School of Necromancy / <i>Charge a dead body with negative energy enabling undead who dine on it to heal wounds (SpC172)</i>							
Remedy Moderate Wounds	V,S	18	Harmless	1 Action	Touch		10 Rounds +1/2 levels.	Will Negates
	School of Conjuration / <i>Target gains fast healing 2 for 10 rounds +1 round / 2 levels.(MagFR113)</i>							
Remove Blindness/Deafness	V,S	18	Harmless	1 Action	Touch		Instantaneous	Fortitude Negates
	School of Conjuration / <i>Cures normal or magical conditions (PH270).</i>							

Remove Curse	V,S	18	Harmless	1 Action	Touch	Instantaneous	Will Negates
School of Abjuration / <i>Frees object or person from curse (PH270).</i>							
Remove Disease	V,S	18	Harmless	1 Action	Touch	Instantaneous	Fortitude Negates
School of Conjunction / <i>Cures all diseases affecting subject (PH271).</i>							
Remove Nausea	V,DF	18	Harmless	1 Action	Touch	Instantaneous	Will Negates
School of Conjunction / <i>Cure a nauseated or sickened creature (BoED 105).</i>							
Resist Energy, Mass	V,S,DF	18	Harmless	1 Action	25 ft.+5 ft./2 levels	10 minutes/level	Fortitude Negates
School of Abjuration / <i>Targeted creatures ignore damage from specified ed energy type. (CA120)</i>							
Resist Energy, Mass	V,S,DF	18	Harmless	1 Action	25 ft.+5 ft./2 levels	10 minutes/level	Fortitude Negates
School of Abjuration / <i>Targeted creatures ignore damage from specified ed energy type. (CA120)</i>							
Resist Taint	V,S,DF	18	Yes	1 Action	Touch	10 minutes/level	Fortitude Negates
School of Abjuration / <i>Bestows a +4 bonus on saves against taint (HH132).</i>							
Resurgence, Mass	V,S,DF	18	Harmless	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates
School of Abjuration / <i>Convince a higher power to grant a group of allies another chance (SpC175)</i>							
Revitalize Legacy, Least	V,S,F	18	No	1 Action	Touch	1 hour/level or until discharged	None
School of Transmutation / <i>Get extra use of chosen least legacy ability (WoL 17)</i>							
Ring of Blades	V,S,M	18	-	1 Action	Personal	1 minute/level	None
School of Conjunction / <i>Conjure a horizontal ring of swirling metal blades around you (SpC177)</i>							
Ring of Blades	V,S,M	18	-	1 Action	Personal	1 minute/level	None
School of Conjunction / <i>Conjure a horizontal ring of swirling metal blades around you (SpC177)</i>							
Rockburst	V,S	18	No	1 Action	100 ft.+10 ft./level	Instantaneous	Special; See text
School of Evocation / <i>You cause a stone object, with volume of at least 8 cubic feet to explode. (ShS48)</i>							
Rotting Curse of Urfestra	V,S,Corrupt	18	Yes	1 Action	Touch	Instantaneous	Fortitude Negates
School of Transmutation / <i>The subject's flesh and bones begin to rot. (BoVD102)</i>							
Sadism	V,S,M	18	-	1 Action	Personal	1 round/level	None
School of Enchantment / <i>For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks. (BoVD103)</i>							
Safety	V,S	18	No or Yes (Harmless)	1 Action	Touch	10 minutes/level	None or Will Negates
School of Abjuration / <i>Allow subject to find the shortest, most direct direction to a place of safety (SpC179)</i>							
Safety	V,S	18	No or Yes (Harmless)	1 Action	Touch	10 minutes/level	None or Will Negates
School of Abjuration / <i>Allow subject to find the shortest, most direct direction to a place of safety (SpC179)</i>							
Searing Light	V,S	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Evocation / <i>Ray deals 1d8/two levels (max 5d8), undead take more, see book for details. (PH275).</i>							
Serpents of Theggeron	S,Corrupt	18	-	1 Action	Personal	1 minute/level	None
School of Transmutation / <i>The caster's arms turn into serpents that can be used as natural weapons. (BoVD103)</i>							
Sheltered Vitality	V,S,DF	18	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 Warding	V,S	18	No	1 Action	Touch	1 minute/level	Will Negates
School of Abjuration / <i>Grants a sacred bonus to AC (SpC188)</i>							
Shield of Warding	V,S	18	No	1 Action	Touch	1 minute/level	Will Negates
School of Abjuration / <i>Grants a sacred bonus to AC (SpC188)</i>							
Shivering Touch	V,S	18	Yes	1 Action	Touch	1 round/level	None
School of Necromancy / <i>Touch deals 3d6 Dex damage (Frstbn104)</i>							
Shriveling	V,S,Disease	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half
School of Necromancy / <i>The caster channels dark energy that blasts and blackens the subject's flesh. (BoVD103)</i>							
Sink	V,S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
School of Transmutation / <i>Make the water around the spell's targets roll; causing the targets to struggle against the water (SpC190)</i>							
Skull Watch	V,S,F	18	No	1 Action	Touch	1 hour/level or until discharged	None
School of Necromancy / <i>Skull shrieks when creature enters warded area. (PGtoFR112)</i>							
Skull Watch	V,S,F	18	No	1 Action	Touch	1 hour/level or until discharged	None
School of Necromancy / <i>Skull shrieks when creature enters warded area. (PGtoFR112)</i>							
Slashing Darkness	V,S	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Evocation / <i>A hissing, hurtling ribbon of pure darkness flies from your hand (SpC191)</i>							
Slashing Darkness	V,S	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Evocation / <i>A hissing, hurtling ribbon of pure darkness flies from your hand (SpC191)</i>							
Slashing Darkness	V,S	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Evocation / <i>A hissing, hurtling ribbon of pure darkness flies from your hand (SpC191)</i>							
Snowshoes, Mass	V,S	18	Harmless	1 Action	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates
School of Transmutation / <i>Affected creatures can walk lightly over ice and snow without having their speed reduced (SpC194)</i>							
Sonorous Hum	V,S	18	-	1 Action	Personal	1 minute/level (D)	None
School of Evocation / <i>The area around you is abuzz with a low, droning hum that improves your concentration (SpC196)</i>							
Sonorous Hum	V,S	18	-	1 Action	Personal	1 minute/level (D)	None
School of Evocation / <i>The area around you is abuzz with a low, droning hum that improves your concentration (SpC196)</i>							
Soul Boon	V,S,M	18	Harmless	1 Action	100 ft.+10 ft./level	1 minute	Will Negates
School of Necromancy / <i>Grant 1 point of essentia per three caster levels to subject.</i>							
Soul of the Waste	V,S,DF	18	No	1 Action	Personal	10 minutes/level (D)	None
School of Transmutation / <i>Meld into surrounding sand (Sand121).</i>							
Sound Lance	V,S	18	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>							
Spark of Life	V,S	18	Yes	1 Action	Touch	1 round/level	Will Negates
School of Necromancy / <i>Undead creature loses most immunities (LM71).</i>							
Speak with Dead	V,S,DF	18	No	10 Minutes	10 ft.	1 minute/level	Special; See text
School of Necromancy / <i>Corpse answers one question/two levels (PH281).</i>							
Spikes	V,S,M	18	No	1 Action	Touch	1 hour/level	None
School of Transmutation / <i>As brambles, except that the affected weapon gains a +2 enhancement bonus (CD181)</i>							
Spikes	V,S,M	18	No	1 Action	Touch	1 hour/level	None
School of Transmutation / <i>As brambles, except that the affected weapon gains a +2 enhancement bonus (CD181)</i>							
Spiritual Charger	V,S,DF	18	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
School of Evocation / <i>Horseman of force attack enemy (HoB128).</i>							
Sticks and Stones	V,S	18	No	1 Action	25 ft.+5 ft./2 levels	1 round/level	None
School of Necromancy / <i>You animate a pile of rocks, branches, limbs and other debris into the crude shape of a skeletal creature (ShS49)</i>							
Stone Shape	V,S,M/DF	18	No	1 Action	Touch	Instantaneous	None
School of Transmutation / <i>Sculpts stone into any shape (PH284).</i>							
Summon Monster III	V,S,F/DF	18	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 III	V,S,DF	18	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjunction / <i>Summons undead to fight for you. (PGtoFR114)</i>							
Summon Undead III	V,S,DF	18	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjunction / <i>Summons undead to fight for you. (PGtoFR114)</i>							
Summon Undead III	V,S,DF	18	No	1 Round	25 ft.+5 ft./2 levels	1 round/level	None
School of Conjunction / <i>Summons undead to fight for you. (PGtoFR114)</i>							
Sunrise	V,S,DF	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Special; See text
School of Evocation / <i>Burst of light blinds and damages creatures. (PGtoFR114)</i>							
Suppress Glyph	V,S	18	Object	1 Action	100 ft.	1 minute/level	Will Negates
School of Abjuration / <i>You cast the spell, a dancing crown of ruby runes orbits your head briefly (SpC216)</i>							
Sweet Water	V,S,M	18	No	1 Action	400 ft.+40 ft./level	Instantaneous	None
School of Divination / <i>Creates a well to fresh water up to 100 ft. down. (DotF90)</i>							
Sword Stream	V,S	18	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half
School of Evocation / <i>As knife spray, but 1d8 and max +10. (DotF90)</i>							
Telepathic Bond, Lesser	V,S	18	No	1 Action	30 ft.	10 minutes/level	None
School of Divination / <i>Link with subject within 30 ft. for 10 minutes/level. (ExPsiHb220)</i>							

Telepathy Tap	Sacrifice	18	No	1 Action	Personal	1 round/level (D)	None
School of Divination / <i>Overhear creatures' telepathic communications (BoED110).</i>							
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>							
Unstand 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>							
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>							
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>							
Abysmal Night	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 Conjuration / Conjures ice creature to fight for you. (Frstbn91)										
	Consumptive Field	V,S	19	Yes	1 Action	30 ft.	1 round/level		Will Negates		
	School of Necromancy / You gain temporary hit points and Str for everyone below 0 HP that failed their saves (SpC51)										
	Consumptive Field	V,S	19	Yes	1 Action	30 ft.	1 round/level		Will Negates		
	School of Necromancy / You gain temporary hit points and Str for everyone below 0 HP that failed their saves (SpC51)										
	Contingent Energy Resistance	V,S,M	19	-	1 Minute	Personal	1 hour/level (D)		None		
	School of Abjuration / Energy damage triggers a resist energy spell (Drac110).										
	Contingent Energy Resistance	V,S,M	19	-	1 Minute	Personal	1 hour/level (D)		None		
	School of Abjuration / Energy damage triggers a resist energy spell (Drac110).										
	Control Water	V,S,M/DF	19	No	1 Action	400 ft.+40 ft./level	10 minutes/level (D)		Special; See text		
	School of Transmutation / The control water spell raises or lowers water by as much as 2 feet per caster level (PH214)										
	Cure Critical Wounds	V,S	19	Harmless	1 Action	Touch	Instantaneous		None		
	School of Conjuration / Cures 4d8 +1/level damage [max +20] (PH215)										
	Damning Darkness	V,M/DF	19	Special	1 Action	Touch	10 minutes/level (D)		None		
	School of Evocation / Darkness deals either 2d6 or 1d6 damage per round (LoM210).										
	Death Ward	V,S,DF	19	Harmless	1 Action	Touch	1 minute/level		Will Negates		
	School of Necromancy / The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (PH217)										
	Delay Death	V,S,DF	19	Harmless	1	25 ft.+5 ft./2 levels	1 round/level		Will Negates		
	School of Necromancy / The subject of this spell is unable to die from hit point damage (SpC63)										
	Demon Dirge	V,S,DF	19	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 / Demons are stunned and take 3d6 damage/round for 1d4 rounds (PlanHB97).										
1	Diamond Spray	V,S,M	19	Yes	1 Action	60 ft.	Instantaneous		Reflex Half		
	School of Evocation / Dazzles evil creatures for 2d6 rounds and deal 1d6 damage per level (max 10d6) to evil creatures (BoED96)										
+1	Dimension Door	V	19	Object	1 Action	400 ft.+40 ft./level	Instantaneous		None and Will Negates		
	School of Conjuration / You instantly transfer yourself from your current location to any other spot within range (PH221)										
	Dimensional Anchor	V,S	19	Object	1 Action	100 ft.+10 ft./level	1 minute/level		None		
	School of Abjuration / Any creature or object struck by the ray is covered with a shimmering field that blocks extradimensional travel (PH221)										
	Discern Lies	V,S,DF	19	No	1 Action	25 ft.+5 ft./2 levels	Concentration, up to 1 round/level		Will Negates		
	School of Divination / You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura (PH221)										
	Dismissal	V,S,DF	19	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous		Special; See text		
	School of Abjuration / Forces an extraplanar creature back to its proper plane if it fails a special Will save (PH222)										
	Divination	V,S,M	19	-	10 Minutes	Personal	Instantaneous		None		
	School of Divination / Provides a piece of advice in reply to a question about a goal, event, or activity occurring within one week (PH222)										
	Divine Eminence	V,S	19	Harmless	1 Action	Touch	Instantaneous		Will negates		
	School of Transmutation / Raise one of the subject's ability scores to 24+1/3 levels (splmgc68).										
1	Divine Power	V,S,DF	19	-	1 Action	Personal	1 round/level		None		
	School of Evocation / Your BAB = your character level, +6 enhancement bonus to Strength, 1 temporary HP / caster level (PH224)										
	Divine Storm	V,S,DF	19	Yes	1 Round	25 ft.+5 ft./2 levels	Concentration		Special; See text		
	School of Evocation / Spinning disk of weapons deals 1d6 +2/level damage. (DotF85)										
	Doomtide	V,S,DF	19	Yes	1 Action	80 ft.	1 round/level		Will Negates		
	School of Illusion / Fill an area with illusory black, creeping mist that vaguely resembles slender grasping tentacles (SpC70)										
	Doomtide	V,S,DF	19	Yes	1 Action	80 ft.	1 round/level		Will Negates		
	School of Illusion / Fill an area with illusory black, creeping mist that vaguely resembles slender grasping tentacles (SpC70)										
	Dread Blast	V,S	19	-	1 Action	100 ft.+10 ft./level	Instantaneous		Special; See text		
	School of Necromancy / Negative energy ray deals 4d8+1/level (max 20) and dazes target for 1 round (PGtoFR101)										
	Dream Walk	V,S	19	Yes	1 Action	Touch	Instantaneous		Will Negates		
	School of Conjuration / As many as eight subjects enter a dreamscape (HH129).										
	Dust to Dust	V,S,DF	19	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous		Special; See text		
	School of Transmutation / Disintegrate undead with your ray attack. (RotW174)										
	Dweomer of Transference	V,S	19	Harmless	1 Minute	25 ft.+5 ft./2 levels	1 round/level		Will Negates		
	School of Evocation / Convert spellcasting into psionic power points. (ExpPsiHb219)										
	Early Twilight	V,M/DF	19	No	1 Round	400 ft.+40 ft./level	10 minutes/level (D)		None		
	School of Evocation / Reduces light in 80-ft.-radius cylinder (HoB126).										
	Earth Reaver	V,S	19	Yes	1 Action	100 ft.+10 ft./level	Instantaneous		None		
	School of Transmutation / Eruption deals 5d6/level damage to all in area (SS65)										
	Energy Vortex	V,S	19	Yes	1 Action	20 ft.	Instantaneous		Reflex Half		
	School of Evocation / Energy wells up inside you and explodes outward in a furious burst (SpC81)										
	Essentia Lock	V	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)		None		
	School of Abjuration / Prevent target from investing or distributing essentia.										
	Ether Blast	V,S,M	19	No	1 Action	25 ft.+5 ft./2 levels	1 round/level		None		
	School of Conjuration / You detonate a small ether cyclone on the Ethereal Plane. (MotP35)										
	Evil Glare	V,S,DF	19	Yes	1 Action	30 ft.	1 round/level; see text		Will Negates		
	School of Necromancy / Shoot a glance at your rival and she freezes in her tracks from your malignant glare (SpC85)										
	Extend Tentacles	V	19	-	1 Action	Personal	1 round/level		None		
	School of Transmutation / Lengthen your tentacles, increasing the reach by 5-ft (SpC86)										
	Fang Trap	V,S,M/DF	19	Yes	1 Action	Touch	Permanent until discharged (D)		Special; See text		
	School of Abjuration / This functions like a Glyph of Warding, except it can't activate on the basis of faith or alignment (WotC-SK155)										
	Favor of Ilmater	V,S	19	Harmless	1 Action	100 ft.+10 ft./level	1 minute/level		None		
	School of Necromancy / Subject gains Endurance plus immunity to nonlethal damage, charm and compulsion effects (PGtoFR102).										
	Fell the Greatest Foe	V,S,M	19	Harmless	1 Action	Touch	1 round/level		Fortitude Negates		
	School of Transmutation / Subject gains ability to deal greater damage to larger foes (SpC90)										
	Focus Touchstone Energy	V,S	19	Harmless	1 Action	Touch	1 minute/level		None		
	School of Transmutation / Convert unused touchstone abilities into temporary hit points (PlanHB98).										
	Freedom of Movement	V,S,M,DF	19	Harmless	1 Action	Personal or touch	10 minutes/level		Will Negates		
	School of Abjuration / This spell enables you or a creature you touch to move and attack normally for the duration of the spell (PH233)										
	Freeze Armor	V,S	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level		Special; See text		
	School of Transmutation / Locks up suits of metal armor and equipment, dealing damage and impeding movement (Frstbn94)										
	Frostburn	V,S,DF	19	Yes	1 Action	Touch	Instantaneous		Fortitude Half		
	School of Necromancy / Touch deals 3d12 frostburn damage +1/level (max +20). (Frstbn95)										
	Ghost Bane Weapon	V,S,DF	19	Harmless	1 Action	Touch	1 hour/level		Will Negates		
	School of Transmutation / Weapon gains the ghost bane property. (GW53)										
	Ghost Touch Weapon	V,S	19	Harmless/Obj	1 Action	25 ft.+5 ft./2 levels	1 minute/level		Will Negates		
	School of Transmutation / Empower a weapon to strike true against incorporeal foes (SpC102)										
	Giant Vermin	V,S,DF	19	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level		None		
	School of Transmutation / Turns three normal-sized centipedes, two normal-sized spiders, or a normal-sized scorpion into larger forms (PH235)										
	Glacial Globe of Invulnerability	V,S,M/DF	19	No	1 Action	10 ft.	1 round/level (D)		None		
	School of Abjuration / Stops 1st- through 3rd level fire re spell effects and provides concealment (Frstbn96)										
	Glory of the Martyr	V,S,F,DF	19	Harmless	1 Action	25 ft.+5 ft./2 levels	1 hour/level (D)		Will Negates		
	School of Abjuration / Grants +1 deflection bonus to AC and resistance on saves, share damage. (PGtoFR103)										
	Glowing Orb	V,S,F	19	No	1 Action	Touch	Permanent		None		
	School of Evocation / Coax a tiny portion of positive energy into a fragile glass sphere (SpC106)										
	Hand of Torm	V,S,DF	19	Yes	1 Minute	10 ft.	1 hour/level		Fortitude Negates		
	School of Abjuration / Immobile zone of warding stuns those of different patrons. (MagFR99)										
	Hand of the Faithful	V,S,DF	19	Yes	1 Minute	10 ft.	1 hour/level		Fortitude Negates		
	School of Abjuration / Summon the protective field, a shimmering border limns out along the floor, with the image of blocking hands (SpC109)										
	Harrier	V,S	19	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D); See Text		None		

	School of Conjunction / <i>Summons an incorporeal bird of prey to fight for you. (DotF86)</i>										
Hell's Power	V,S,M,Devil	19	-	1 Action	Personal		10 minutes/level		None		
	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>										
Inflirt 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>										
Magic 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 cotermious 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 cotermious 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>										
Revengeance	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>										
Revengeance	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 illusionary 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 Arvador	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			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>										
Valliant 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.</i> (MagFR132)								
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.</i> (PGtoFR118)								
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</i> (ShS51)								
Wall of Salt	V,S,M/DF	19	No	1 Action	100 ft.+10 ft./level	Instantaneous		See text
School of Conjunction / <i>Wall of salt that can be shaped</i> (Sand127).								
Wall of Sand	V,S,M/DF	19	No	1 Action	100 ft.+10 ft./level	Concentration +1 round/level		None
School of Conjunction / <i>A swirling wall of blowing sand leaps into being</i> (SpC235)								
Wall of Sand	V,S,M/DF	19	No	1 Action	100 ft.+10 ft./level	Concentration +1 round/level		None
School of Conjunction / <i>A swirling wall of blowing sand leaps into being</i> (SpC235)								
Wall of Water	V,S,M/DF	19	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)		None
School of Conjunction / <i>Wall impedes movement and can drown creatures</i> (Sand128).								
Watchful Ancestors	V,S,M/DF	19	-	1 Action	Personal	1 minute/level		None
School of Conjunction / <i>You are surrounded by manifestations of the spirits of your ancestors providing you with protection in battle</i> (MoE103)								
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</i> (SS72)								
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</i> (CD188)								
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</i> (CD188)								
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.</i> (CD189)								
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</i> (Frstbn106)								
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.</i> (BoVD110)								

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)
